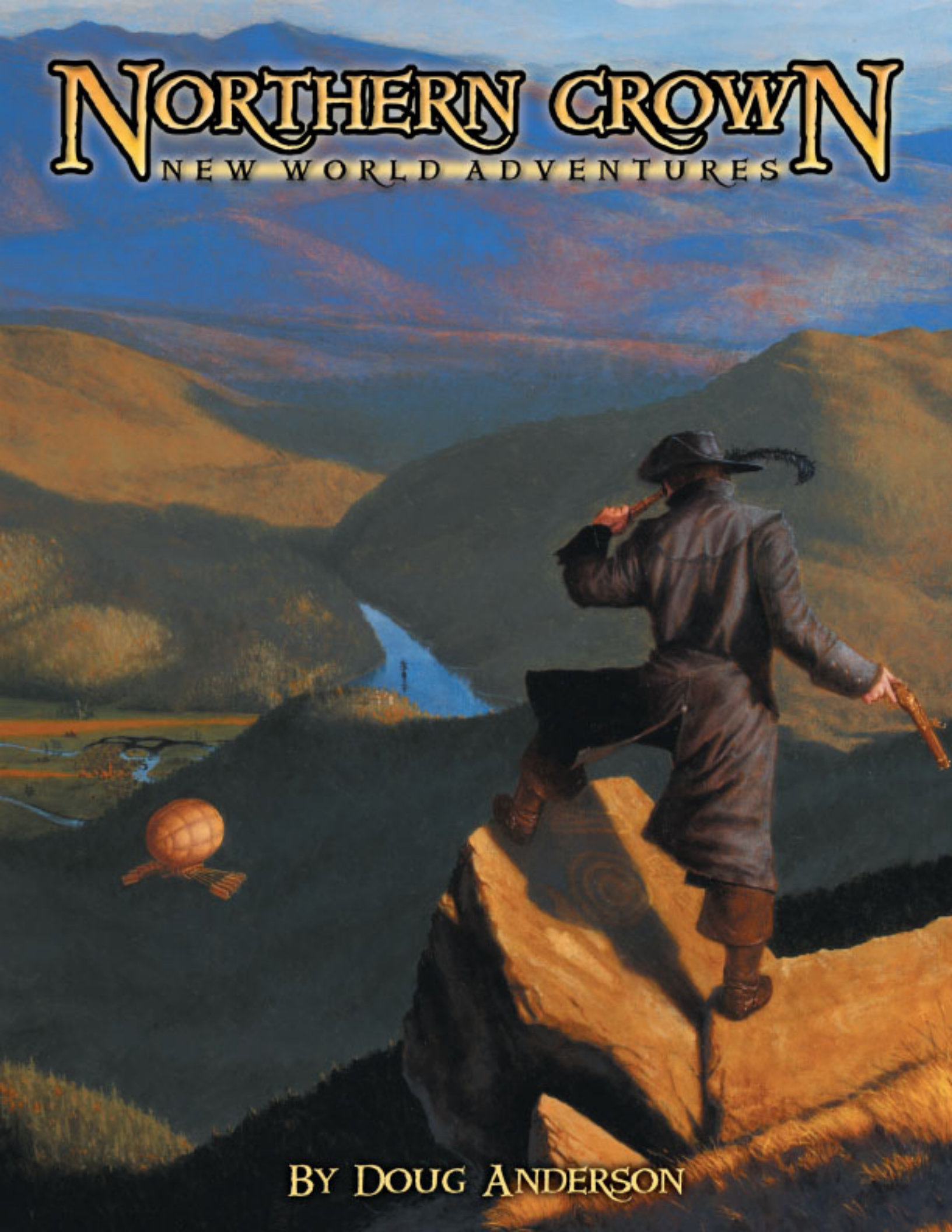


NORTHERN CROWN

NEW WORLD ADVENTURES



BY DOUG ANDERSON

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CHAPTER ONE

INTRODUCTION

Onen tsi ne'i nakkara. This is my tale.
Call me Okwaho — that is "Wolf" in the language of my people, the Keepers of the Eastern Door. I am a rakarota, a master storyteller. Give me a seat by the hearth, and fill my cup with pine needle tea, and I will tell you a tale of heroes.

We have been here since the Uncounted Time. We are the People of the Place of Flint. We live by the grace of the earth, of our sacred crops, of the thunder that brings the rain. We take what we need and no more, and we are grateful for the gifts of wood, bone, hide, food, and water. Preserving the balance of all things and returning thanks to that which sustains us are the two hallmarks of a good life.

When the balance fails, heroes must rise to restore it. A hero defeated the stone giants and monsters of old. By the grace of Sky Woman, a hero saved the world from the great flood. Heroes composed the hymn of peace and combed the snakes from the hair of the enemy of peace and straightened his crooked form. A hero buried our weapons of war beneath the peace tree, and so ended the conflicts that threatened to tear us apart.

Now the balance is again threatened. Newcomers have arrived from the sea. Forests fall. Villages burn. Evil beings stalk the land, bringing strife and sickness. The weapons of war are wielded against our kin. It is a time for heroes.

This is their tale.



OVERVIEW

Imagine a world where the legends of North America come alive — a place of high adventure, magic, and monsters, where history and myth intertwine.

Brawl with Mike Fink or swing an axe with Paul Bunyan. Brave the dangers of the polar sea in search of the legendary northwest passage. Trudge through steaming swamps in pursuit of the fountain of youth. Prowl the misty streets of Boston on the trail of hell-spawned fiends. Take flight with a coven of witches upon a midnight ride. Shiver at the call of the wendigo as you traverse a frozen wasteland. Carry the banner of liberty into battle against the forces of tyranny ...

Northern Crown: New World Adventures is a campaign world set in North America's legendary past, in an age of frontier adventure, political intrigue, and supernatural horror. Inspired by history and infused with myth, it is a place where heroes fight for freedom, chart a vast wilderness, and battle unknown evils.

The possibilities for adventure in the *New World Adventures* setting are many. You might find yourself searching the wilderness for a lost Moundraiser city, or aiming a silver bullet at the heart of an elegant vampire beneath the Dueling Oak at Nouvelle Orleans. At risk could be something as personal as your own honor, or as epic as the birth of a new nation.

Your character might be a hardy Coureur scout from the northern woods, a stylish rake from the court of Carolingia, a Witchling agent, or a Mohawk bard like Okwaho, whose words you just read. Your foes could be axe-wielding Vinlander raiders, the automaton soldiers of a deranged evil genius, or a lich who once ruled as sorcerer-king of a now-vanished native civilization. Along the way, you might find an ally in Jonny Appleseed or the prophet Tenskatawa. And you may just join them as a legend in your own right!

To help in your quest, you may possess a psionic knack that lets you work wonders as a hex or a firebug, or even wield the dreaded evil eye. Perhaps you practice sorcery, daring to defy the edicts of church and state. Or you could be a witch, wresting your arcane powers from a fiendish imp at the risk of losing your soul. A degree in natural philosophy can imbue you with the knowledge to construct anything from a flying machine to an earthquake generator, and let you use the power of science to produce impressive effects rivaling the spells of magic-users. But if all else fails, then you'd better also know how to fire a matchlock musket or hurl a tomahawk.

It's a dangerous world, after all. The *New World* seethes with conflict, as the strifes and plagues of vying Uropan (yoo-ROPE-ahn) nations take root in fertile ground. Witches struggle against Puritan firebrands; royal agents play games of murder and deception for the glory of their monarch; and soldiers take to the field of battle where dragoons and musketeers clash amid the roar of cannon

and shot. Patriots stake their lives to overthrow the old order and establish a new freedom, unfettered by the evils of slavery and persecution. Natural philosophers compete to create clever inventions that could shape the course of the future, while wizards and sorcerers seek to preserve the arcane arts of the past. And in the deep forests, druids create standing stones and earthen mounds to focus the healing power of the land, and gather animal allies to defy the encroachment of civilization.

GETTING STARTED

If you're a player, you'll want to read Chiron Franklyn's overview of the continent that appears later in this chapter, to get a feel for *Northern Crown's* history, cultures, and conflicts before you make your character. You'll then follow the adventures of Franklyn and Okwaho as you read this book — their narratives provide vivid first-person accounts of the campaign world, and suggest possibilities for your own adventures.

If you're the Game Moderator (GM), first read the *Cultures* chapter and pick three or four cultures to offer as possible backgrounds for your players' first characters; opening their choices up to every culture at once would be a little overwhelming, after all. The mechanics of character creation will feel very familiar to anyone

who has played a d20 System game, but a selection of new classes, feats, spells, and equipment have been added to fit the setting, and may take some time for you to assimilate. Don't panic — many of the standard core classes are still available, while others have been replaced by new ones more appropriate to the campaign world. You'll also find a wide array of new game material, including rules for guns, fencing, artillery, and explosives, special guidelines for inventions, First Ones and Uropan spells and magic items, and psionic knacks. GMs will find the companion book, the *Northern Crown: Gazetteer*, to be an essential reference. It includes non-player character (NPC) stats, setting maps, adventure ideas, a menagerie of new monsters and animals, and a complete gazetteer of the campaign world.

SOURCES AND SCOPE

New World Adventures was inspired by the history, culture, folklore, and religion of several Native American, African, and European cultures of the early colonial period, re-imagined as a setting for fantasy adventure. Although presented as part of a fictional world, the names of these cultures have been left largely unchanged, to give them due acknowledgement as the source of inspiration for the campaign. This book does not accurately describe present-day groups, religions, or political entities that may share the same names. Similarly, NPCs in this book who possess the names of well-known persons are not meant to represent actual historical figures, but fictional versions of them based on the aura of myth that they have accrued over time in the public imagination, fiction, and film.

The enslavement of Africans by Europeans in our own past is explicitly reflected in the fictional history of Northern Crown, as are the religious and ethnic persecutions and wars that ravaged the landscape of the early modern era. Echoes of crimes committed by Europeans against Native Americans during this period are also part of the campaign world's background. These evils, rather than the dragons and orcs of many fantasy role-playing settings, are often the most insidious foes faced by the heroes of a *New World Adventures* campaign. No fic-

tional evocation of America's past can be considered complete without addressing these themes directly.

The First Ones of this campaign setting are inspired by some of the native cultures living in the eastern half of North America at the time of European contact. The legendary past of the First Ones, represented by the Makers and Moundraisers, corresponds very roughly to the Adena and Hopewell cultures of more ancient times.

This book is compatible with *Nyambe: African Adventures* by Chris Dolunt (Atlas Games, 2002). The Cimarrons of Northern Crown are descended from the Nyambans of Dolunt's fantasy Africa. Information on Nyamban character classes, religion, magic, creatures, and peoples can be found in his book, and further opportunities for crossover adventures between Northern Crown and Nyambe are encouraged.

THE CONTINENT

A report to the Uropan Society of Natural Philosophy concerning the continent of Northern Crown, delivered at the Society's biennial congress in the city of Paris upon the first of October, 1666, by Lord Chiron Franklyn, First Magus of the Republic of Sophia. Presiding, His Most Royal Majesty Louis XIV, President of the Society.

Your Majesty, Members of the Society, and Dear Guests,

At your monarch's request I have been bidden to stand here before you and deliver a report upon the history, nature, and peoples of the northern continent west of the Atlantic Sea, lately called Northern Crown. We meet here not as men and women of various nations, but as citizens of the Kingdom of Science, united in our pursuit of Truth and Reason. As her foremost natural philosopher, I feel I can give an account as well as anyone of this most remarkable land. After establishing her place upon the terrestrial sphere, her peoples, and her natural resources, I shall lay out a mere sketch of the continent's past ages and her current state, in the form of a narrative which I have culled together from many sources, including both material evidence and the spoken lore of the continent's native inhabitants.

LANDS

The continent of Northern Crown — also known in the Latin as *Septentrionalis* — is named for the constellation that dominates its skies. It is located west of the Atlantic Sea, spanning the subtropical, temperate, and polar latitudes of the northern hemisphere, and is connected to the continent of Southern Cross by a narrow isthmus. Only the eastern half of Northern Crown has been mapped by our cartographers; it is not known whether the western half of the continent is contiguous with the lands of Cathay in the Far East, or whether a narrow strait separates the two. Occupying several climatic zones, the known area of the continent includes humid swamps, warm pine forests, rugged mountains, temperate woodlands, boreal forests, open prairie, freshwater inland seas, bogs, cold tundra, and polar sea. Native people have ingeniously adapted to life in all of these terrains, but their numbers remain relatively low, and well within the capacity of the land's natural bounty to sustain them. Newcomers from the continent of Uropa have yet to match their skill in surviving this often-harsh land.

PEOPLES

Nearly two centuries have passed since Uropan first began arriving in numbers on the shores of Northern Crown, and after many wars, plagues, and migrations, the continent is home to Uropan, Nyambans, and native First Ones. Generally, Uropan and Nyambans occupy the coast and offshore islands, while the First Ones remain populous in the interior.

THE FIRST ONES

Having dwelled on the continent since the age of ice, thousands of years ago, the First Ones are divided into dozens of nations. Many of them share a common social organization and traditions, including hereditary rule by chiefs and the division of each nation into several clans that each descend from a different animal ancestor. Two major First Ones political entities exert regional power in the east: the Five Nations and the Woodland Confederacy.

NORTHERN CROWN

Among the dozens of First Ones peoples, I have included in this volume detailed descriptions of the following four cultures:

- *Cherokee* are people of the deep, fertile vales west of the Mountains of Smoke. They live by a code of individual freedom, tempered by group consensus. Among their foremost adventurers are diplomats, clerics, and witches.
- *Mohawk* are the easternmost members of the Five Nations, dwelling beside the cold Mohawk River that flows through the northern woods. Their geographical position has thrust them into conflict with Uropan newcomers. Their adventuring folk include raiders, bards, and political leaders of great skill.
- *Ojibwa* dwell on the shores of Lac Superieur and the surrounding north-

ern forests. Adept at long journeys by land or water, and living in small, mobile bands, they produce skilled scouts, guardians of lore, and spiritual leaders.

- *Shawnee* dwell in the hardwood forests of the interior, where the natural power of the land is strong and few Uropan have yet tread. Shawnee adventurers are said to be wanderers at heart, traveling far from their homeland to live as traders, warriors, and protectors of the living earth.

THE NYAMBANS

The continent of Nyambe-tanda, located south of Uropa and east of the Atlantic Sea, is a place still little known to our natural philosophers. Nyamban peoples have become part of the tale of Northern Crown largely

through the practice of Uropan slavery, an evil that is still practiced in Uropan plantations and mines throughout the continent. Although people of Nyamban descent can be found among all cultures of Northern Crown, one Nyamban-influenced culture in particular — the Cimarrons — have arisen to challenge the scourge of slavery and those who seek to perpetuate it.

- *Cimarrons* are the descendants of captive Nyambans who were forced to labor in the mines and plantations of Northern Crown. Having fought to win their freedom, they live in independent communities throughout the Carib Sea and the southern coasts, where they maintain Nyamban traditions and send adventurers against evil tyrants to defend their people and secure liberty for others.

THE UROPANS

Since first contact with the First Ones, thousands of Uropan have crossed the Atlantic Sea to establish a foothold in Northern Crown. They include agents of Uropan kingdoms, private enterprises, and religious separatists seeking a new life far from persecution and worldly temptation. The most populous and influential groups include the following:

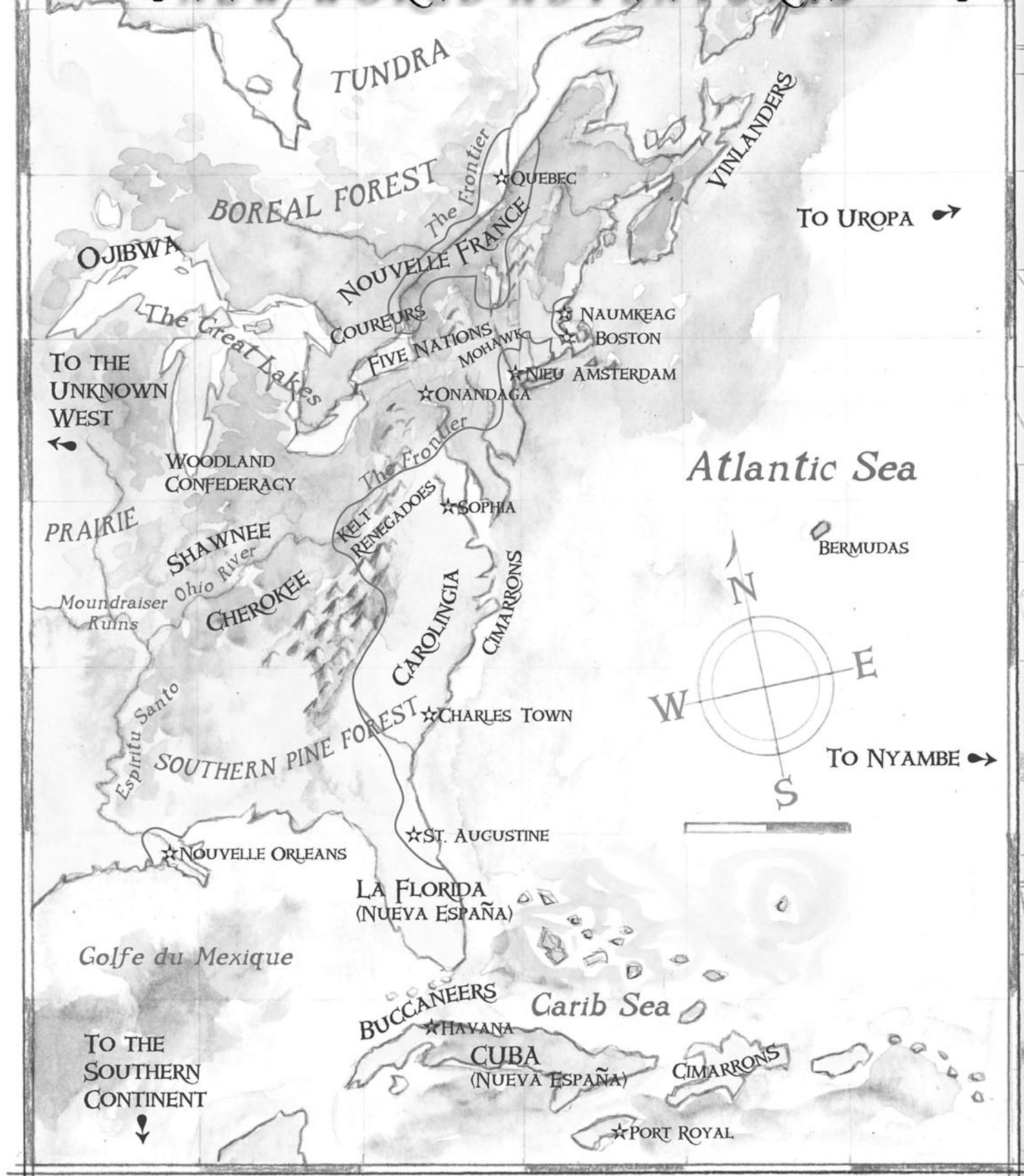
- *Albians* are the dashing, witty subjects of Gloriana, the half-fey queen of the land once known as England. They claim little territory in Northern Crown, but nonetheless are among the foremost Uropan soldiers and seafarers of the age.
- *Buccaneers* are colorful sea-going pirates and scoundrels, culled from the exiles, rogues, and misfits of many nations. Capricious and violent, but not without honor, they prowl the seas in search of plunder and the freedom to live under no law but their own.
- *Carolingians* are the exquisitely attired and well-mannered cavaliers of the English king in exile, Charles II, who now presides over the Kingdom of Carolingia in Northern Crown. Skilled at riding, hunting, and maintaining their reputation for honor and courage, they defend their kingdom with style and steel.
- *Commonwealthers* are Puritan soldiers of God, raising a holy fortress in the wilderness as a bulwark against the Evil One and his many servants, both human and monstrous. Grim and determined, they rely upon their faith and conviction in their relent-



HUDSON'S BAY

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less pursuit of evil. Their Holy Commonwealth of New England is a major force in the northeastern region of the continent.

- **Coueurs** (KOO-rurs) are the forest runners of the north, possessing the skills and lifeways of First Ones, and the language, weapons, and faith of their Français ancestors. Buccaneers of the forest, they are fiercely independent and experience life as a great adventure, plying their trade as frontier fighters, scouts, and traders.
- **Espaniards** are the imperial agents of Felipe II, mightiest monarch in all Uropa. Part of the greatest military and administrative machine Uropa has seen since the age of the Caesars, they defend the Viceroyalty of Nueva España from the depredations of pirates, corrupt officials, and foreign spies.
- **Français** (fran-SAY) are servants of the splendid sun king, Louis XIV. Using political savvy and dazzling swordsmanship, they secure the royal province of Nouvelle France and the city of Nouvelle Orleans, and plan for military and economic domination of the continent.
- **Kelts** are the fey-touched members of an ancient Uropan people, renowned as bards, raiders, and wanderers. Brought to the shores of Northern Crown against their will as laborers, they have since rebelled, and have re-established their clans in the Appalachi Mountains, angering their former Uropan masters and their new First Ones neighbors alike.
- **Nederlanders** are the members of a worldwide trading company with crucial interests in Northern Crown. Stubbornly independent-minded and pragmatic, they operate out of the rough-and-tumble port of Nieu Amsterdam, a place of big deals, double-crosses, and fortunes lost and won.
- **Sophians** are freethinking rebels from every corner of the continent who have carved out their own republic from former English possessions. Drawn from the ranks of freedom-loving Uropan, Nyambans, and First Ones alike, they are dedicated to the advancement of freedom and science, and are among the continent's foremost thinkers and inventors — if I may be allowed to pay my fellow citizens a compliment.
- **Vinlanders** are the descendants of ancient Norsk mariners who long ago arrived on the cold shores of

northeastern Northern Crown. Seven centuries later, they remain a warrior people, whose raiding ships are the terror of the coast.

- **Witchblings** are followers of the Old Ways, people of magic and shadows, who keep a precarious balance between redirecting the power of evil for lawful ends and succumbing to it. From their coven on the rocky cape of Naumkeag, they fight to keep their independence from the Commonwealthers who seek to destroy them as servants of the infernal realm.

ANIMALS

Northern Crown is rich in animal life. Its seas swarm with whales of every known species and shimmering shoals of fish, while its skies are filled with game birds, eagles, ravens, and hawks. In the rivers are huge catfish and sturgeon, while the Great Lakes hold pike and other freshwater game fish. To the economy of the north, the most important water-dweller is not a fish, but a mammal — the humble beaver, whose soft fur is so much in demand on the streets of Your Majesty's city of Paris, for the hatter's and clothier's trade.

The forests are alive with white-tailed deer; on the frontier, buckskins are so plentiful that they are even used as currency. Common predators of the woodlands include wolves, panthers, and foxes; in the north, fierce wolverines and magnificent lynxes are found; and the polar sea is the kingdom of the great white bear. Her lesser relatives, the brown and black bears, are the largest omnivores of the woodlands. In the west, where the forest yields to open prairie, one finds huge herds of shaggy, horned bison; other than the skilled First Ones hunters of that region, the bison fear only the prairie wolves, who hunt in well-coordinated packs.

VEGETATION

The first Uropan to reach the continent, the Norsk, came in search of timber, not gold or silver. And they found it in abundance. If not for the towering white pines of the northern forests, it is doubtful that the world's navies would have tall masts upon which to spread their sails. Such trees

are as valuable to the timber trade as the beaver is to the fur trade; blood has been spilled contesting a single tree's ownership.

Besides the white pine, the woodlands abound with many useful trees, including oak, elm, maple, and walnut. They supply lumber for a thriving cabinetry industry from Carolingia to the Commonwealth. The maple is tapped by the First Ones to produce a sweet syrup which can be rendered into edible sugar by the application of steady heat. Other naturally occurring food plants of note include strawberries, blueberries, and wild rice.

The most useful food plant, though, is maize, or corn, which feeds both human and cattle. It is doubtful that the early Uropan settlers could have survived without acquiring this giant native grain. Squash, beans, sunflowers, goosefoot, potatoes, and pumpkins are also grown, in addition to the Uropan staples of wheat, barley, oats, and many vegetables. Nyambans have brought with them the staple crop of rice, which is grown extensively in the wet soils of the southern coast.

MINERALS

Although Uropan have spent centuries searching for gold and silver, Northern Crown has so far yielded no major lodes of these precious metals, while the southern continent has proved rich in both. Copper and iron are abundant in mountainous areas of the north, but only Uropan have the technology to refine these metals from ore; the First Ones use native copper nuggets and the rare prize of meteoric iron, which is said to have magical properties.

The land is poor in gemstones, lacking significant deposits of diamonds, emeralds, or rubies, but rich in semiprecious stones, especially tourmaline, quartz, jasper, and garnet. These too are believed to have magical or divine powers; the Uropan use them in the creation of protective rings, amulets, and for scrying, while the First Ones keep them as charms to ward off evil.

Flint is a strategically important mineral both for First Ones tools and weapons, and for the firing mechanisms of advanced Uropan gun designs. Several sources are known to exist in the Appalachi Mountains.

MONSTERS

Like Uropa, the continent has its own collection of abnormal creatures, which the uneducated call monsters. Some seem to be survivors of another time, perhaps the age of ice which native legends speak of; while others are likely the product of ancient magics or the embodiment of powerful supernatural entities. I present a brief summary, arranged by type:

- **Elementals:** The sanauk are a species of earth elemental associated with rich deposits of flint. They are most unfriendly to human beings.
- **Fey:** Just as Uropans do, the First Ones have their own species of fey, including the pukwudgee, little mischievous gnome-like beings of the forest, and the nunne'hi, a race of noble fey bards. In addition, the fey of Uropa have begun to appear, following their human allies such as the Kelts and Albians across the sea.
- **Giants:** Former masters of the continent, the giants of Northern Crown include stone giants, hill giants, and the fearsome wendigo of the far north. Many hags haunt the mountains and caves of the continent, including the spear-fingered u'tlun'ta. Towering over all others are the gargantuan amphibious giants known as gougou, which live in the Great Lakes of the interior.
- **Magical Beasts:** Few if any Uropan magical beasts can be found on the continent except as exotic pets or guard animals, but there are many native varieties. They include the panther-like catamount, the dread rattler, the sly and greedy kawkont-wawk, and the awesome thunderbird. Other notable magical beasts are the serpentine okanangan, which dwells in cold lakes, the gargantuan, bearish nyah-gwaheh, and the razor-back hogge, a monstrous form of swine that lives in the southern pine forests.
- **Monstrous Humanoids:** The evil deeds of early Uropan invaders have bred a corrupted ilk of monstrous humanoids called haints. These creatures, also called bogeymen, are the ruined, insane forms of foul criminals. They leave their hiding places at night to stalk innocent victims.
- **Outsiders:** Few outsiders dwell in Northern Crown, aside from those summoned by sorcery. They include the mountain guardian — or pomola — and the bog guardian — the moos-

soogit. Both are said to be celestial servants of the creator god of the First Ones.

- **Shapechangers:** In addition to lycanthropy among humans, we know of a native race of shapechangers called tricksters, who prey upon unsuspecting travelers in the wilderness.
- **Undead:** Northern Crown has more than its share of undead, both Uropan and native. The same haunted scarecrows, lanternjacks, and headless riders that plague the streets of France have also been seen there. In addition, there are several terrifying native forms of undead, including the flying skeletons called pauguk, and the undead sorcerers known as bone dancers.
- **Vermín:** Rare in the north of the continent, vermin are more common in the warm, humid south. In the subtropical swamps and on tropical islands, centipedes and spiders grow to alarming size.

RELIGION

First Ones, Nyamban, and Uropan religions share several common elements, including the belief in a supreme deity, in celestial beings that act as intermediaries between the deity and humankind, and in the concept of an eternal soul or spirit that survives the death of the body. Clothed as they are in different names and forms, these common tenets are seldom recognized as such by the three cultures, which has led to much fear, misunderstanding, and even bloodshed between them. Among the Uropans, even minor differences in belief have led to war between followers of different faiths; the Uropan continent has been torn apart by such conflicts for the past century.

Many First Ones religions center around a belief in a benign creator called the Great Mystery. A remote figure, said by some to dwell on a mountaintop beyond the setting sun, the Great Mystery never interferes directly in human affairs. Instead, he may use animal spirits or sacred objects as intermediaries, to teach humans to lead a good life and to protect them from evil. Some First Ones acquire a personal manito at birth, with whom they can converse and petition the Great Mystery for aid and guidance. Others receive a sacred object that serves a similar purpose.

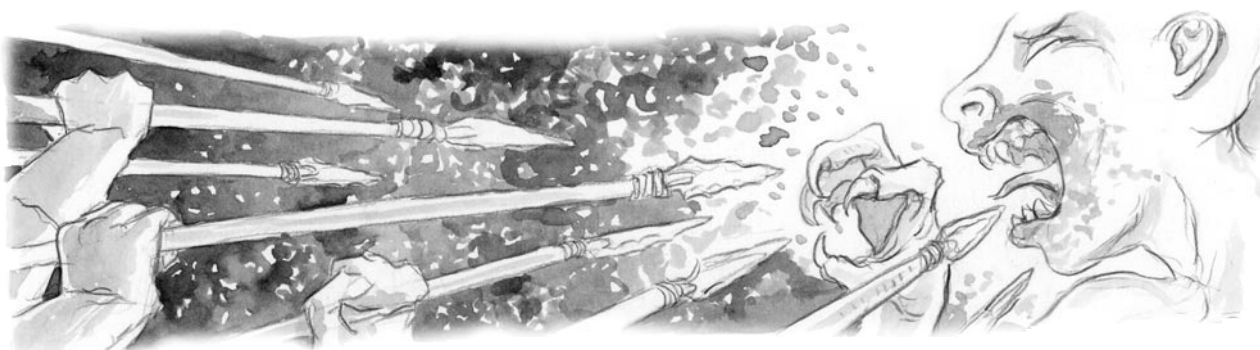
Folk of Nyamban ancestry believe in a benevolent but distant Overpower, who relies on the intercession of divine orisha spirits to maintain a link with humankind. Religious practices involve rituals honoring one or more of these orisha.

Most Uropans believe in a creator god, as well. Among all but the Witchlings and Kelts, this monotheistic faith has replaced the collection of ancient nature religions known as the Old Ways. Although they share a belief in one god, Uropans have historically fought bitter wars against those who disagree on relatively minor matters of faith. Currently, the fiercest dispute is between the long-established Roman Church and a handful of Dissenter faiths that are opposed, among other things, to the Church's hierarchy of priests and bishops. The Dissenters maintain that the salvation of souls is possible only through faith in God, while the Roman Church believes that salvation can also be secured through good works. The resulting wars have devastated much of Uropa, and contribute a major impetus for settlement of Northern Crown by Uropan exiles. While virulent enough, the conflict pales in comparison to the cruelty reserved for followers of the Old Ways and other minority faiths, who are often tried and executed as heretics.

COSMOLOGY

The First Ones, Nyambans, and Uropans differ more strongly in their conception of the universe. For the natives of Northern Crown, the continent is often represented as Turtle Island, recalling the creature that provided a refuge for life amid the waters of a great flood during the long-ago Uncounted Time. Surrounded by the sea, and covered by the dome of the heavens, which may be conceptualized as a blanket or skin thrown across the sky, the world is suffused with a force that I shall call medawaywin (med-ah-WAY-win), the resonance of the living earth, which must be nurtured and sustained if life itself is to endure. This, rather than the business of saving souls, is the purview of First Ones druids.

Nyambans believe in a tripartite universe, comprised of the material world of living creatures; the spirit world, which is coiled like a snake about it, providing an abode for orisha and the



spirits of the dead; and the shadow world, which permeates the material world and provides a medium of travel between it and the spirit world.

The Uropans once thought of the world as a flat disk, but most have yielded to evidence that it is a sphere, many thousands of miles in diameter. Still, a matter of debate is whether the sun or the earth stands at the center of the universe, but most agree that outside the courses of the moon, the sun, and the five planets is a crystal sphere studded with fixed stars. This sphere separates Creation from the celestial realm, which is the abode of the creator and the final destination of good souls. Within the surface of the earth is the immeasurable abyss of Chaos, the location of both the infernal realm, where evil souls are sent for eternal punishment, and Faerie, the abode of the mysterious creatures called the fey who have largely quitted their former domains on earth in the face of human religions antithetical to their presence.

MAGIC

Divine magic is wielded by First Ones and Uropan druids, and by Nyamban and Uropan clerics. The practice of arcane magic is known to all three cultures. Among the First Ones, sorcerers can cast spells without the use of written texts. Mchawi wizards and sei sorcerers are the Nyamban counterparts of Uropan spellcasters. The Uropans distrust sorcerers, who are said to have infernal blood, but some societies allow wizards to practice openly, as long as they do not delve into the unnatural art of necromancy, or use an evil black book to summon outsiders from the infernal realm. The arcane power of the song and speech of bards is widely recognized among First Ones cultures.

TECHNOLOGY

The First Ones are masters of shaping natural materials from their immediate environment into useful technology, including stone-tipped and copper weapons and tools, clothing sewn from fur and hide, clay vessels for storage and cooking, and dwellings and watercraft constructed from wood and bark. These things require much skill to make but a minimum of resources, meaning that even the smallest communities can make what they need for their own survival. Nonetheless, a continental network of trade has existed for thousands of years among the First Ones, transporting copper, shell, flint, and bone across hundreds of miles to eagerly waiting markets. These specialty materials are used for making magic items, sacred objects, and mundane jewelry.

Nyambans preserve their own advanced skills in agriculture, metalwork, and other crafts, with many adaptations from First Ones and Uropan technology. Ironwork is a particular hallmark of Nyamban craft.

The Uropans have brought their own technology to Northern Crown — most notably the military innovations of firearms, horses, and steel weapons and armor, all of which have begun to find their way into the hands of First Ones armies. Horses, oxen, and mules are used as draft animals and power sources. Other Uropan technologies formerly unknown on the continent include glassmaking, printing, metal refining, wheeled transport, sailing vessels, wind- and water-powered mills, and the astonishing inventions of natural philosophy, which show great promise but have so far not been produced in great numbers.

HISTORY OF NORTHERN CROWN

The history of Northern Crown can be divided into two major ages: the Uncounted Time before the arrival of the Uropans, and modern history, which begins with the appearance of Northern Crown upon Uropan maps and extends to the present time. We shall not attempt to separate myth from fact here, for all enduring myths speak to a universal truth about the human condition, even if they are not strictly factual, and facts do not describe the world as it is lived, only as it is observed.

THE UNCOUNTED TIME

What is known of the Uncounted Time is derived from only two sources: the spoken lore of the native peoples of the continent, and the physical artifacts left behind by their ancestors. It is impossible to create an exact chronology for this bygone age, but it certainly stretches back several thousand years, to a time when the world was a much different place. This account is not a definitive version, for each native nation tells the story differently.

THE WENDIGO AND THE AGE OF ICE

It is said that in the distant past, Northern Crown was ruled by the wendigo — the evil spirits of the far north. Whether this is literal truth or mere poetical fancy, it is evident from the geography of Northern Crown that a mantle of ice indeed once covered much of this land. Strange beasts roamed the frozen wastes, whose bones are still unearthed from time to time. It was an age of bitter hardship for all living things — a winter without end.

After many centuries, by some act of chance or providence, several small bands of human wanderers arrived in this cold waste. Some of our natural philosophers say they were Tatars of Asia, while others hold that they had always been here, all but unnoticed amid the vast spaces and mammoth beasts. Still others claim they had been created by the Great Mystery to free the land from the grip of the wendigo. In lore, these early wanderers are known as the First Ones. Tales tell of the epic battles of the First Ones against the wendigo to free the land from eternal winter. The animals of Northern Crown, some of whom had the power of human speech, fought on both sides initially, but eventually became united against the wendigo and drove them to the far north, where they still lurk, coming south only during the depths of winter to exact revenge upon their ancient enemies.

THE FLOOD

No longer chilled by the presence of the wendigo, the ice-mantle began to melt, causing a great flood that threatened to destroy all life in Northern Crown. Most of the beasts and the people of the First Ones drowned in the deluge. Only a single hero and a few of his folk were left,

along with his animal allies, clinging to the back of Turtle, who alone among them could provide a solid handhold. But Turtle's strength was failing. They needed to find solid earth, but around them were only the roiling waters of the flood. At last, Muskrat (some say rather that it was Otter, or Water Bug), who was small in stature but not in courage, bid his friends farewell, and dove beneath the waves. After what seemed an age of waiting, he returned to his friends, only to die of cold and exhaustion. Amid their grief at the loss of their friend, they noticed a clump of mud still held tightly in the grip of Muskrat's tiny paw. Placing the mud on Turtle's back, they called out to Sky Woman, who caused the mud to swell and grow, until it became an island large enough to provide the survivors a place of safety. When the floodwaters retreated, the land was repopulated by these few beasts and people; their descendants now occupy Northern Crown, which they still call Turtle Island.

THE MAKERS

After the flood, many of the savage beasts of the age of the wendigo were not seen again: the great dagger-fanged lions, the towering woolly elephants, and creatures even stranger for which we have no name, but whose bones are still found in farmers' fields and riverbanks. In their absence, the children of the First Ones multiplied, filling nearly all of the lands of Northern Crown, from the cold pine forests of the north to the fertile river valleys of the interior to the warm tidelands of the coast. Their speech and manners of dress changed over time, until there were many nations of people in the land. Footpaths and rivers wove the nations into a web of trade that brought copper from the north, shell from the south, and crystal from the east. Where the great rivers

of trade met — where the Ohio River empties into the Espiritu Santo — makers of wondrous artifacts gathered, crafting ornaments, tools, vessels, pipes, and weapons of great beauty and virtue. The finest pieces were said to have arcane powers, and are highly sought after for this reason, even to this day. It is said that the craft of sorcery was first practiced in Northern Crown during this time, as the Makers learned the secrets of arcane magic from outsiders, used carved and painted glyphs in order to extend their own lives, and delved ever deeper into the secrets of craft and artifice.

And so began an estrangement between them and their animal brethren, who withdrew into remote areas of the wilderness, fearful of the Makers' reckless pursuit of power and denial of the natural order. This estrangement between humans and talking animals continues to this day.

The Makers grew rich on their trade, and made elaborate tombs for themselves, filled with objects of power that they could not bear to part with, even in death. Whether this costly obsession destroyed their pre-eminence in the trading network, or whether they probed too far into the forces of dark magic, one thing is certain: the Makers have vanished, along with many of their secrets, leaving only their burial mounds and objects of power.

THE MOUNDRAISERS

Around the time of the decline of the Makers, the practice of growing maize appeared in Northern Crown, spreading north and east from the great empires of the south beyond the burning deserts of Quivera. The early adapters of maize farming soon found that many more people could be fed by this method than from the old ways of hunting and gathering; it was not long before they began to multiply, and settle in larger and larger commu-





nities. Soon, in imitation of the ways of the south, they began to raise immense flat-topped mounds that dwarfed the burial mounds of the Makers. The veneration of the Great Mystery and his creation was replaced by worship of self-styled god-kings, who exacted tribute from their own subjects and from weaker neighboring states. The arts of sorcery were refined further, and pacts were made with evil outsiders in exchange for even more power. Temples were erected atop the mounds, where offerings were made to the outsiders and to their royal human intermediaries. As the Moundraisers' numbers grew, they began to compete with their neighbors for the best cropland along the riverbanks. Wars broke out; people began to shelter behind wooden palisades and ditches. Diseases that had always been endemic in sparsely settled regions now raged amid the crowded settlements. In the end, these two perils — war and sickness — ended the reign of the god-kings. A few peripheral sites were left intact, especially in the south, but the great walled cities were emptied for good. Their ruins still brood upon the riverbanks, overgrown and silent, and the monstrous servants of these evil gods still lurk in the swamps and deep forests, biding their time until humankind begins to venerate them once again.

THE EFFIGY-MAKERS AND THE GATHERING THREAT

After the fall of the Moundraisers, Northern Crown became once more a place of many small nations, again venerating the Great Mystery. Smaller mounds were built, not as burial monuments or temple platforms, but in the shapes of beasts: snakes, birds, panthers, and bears, covered with green turf. Always these effigy mounds were raised in places where the natural power was strong, to channel the life force of the land so that it might sustain the natural order and protect all living things against evil. It seemed as if the land itself were braced against an unseen threat that would soon make an assault upon the children of the First Ones — a greater danger even than the wendigo lurking in their distant northern fastness beyond the shimmering skirts of Sky Woman.

THE AGE OF STEEL AND HORSES

Far across the Great Water to the east, another world was stirring. Uropa, the land of iron and horses, was stretching forth, sending great ships full of warriors in bright armor

across the sea to claim new lands for crown and cross. The kingdoms of Nyambe — the Land of the Overpower — had repulsed these invaders through the protection of the orisha and the virulence of native diseases against which divine cures had no effect. And so the ships of Uropa sailed west, across the sea, in search of the Spicelands of Cathay and the fabled Isle of Xipangu. Instead, they found a world entirely new to them. They called it Northern Crown after the never-setting constellation that shines brightly in the northern skies. At their first footfall upon the shore, the Uncounted Time came to an end, and the time of written history began.

MODERN HISTORY

The early written history of Northern Crown consists of a few cryptic sources from the centuries following the fall of the Caesars; the historical record does not begin in earnest until the arrival of the mariners of the royal courts of Portugal, Spain, and England some one-and-a-half centuries before the current era. In the subsequent interval, life upon the continent has changed drastically, bringing fortune to a few, and strife to many ...





EARLY VOYAGES

Many claims have been made by the nations of Uropa as to who was the first to reach Northern Crown. In the archives of Queen Gloriana at London I have found evidence that an Eirish cleric of the Roman Church named Brendyn made a crossing of the Atlantic Sea in the 8th century, as did a Cymric prince of named Madoc who made the journey in the 12th century. But they left no physical evidence of their visits behind, only written accounts, which are full of obvious fancies and nonsense. The first hard evidence is the presence even to this day of the Norsk upon the peninsula of Vinland, in the extreme northeastern regions of the continent. Their own sagas tell us that they have been there nearly seven hundred years, and although they have brought ruin upon the native states of that area, the impact of the Norsk upon the whole of the continent has been minor compared to that of subsequent Uropan invaders. The certain knowledge that there was a great continent beyond Beothuk and Vinland never reached the great courts of Uropa, even if the Norsk ever knew it themselves. It took the lure of eastern spices to draw the fleets of Uropa westward, only to discover Northern Crown instead.

THE DARK YEARS

It was Miguel Corte-Real who first brought news of Northern Crown to the courts of Uropa. On a mission to find his brother Gaspar, who had been searching for a way west to Cathay, he made landfall along the eastern coast in 1501. His lord, King Manuel of Portugal, could not conceal this news for long, and soon the Espaniards, the Français, and the English were sending ships across the sea to plant the flags of empire in the soil of Northern Crown.

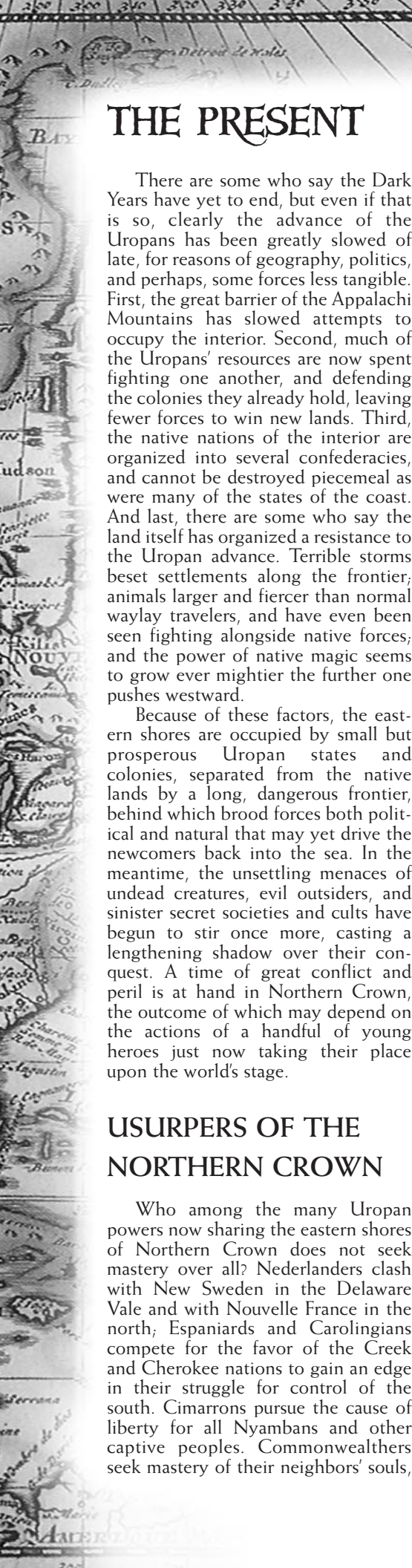
The Uropans brought horses, firearms, and steel weapons to secure their foothold, but more deadly was the weapon of disease, which sorely afflicted the natives of Northern Crown, many of whom had welcomed the newcomers and helped them survive their first winters there. Some of the native nations of the eastern coast were weakened nearly to the point of eradication, and their lands were soon occupied by Uropan settlements. Fighting to defend themselves, many of the First Ones were killed or made captive, to toil in the fields of the victors.

During this time, foul Uropan raiders often captured Nyambans from the states of Bashar'ka and Taumau-Boha and delivered them to the mines

and plantations of Northern Crown, Southern Cross, and the Carib Sea. This evil trade has since been all but stamped out by the resistance of the Nyambans themselves, but the memory of it hangs like a shadow over the Uropans whose forbears participated in it. The Cimarrons, descendants of captured Nyambans, still fight for their liberty in a climate of persecution and abuse.

This first century of Uropan occupation is often called The Dark Years, for many evil deeds were done in the name of righteous conquest in that time, by fortune-seekers, fanatics, and madmen alike, while the majority looked the other way or counted their profits. There are places in Northern Crown where the echo of these fiendish acts still resonates; I have walked in these abandoned villages, these bone-scattered fields and woods. I have felt a chill to my very soul, and the native peoples say that the medawaywin is silent, as if Nature herself recoils from the memory of the torture and slaughter perpetrated there — acts for which the Uropans who now occupy these lands have yet to atone.





THE PRESENT

There are some who say the Dark Years have yet to end, but even if that is so, clearly the advance of the Uropan has been greatly slowed of late, for reasons of geography, politics, and perhaps, some forces less tangible. First, the great barrier of the Appalachian Mountains has slowed attempts to occupy the interior. Second, much of the Uropan's resources are now spent fighting one another, and defending the colonies they already hold, leaving fewer forces to win new lands. Third, the native nations of the interior are organized into several confederacies, and cannot be destroyed piecemeal as were many of the states of the coast. And last, there are some who say the land itself has organized a resistance to the Uropan advance. Terrible storms beset settlements along the frontier; animals larger and fiercer than normal waylay travelers, and have even been seen fighting alongside native forces; and the power of native magic seems to grow ever mightier the further one pushes westward.

Because of these factors, the eastern shores are occupied by small but prosperous Uropan states and colonies, separated from the native lands by a long, dangerous frontier, behind which brood forces both political and natural that may yet drive the newcomers back into the sea. In the meantime, the unsettling menaces of undead creatures, evil outsiders, and sinister secret societies and cults have begun to stir once more, casting a lengthening shadow over their conquest. A time of great conflict and peril is at hand in Northern Crown, the outcome of which may depend on the actions of a handful of young heroes just now taking their place upon the world's stage.

USURPERS OF THE NORTHERN CROWN

Who among the many Uropan powers now sharing the eastern shores of Northern Crown does not seek mastery over all? *Nederlanders* clash with New Sweden in the Delaware Vale and with Nouvelle France in the north; *Espaniards* and *Carolingians* compete for the favor of the Creek and Cherokee nations to gain an edge in their struggle for control of the south. *Cimarrons* pursue the cause of liberty for all *Nyambans* and other captive peoples. *Commonwealthers* seek mastery of their neighbors' souls,

while my own Republic of Sophia struggles to free their hearts and minds from superstition and tyranny. And the First Ones of the interior are banding together to rebuff these invaders, consolidating their own holdings. Only one head at a time may wear a crown, Your Majesty. Will one of the young captains now fighting upon the battlefields of Northern Crown seize it by force of arms, becoming master over all — an Alexander of the new era?

ARMIES OF DISCOVERY

As you are no doubt aware, Uropan knowledge of Northern Crown ends at the western banks of the great river *Espirtu Santo*, which divides the continent in two from north to south. Beyond, our maps show only *terra incognita* and cartographic conceits: golden cities, burning deserts, and rivers running conveniently to the Pacific Sea. The same lure of the unknown that brought *Corte-Real* and *Cabot* across the Atlantic Sea is now driving my countryfolk into the unknown west. You may have heard that the First Lord of Sophia has organized an Army of Discovery to penetrate the continent's interior. It includes scouts, soldiers, diplomats, and natural philosophers, well trained and well supplied. I understand that Your Majesty has employed priests of the *Ignatian Order* and *Coureur* scouts for the same purpose, and that the emperor *Felipé of España* has sent his armored captains into the deserts of *Quivera* and the high, bare lands of *Kansa*. The true objective of these missions — whether knowledge, trade, gold, or empire — can be debated among royal ambassadors from here to *Havana*, but one thing is certain: success or failure will depend upon who among these small companies has the will, the strength, and the favor of *Fortuna* to unlock the key to the western lands.

REASON'S CHILDREN

As we sit beneath the glow of the galvanic lamps that illuminate this chamber — gifts to your majesty from my own laboratory in Sophia — we are keenly aware of the innovations that the divine gift of Reason and the science of natural philosophy have granted us through the unlocking of the secrets of *aeliopilic* power, galvanism, mesmerism, and more. Surely these inventions hold great potential to free humankind from toil and discomfort, but there is a growing aware-

ness among us that they also may sow the seeds of destruction, in the form of ever-deadlier weapons of war, plagues, and lethal engines. The next generation of natural philosophers, our intellectual children, will decide how this Promethean drama will play out: either bringing the light of Reason to the world at large, or beginning a holocaust that will engulf us in miseries undreamed of in earlier eras. Northern Crown — a place of relative freedom, far from the courts of Uropa — could be the place where this question is decided for us all.

WIELDERS OF WITCHCRAFT AND SORCERY

But if you think that the old order will go quietly into the night as the age of reason dawns, I am sorry to say that the practices of sorcery and witchcraft are alive and well in Northern Crown. The *Witchling* enclave of *Naumkeag* sits but a day's ride from the Puritan capital of Boston, ready to unleash the very forces of the infernal realm upon its neighbors. The secret order of sorcerers known as *Le Dragon Rouge* is active in Sophia, and rumors of *L'Ordre du Sang*, that cabal of ancient vampires, have arisen in the foggy streets of *Nouvelle Orleans*. Only a few intrepid clerics and paladins have dared to combat these occult menaces; the actions of these young heroes could determine whether Northern Crown will be spared the evil influence of sorcerers and vampires, or forever fall under their yoke.

The First Ones' sorcerers can cast spells for which we have no name, and produce magical items of great power. Within their lands are ancient ruins that are said to contain lost arcane spells, mighty artifacts, and evil outsiders summoned by long-dead mages. If these things are brought into the light of day by a few bold plunderers, the balance of power over the entire continent could shift overnight.

CONCLUSION

And so, I present to Your Majesty this tome, encompassing our present knowledge concerning Northern Crown — its peoples, creatures, lands, legends, and magic. May it guide Your Majesty's hand in choosing a wise path in your conduct with my countryfolk. As a wise man once said, "The noblest question in the world is, 'What good can I do in it?'"

CHAPTER TWO

CULTURES

I, Chiron Franklyn, stand upon the wharves at Nieu Amsterdam and watch the newcomers arriving in their great ships, full of hope for a better life. They come from many lands, speaking a babble of tongues, seeking riches, or fame, or sanctuary, or knowledge — an endless pilgrimage. Here is an Albian captain, returning from the icy north to sell her maps and charts to a Nederlander merchant who waits anxiously in a noisy coffeehouse. He has just shaken the hand of a Cimarron soldier to seal a delivery of Carolingian muskets to the rebel forces of the Opener, who seeks to make a second Sophia in the hills of Hispaniola. A rake in the plumed hat of a Kelt lord pauses at the door, his hand straying to the hilt of his rapier, and ponders whether it is worth calling out a challenge to the Buccaneer who just jostled his elbow. Seeing a purse heavy with plundered gold, the rake decides upon a different tactic, and slips from his embroidered coat a deck of cards and a predatory smile, following the Buccaneer inside.

A pretty lady in the latest Français mode of fashion, all ribbons and bows, walks out in the company of her servant. As she passes, I tip my hat — *bonjour, mademoiselle* — and she hands me the *communiqué* I have been expecting. My fellow lord Hamilton's confidential service at work — as a trained agent, she will ensure that I am not troubled by enemy spies while I wait for a Sophian ship to bring me home.

Later, in my room at the coffeehouse, by the pale light of my galvanic lantern, I utter the spell that reveals the hidden text printed between the lines of the young woman's elegant script. I shall not be returning directly to Sophia, it seems. Something has happened in the west that requires my attention. If I fail, then this blessed Babylon may cease its chatter forever...



CULTURAL BASICS

In a *New World Adventures* campaign, all player characters are human beings, and receive the human racial traits from standard d20 System rules. Instead of choosing a race, as in many generic fantasy games, *New World Adventures* players choose a culture for their character from an extensive list of those appropriate to the campaign setting.

This chapter presents seventeen different cultures present on the continent of Northern Crown, representing some of her most influential and populous peoples. Some, such as the Albians, Cherokee, and Français, are associated with a particular nation, while others, such as the Kelts, encompass members of several nations that share common cultural features. Still others, such as the Buccaneers and Witchlings, represent cultures that are more or less independent of national origin. Most of the cultures fall into one of three culture groups — First Ones, Nyamban, or Uropan; for example, Albians are of Uropan descent. But the people of some cultures descend from ancestors of variety of culture groups; a Sophian character, for instance, can have ancestors who were First Ones, Nyambans, or Uropan. The First Ones and the Uropan have their

own chapters in this book, including important general information about their social structure, warfare, and religion. For more information about Nyambans, see *Nyambe: African Adventures*.

CULTURE BENEFITS

A character's culture provides the following benefits:

Culture Bonuses: Each culture gives a character one or more bonuses, representing the skills and abilities that tend to be most valued and useful within the culture. For example, all Albian PCs receive a bonus to Bluff and Diplomacy skill checks, and they can cast a single cantrip as a spell-like ability, while all Coureur PCs receive Run as a free feat at 1st level. Culture bonuses can include a bonus to attack rolls against a particular enemy, a minor spell-like ability, a free feat, or one or more skill bonuses. These culture bonuses ordinarily stack with any other bonuses derived from membership in a particular character class, unless otherwise indicated.

Traditional Weapons: The martial traditions of each culture tend to focus upon one or two traditional weapons — the cutlass and knife of the Buccaneers, the rapier of the Français,

and so on. All characters are treated as being proficient in their culture's traditional weapons, and also receive a +1 attack bonus when using them.

HUMAN RACIAL TRAITS

Size: As Medium creatures, humans have no special bonuses or penalties due to their size.

Speed: Human base land speed is 30 feet.

Bonus Feat: 1 extra feat at 1st level.

Bonus Skill Points: 4 extra skill points at 1st level and 1 extra skill point at each additional level.

Automatic Language: Varies by culture.

Bonus Languages: Any (other than secret languages, such as Druidic, or automatic languages related to a particular culture, like Buccaneer cant). See the Speak Language skill.

Favored Class: Any. When determining whether a multi-class human takes an experience point penalty, his or her highest-level class does not count.

Appropriate Class Bonuses: Although a character of any culture can belong to any character class available in *New World Adventures*, certain classes — called appropriate classes — tend to be more prevalent among the adventurers of a particular culture. These classes generally have a higher initial social rank, and may provide a character with additional bonuses, such as a feat or unique ability.

Initial Social Rank for Appropriate Classes: This book introduces the concept of social rank, which measures a character's status within his culture. Each appropriate class within a culture is assigned a die roll to determine the PC's initial social rank (SocR). First Ones, Nyamban, and Uropan characters use different social systems; see the Social Rank section of the chapters describing First Ones and Uropan cultures, and the Cimarron description later in this section.

Initial Social Rank for Non-Appropriate Classes: Characters belonging to a class outside the list of appropriate classes for their culture have a default initial social rank of 1d4+1.

MULTICULTURE & MULTICLASS CHARACTERS

Characters who purchase the Two Worlds feat get some of the benefits of a second culture. A Commonwealther who has lived among the Mohawk, or a Français who becomes a Buccaneer, receive all the culture bonuses of their second culture, excluding free feats and spell-like abilities.

Multiclass characters receive the appropriate class bonuses for all of their classes, unless the GM decides that the character is more strongly influenced by a different culture at the time the character gains an additional class. For example, a Français rake who joins the Espaniard army and decides to multiclass as a soldier might be given the Armor Training ability of Espaniard soldiers rather than the Fencing feat received by 1st-level Français soldiers.

CULTURE AND ALIGNMENT

Culture and alignment in *New World Adventures* have no correlation. The members of a particular culture do not share the same alignment, and may in fact include the entire spectrum of

law/chaos and good/evil. These alignment variations keep the campaign interesting and unpredictable — they are the stuff of good roleplaying.

CULTURE AND APPEARANCE

The members of any given culture in Northern Crown do not all share the same physical characteristics, such as skin color, hair color, height, or build. Human culture is independent of physical features. Even if many members of a group seem to have some physical similarities, that's an effect of geography and genetics, not an indication of membership in a particular culture. Players are free to decide what their characters look like and what part of the world their ancestors came from, regardless of their culture.

CULTURE AND PERSONALITY

Although the information for each culture in this chapter includes a description of its adventurers' typical attitude towards life, it is best thought of as a set of peer expectations for how the heroes of a culture *should* behave, not necessarily how they *do* behave. The personality of an individual character is always under the control of the player. Want to play a happy-go-lucky Commonwealther? A shy, retiring Buccaneer? Go ahead — it's often fun to play against expectations for a character's personality.

AVAILABLE CULTURES

The following section details seventeen cultures suitable for *New World Adventures* PCs, drawn from the dozens of cultures inhabiting the continent. Not a complete list by any means, they have been chosen for the possibilities they offer for adventurers, for their prominence in the epic events of the age, and for the wealth of legends and lore surrounding them. Each entry includes information on personal relations, attitude, history, politics, law, religion, magic, and the role of each

appropriate class and of adventurers within the identity. Also included for each culture is a summary of culture bonuses received by members of the culture, and a description of each appropriate class.

The GM should use this information as a general guideline for character creation, but may freely change any of it to reflect the origins of a particular PC or NPC. After all, there must be some Carolingians who don't know how to ride a horse, and maybe even a few Buccaneers who can't tie a knot! In the interest of fairness, however, GMs who decide to withhold a particular culture bonus from a 1st-level character should provide equivalent bonuses in other skills and abilities.

ALBIANS: SERVANTS OF THE FAERIE QUEEN

Albian adventurers are citizens of the English-speaking parts of the island of Albion, formerly called England. Although they have no major settlements in Northern Crown, they are among its foremost mappers and adventurers, especially in the frozen north. They have an aura of the fey about them — after all, their queen, Gloriana, is half-fey, 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. 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. Albians forgive many faults, even serious ones, as long as the person in question shows proper courtesy and a sense of fun. They tend to have a soft spot in their hearts for lovable scoundrels, especially for those who champion the causes of commoners against unjust lords. They find it easy to make friends, by virtue of their practiced charm and affability. Many have mastered the tricky art of being admired by their friends without being envied,

perhaps because they don't seem to take themselves too seriously, making their accomplishments seem of no great consequence.

Albians of high social rank like to think of themselves as witty in speech and courteous in deed. Publicly, they play the part of loyal subjects of their beloved queen, vying to prove themselves worthy of her favor. Privately, they might admit to plots and schemes to advance their position, acknowledging that charm and manners may hide cold ambition.

Commoners from this identity see their role as the hearthkeepers of Albion life, sustaining their kingdom through their industry, heart, and good humor. In good times, they tend to forget the many periods of strife and hardship they have suffered under monarchs less benevolent than Gloriana.

Culture Group: Uropan.

Attitude: Albians like to live for the merry times, and respond to bad times with assurance and composure. They accept good fortune as a natural consequence of an essentially benign world, and dwell on misfortune as little as possible, trying to ignore setbacks as if to make them disappear.

History: The island of Albion first appears prominently in historical records at the time of the Roman conquest, when its natives and their fey protectors were driven into what are now the Kelt lands to the north and west. After the Romans withdrew, those who were left gradually forged a kingdom of their own, called England, absorbing successive waves of invaders, each of whom left their mark on its language, law, and custom.

Soon after the first years of the Uropan invasion of Northern Crown, England established colonies there only to see them break free and become the Kingdom of Carolingia, ruled by an exiled English king. After a short interval as a Puritan Commonwealth, England has re-emerged as the Kingdom of Albion, under the rulership of Gloriana, Elizabeth's half-fey daughter. Albion's role in Northern Crown is largely as a provider of mappers, soldiers of fortune, traders, spies, privateers, and diplomats, rather than as conquerors or settlers.

Relations: Albion, as an island nation, concentrates much of her power at sea. Her desire to control the Atlantic Sea has led her fleets into conflict with both the Espaniards and the Français at various times in the recent past. As the Nederlanders expand their overseas trade interests, many see war with them as inevitable as well. The narrowly thwarted

grievous loss to them, and there is little hope of it ever being recovered.

Authority: Albians are subjects of Queen Gloriana, who is heir to the thrones of both Albion and Elfland, through her mother Elizabeth, and her father, Auberon, respectively. She functions practically as an absolute monarch, never having called a session of Parliament, although that institution has not been formally dissolved by her. She governs with the help of a small circle of advisors, including her mother's old tutor, John Dee.

Law: Albians retain the traditional English right to jury trial, and on the whole, the system works well, for Gloriana has been careful to appoint reasonable judges to her courts, in order to keep the favor of her people. For minor crimes, convicted criminals might be imprisoned (a recent innovation); for major offenses, they might be banished from Albion for life.

Magic: Albion is a magic-tolerant society, with many wizards and a few sorcerers. Wizardry is studied openly at the great universities of the kingdom, while sorcery is practiced privately, by individuals who dare to probe its secrets. Only witchcraft and necromancy are outlawed, at the request of Albion's fey allies, who feel threatened by Albians making pacts with evil outsiders or the spirits of the dead.

Religion: Gloriana is considered the titular head of the Anglic Church, but the faithful are less than happy about a half-fey queen in that position of authority. The Archbishop of Canterbury is the highest-ranking clergyman in the kingdom; he effectively acts as the church's spiritual leader. Since Gloriana's return, many country folk have returned to the Old Ways, venerating the fey and their kin, even as they continue to worship in church. A conflict of faiths seems inevitable. In the eastern shires, significant Puritan communities remain, never having acknowledged Gloriana after the fall of the Commonwealth. Her authority there is far from complete. These Ironsides, as they are known, are said to be in contact with Puritans in other lands, such as the Netherlands, to bring about Gloriana's downfall.



Espaniard invasion of Albion in Elizabeth's time still rankles her now-ancient rival, the Emperor Felipe. Tensions between the two nations remain high, thanks to the so-called sea wolves — a loose association of Albion privateers who prey on Espaniard vessels with Gloriana's tacit approval.

Lands: In Northern Crown, Albion holds only the tiny settlement of Popham along the rocky coast of New England. Their former colonies of Virginia and Carolina have become the Kingdom of Carolingia; this was a

ALBIAN CULTURE BONUSES

Eloquence: Bluff +2, Diplomacy +2

Fey-touched: As natives of a fey-touched nation, all Albians can cast one 0-level spell from the Sorcerer/Wizard spell list per day as a spell-like ability. An Albian knows one such cantrip at 1st level, and gains the knowledge of an additional cantrip at 4th, 7th, and 10th level. The save DC is equal to 10 + the caster's Charisma ability modifier.

Traditional Weapons: Broadsword, longbow

Arts: Albians excel in song, poetry and drama; they are less renowned for their skill in the visual arts. The theater is as popular in Albion as it was in Elizabeth's day, and much less restricted by the authorities. Stagecraft is often enhanced by magical illusions, provided by the wizard-actors who are considered a crucial part of any respectable theater company.

Food: Albians eat more than their share of fish, often fried or baked. They also enjoy meat pies, and roasts of mutton, beef, or fowl. For drink, they prefer cider or ale over the wines of other lands.

Language: Albians speak English as an automatic language, with many regional dialects, some no more widespread than a few square blocks of London. In the shires bordering Kelt countries, Keltic is widely spoken.

Names: Most Albian names are natural in origin, derived from animals, flowers or trees. Last names often show the influence of Norsk or Français contact, with spelling and pronunciation much altered over the centuries.

Male: Alder, Blackthorn, Blackwood, Campion, Hart, Merlin, Rush, Sparhawk.

Female: Aster, Briar, Daisy, Lark, Lily, Pansy, Robin, Rose.

Appearance: Albians seem to belong to an earlier time; their clothing is outlandishly antique, with colorful embroidery and hundreds of sewn jewels or beads. Courtly men wear a padded doublets covered by a short cape, and tight-fitting hose with flat-heeled slippers or thigh-length boots. Women of high social rank wear dresses of velvet, silk, silver gauze, or cloth of gold, over a corselet and farthingale, to flatten the chest and add volume to the skirt. Both sexes wear lace ruffs at the neck.

Commoners tend to wear less-restrictive, more-practical garb, but even modestly well-off burghers are likely to own at least one very expensive suit of clothes.

APPROPRIATE CLASSES

The following classes are common among Albians.

AGENT

Social Rank 3d6+3

Albian agents are said to show a cool detachment and more than a trace of irony in their work, and are not above tossing off an atrocious pun even as they dispatch a hated foe at close quarters. Trained to operate in a society where discretion is a watchword, they are smooth conversationalists and charming companions, well-suited to court intrigues.

Smooth Operator: Albian agents receive Flash as a free feat as soon as they meet the prerequisites.

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 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 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.

Power of the Pen: Albian bards receive Scribe Scroll as a free feat at 1st level.

DRUID

Social Rank 2d6+2

The Old Ways, as the ancient religion of Uropa is called, has been allowed to re-enter Albion from its traditional Kelt strongholds to the west and north, and with it have come its practitioners, the druids. Albian druids tend to come from rural areas where support for the Greening — the

druidic task of restoring the natural power of the land — is strongest. They live as wandering mendicants, healing the rural populace, helping farmers and herders, and protecting people from evil forces.

The center of druidic 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. Their weaponry varies depending upon their place in the druidic hierarchy — a quarterstaff is used by lower-ranking druids, and a sickle by those above 6th level.

Warm Welcome: The initial attitude of Albian NPCs toward an Albian druid is automatically improved by one step.

Two Worlds: Albian druids can choose Two Worlds as a free feat at 1st level, as long as they choose Kelt as their second culture.

RAKE

Social Rank 2d6+1

Albian rakes often work their way into courtly company, as servants, attendants, scribes, physicians, or entertainers. They often enjoy great success in padding their purses at the expense of credulous nobles, promising the secrets of alchemy, eternal life, or undying beauty.

Knee in the Coddies: Renowned for unsportsmanlike kicks and jabs in combat, especially when fencing, all Albian rakes receive the Improved Unarmed Strike feat at 1st-level.

SOLDIER

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. Soldiers in Albion are traditionally looked upon fondly by their fellows as defenders of their kingdom, going back to the stout yeoman archer, hero of Agincourt. Their garb is appropriate to their rank, but simpler than their counterparts in other nations.

Case of Rapiers: Albian soldiers attacking with two rapiers treat the rapier in their off hand as a Light weapon, rather than a one-handed weapon, for purposes of determining penalties for fighting with two weapons.

SORCERER

Social Rank 1d20+3

Albion is one of the few nations where magic can be practiced openly, and this tolerance gives rise to an unusually high number of sorcerers. Albian sorcerers come from all levels of society; regardless of social rank, they tend to be of an active, emotional temperament, rather than contemplative. Like sorcerers everywhere, they are often tempted to use their powers for personal gain, and this deserved reputation harms their status somewhat, especially in courtly society.

Vigorous Spirit: Albian sorcerers receive a +2 bonus to Concentration checks.

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 a university, they will wear the cap and gown of the scholar; other wizards wear clothes appropriate to their social class.

Enchanting Power: When casting spells from the school of Enchantment, Albian wizards add one level to their class level for purposes of determining level-dependent spell effects.

BUCCANEERS: BRETHREN OF THE HIGH SEAS

Buccaneer adventurers are members of a nomadic seafaring culture that stretches from the Carib Sea to the shores of Uropa. Their code of freedom, fraternity, and honor (after their own fashion) distinguishes them from mere pirates and sea-robbers. Although drawn from many lands, once at sea their primary identity becomes that of the Buccaneer, with its peculiarities of dress, speech, manner, law, and custom.

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; rather, they spend it quickly on fancies and entertainments.

Buccaneers don't deny that they are outlaws — they revel in it, doing as much as possible to enhance their reputation as bold, wild cutthroats. Even the most mercenary Buccaneers have a romantic streak, and enjoy playing the part of the dashing pirate literally to the hilt. But just as important to the Buccaneers' self-ideal is that concept of the band of equals, free to decide their own fates, serving a captain out of love and respect rather than obligation.

The shared danger of a criminal career at sea forms a strong sense of fraternity among Buccaneers, and a disdain for outsiders. Buccaneers do not respect shore-dwellers or authority figures, calling them landlubbers and king's men — timorous, dull, and not to be trusted. This attitude is small wonder, as the same merchants who publicly decry the Buccaneers one moment will open their docks to pirate trade the next, or turn in a Buccaneer who once smuggled their goods out of port to avoid the royal tax.

Buccaneers are dangerous company; you can't befriend one without possessing a rebellious streak yourself, or at least wishing you had one, for they invariably bring trouble. They are such a tightly knit band that it is hard to make an alliance with just one; you must first earn their trust as a whole. Once won, a Buccaneer's friendship must be cultivated, never assumed, for it may vanish the instant you no longer have your friend's respect, or a better opportunity presents itself.

Culture Group: Any.

Attitude: A devil-may-care abandon and recklessness are the hallmarks of the Buccaneer life. Most Buccaneers come from such miserable circumstances that merely to be alive and free is enough for them. They tend to give

little thought to the future, seeing the world as a violent, unpredictable place, where comfortable old age is seldom reserved for their kind.

History: The founders of Buccaneer culture were Uropans of low rank — deserters, criminals, castaways, and squatters who made a precarious living on the islands of the Carib Sea in the Dark Years of conquest and slaughter following first contact with the natives of that region. As the Espaniards, the Français, and the Carolingians consolidated their hold on the islands, the squatters were driven from their settlements or hunted down, until at last they began to band together, taking to the sea to harass and rob those who sought to dislodge them from their lands. Their reputation grew following early victories on the high seas and brash raids on coastal towns; within a generation their numbers swelled to thousands, as disenfranchised, desperate, and embittered folk of many lands joined them. Now, they roam as far east as the coast of Nyambe, enjoying a warm welcome in many ports for the cash and goods they bring. It is feared that they have become a political power themselves, who could influence the fate of Northern Crown under the proper leadership.

Relations: Officially, Buccaneers are considered outlaws by all nations of Northern Crown. The Espaniards are perhaps their most bitter foes, because their treasure ships sailing from Nueva España to Cadiz offer the most potential profit for Buccaneer raids. As for Carolingia, Nieu Nederlands, and Albion, the Espaniards' loss is their gain, but their tolerance ends when Buccaneers begin attacking their fleets and ports. Despite this, Buccaneers receive hearty receptions from the merchants and tavern-keepers of Boston, Nieu Amsterdam, and Port Royal, because the colonies are often starved for cash, and welcome the Buccaneers' coin, even if they disapprove of their rowdy behavior ashore.

BUCCANEER CULTURE BONUSES

Gunnery Drill: All Buccaneers receive Artillery as a free feat as soon as they meet the prerequisites.

Knowing the Ropes: Buccaneers can take 10 on Climb checks, even when rushed or threatened.

Sea Legs: Balance +1, Climb +1, Jump +1, Profession (sailor) +2, Spot +1, Swim +1, Use Rope +1

Ship-shield: Buccaneers receive a +1 AC bonus and a +1 Reflex save bonus while onboard ship.

Traditional Weapons: Cutlass, knife

Lands: As seafarers, the Buccaneers hold no large territories ashore, but haunt the length of the Atlantic Sea and the Carib Sea. The closest thing to a true Buccaneer haven is the Carolingian city of Port Royal, in Jamaica, where the governor openly welcomes them. On the Outer Banks of Carolingia, a chance meeting of pirate crews sometimes becomes, for a few weeks, a virtual city of hundreds of Buccaneers, as more captains arrive to trade goods and crew, make repairs, and enjoy themselves.

Authority: Buccaneers respect no authority but that of their own captain, who commands them by their consent. A captain retains his crew only as long as he deals with them fairly, and gives them opportunities for plunder and pleasure. Crewmembers are always free to leave a ship and join another at port, showing that the authority of even the captain is quite limited.

Law: To Buccaneers, the only laws are the ship's articles to which they have consented. The articles typically spell out how many shares of treasure each crewman receives, the amount of cash compensation received for injuries, and the punishments for neglecting one's duty, fighting, plotting against a captain, and theft. Accused crewmembers are tried by the captain, who often polls the crew as a kind of informal jury before delivering sentence. Hanging or marooning are the most common punishments.

Magic: Buccaneers come from the lower social ranks, and as such, they have little experience with the formal study of magic. Buccaneer witches are not unheard of, having kept alive the folk traditions of witchcraft practiced by their ancestors.

Religion: Buccaneers tend to serve aboard ships where the majority of the crew share one faith; followers of other faiths may be teased or gently mocked, but the importance of freedom among

the Buccaneers prevents them from harming another crewmember on the basis of religion alone. Like all seafarers, they are a superstitious lot. Although clerics are considered unlucky to have aboard ship, Buccaneers often seek out the services of priests while ashore, and seldom loot religious buildings or harm



servants of the church, out of fear of divine retribution in the form of ill luck.

Arts: Among the arts, Buccaneers excel in the composition of poems and songs, and in the telling of improbable tales. Their chanteys and ballads are sung in portside taverns from Charles Town to London, and are notable for their wit, rough humor, and energy.

Food: Few Buccaneer ships have full-time cooks; their provisions are notoriously poor, which explains their great hunger and thirst whenever they put ashore. When in town, they eat and drink nearly nonstop, as if to make up for months of chewing on hard biscuit and salt beef.

Language: Buccaneers speak the language of their native land as an automatic language, as well as Buccaneer cant — a salty, jargon-strewn manner of speech incomprehensible to other cultures.

Names: Buccaneers often lose their given names to avoid identification by the authorities, taking instead a colorful nickname. Common nicknames are inspired by hair or clothing colors, such as Red, Black, or Yellow; personality traits, such as Mad, Wicked, Wild, Roaring, Storming, Foul, or Dandy; home ports, such as Havana or Boston; and weapons, such as Pistol. Just make an alliterative match with a given name or alias, such as Pistol Pete or Mad Molly, and you have a ready-made Buccaneer identity.

Appearance: Buccaneers are known for their idiosyncratic and outlandish appearance, which emphasizes ostentatious display of wealth and individuality. Men tend to wear unkempt beards and long hair, sometimes braided into many thin tails, while women keep their long hair either uncovered or concealed with a soft cap. Buccaneers of both sexes wear loose shirts and knee-length trousers, and either go barefoot or in oversized boots. Long, brightly colored velvet coats with gold trim are donned ashore, topped with a plumed hat, set at a rakish angle. Gold earrings, rings, bracelets, and necklaces are worn prominently — they announce one's prosperity, and can easily be bartered or sold at need.

Adventurers: To be a Buccaneer is to live a life of adventure; there are few sedentary Buccaneers. Buccaneers strike out to find wealth, get revenge, or simply for the thrill. Initially, a character might become a Buccaneer to escape a prison sentence, to avoid the noose, to dodge creditors, or simply to leave his former life behind.

APPROPRIATE CLASSES

The following classes are common among Buccaneers.

RAIDER

Social Rank 1d6+1

Among the Buccaneer bands are fearsome Scots highlanders, Vinlander berserkers, and other warriors from beyond the pale of so-called civilized lands. These raiders 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, often making extended overland raids. They prefer to use large melee weapons, especially axes and broadswords.

Bull Rush: All Buccaneer raiders are treated as having the Improved Bull Rush feat, regardless of whether they meet the prerequisites.

RAKE

Social Rank 1d6+1

Buccaneers who are less inclined to life at sea are likely to be rakes. They spend much of their time ashore in infamous pirate towns like Port Royal, preying on their fellow Buccaneers and other citizens with equal zeal. They relish dueling in settings that allow them to take advantage of their nimble feet.

Cat-footed: Buccaneer rakes can fall up to 30 feet without suffering any damage, as long as they make a Jump or Tumble check at DC15.

Freeclimber: Buccaneer rakes retain their Dexterity bonus to AC while climbing.

SOLDIER

Social Rank 1d6+1

Most Buccaneers belong to the soldier character class; in their former lives, many were soldiers or bandits. Though they've 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 their ship's cannons during sea battles.

Both Barrels: Buccaneer soldiers gain Both Barrels as a free feat at 1st level.

Slash and Hack: Buccaneer soldiers attacking with a cutlass or knife are treated as though they had the Cleave feat.

CAROLINGIANS: EXQUISITE CAVALIERS

Carolingian adventurers consider themselves to be the true heirs of the Kingdom of England, unlike their fairy-touched Albion cousins across the sea. King Charles II of Carolingia 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 aspiration of those who serve them. The cavalier is perhaps the ideal of Carolingian society: exquisitely dressed, well-mannered and gallant, skilled at hunting, shooting, fencing, and dancing.

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. They consider themselves English, despite the recent loss of their island home to the reign of Gloriana. They value the English institutions of a large and prosperous yeomanry, a body of common law and legal protections for all English subjects, and a strong monarch tempered by a strong parliament. The suggestion that they are not truly English is likely to perturb them, as they are somewhat sensitive to their state of exile. As if to compensate, many strive to be more faithful to English customs than their parents ever were in England. Older Carolingians are forever worrying that their children are not upholding these traditions, endangering the Englishness of the kingdom.

In others, Carolingians look for signs of doing things the proper English way, whether in speech, manners, or dress. Lack of Englishness is nearly always a sign of more serious defects in character or temperament. They also take interest in the reputation of one's family, which is either

scandal-free, fiscally responsible, and long-established or indiscreet, spend-thrift, and without a pedigree. Strangers who can't be placed within the local social order are seen as suspicious, even dangerous, because one can never be sure how to properly address them or treat them, or know whether to associate with them at all.

Carolingians are valued friends for their constancy, good humor, and discretion. Their admirers see them as gallant, spirited gentlefolk, who never fail to make their friends feel welcome, and avoid embarrassing them at all costs. They often serve to remind their friends of the decent thing to do in all situations, hanging on to their principles even when others may be tempted to compromise them.

Culture Group: Uropan.

Attitude: Carolingians' lives are often driven by concern for their personal and family reputation. They are always aware of how others see their actions, often worrying more about appearances than what is best for themselves and enduring discomfort or danger rather than give up their dignity. They are forever taking a stand "on principle," as they inevitably put it, rather than for reasons of logic or self-interest.

History: The kingdom of Carolingia was created from the English colonies of Carolina and Virginia by royalists fleeing from the aftermath of the English Civil War. King Charles I, who had narrowly escaped the chopping block, fled to Carolingia and became its king in 1650. He died before realizing his dream of returning to England, and his more practical son, Charles II, now rules the kingdom.

Relations: Carolingia's great rivals are the Espaniards, with whom they fight for control of the land of La Florida and the Carib Sea. Both nations are always seeking allies among the First Ones nations of the southeast, even as they also look to seize their traditional homelands. Carolingia's northern neighbor, the Republic of Sophia, was established by a former earl of the kingdom. Although the two nations share a common language, they could not be more opposed philosophically and they keep an uneasy peace, using spies and

CAROLIGIANS CULTURE BONUSES

Born to the Saddle: Handle Animal +1, Ride +2

Crown Subjects: Knowledge (nobility and royalty) +2

Traditional Weapons: Broadsword, saber

saboteurs in place of soldiers. As for France, Charles and his cousin Louis are on good terms, and seem to have chosen to stay out of each others' way for the time being.

Lands: Carolingia occupies a great swath of the eastern coast of Northern Crown, from the James River in the north to the Savannah River in the south. It stretches inland only as far as the Appalachi Mountains, which present a barrier to westward expansion. The capital, Charles Town, is on the coast not far from the southern frontier. The kingdom also holds the island of Jamaica in the Carib Sea, with the notorious Buccaneer haven of Port Royal.

Authority: Carolingia is ruled by King Charles II, whose claim to the English throne runs back to Henry VII. He has the authority to conduct foreign policy and appoint ministers to run the government, but the purse strings are held by the legislative body — the House of Parliament.

Law: Carolingian law is based on English common law. Its cornerstone is the right to a jury trial for all accused. Receiving a fair trial is another matter. Defendants do not have the right to be represented by a lawyer. They can call witnesses and conduct examinations, but can't require witnesses to testify under oath. Prosecution witnesses, however, must testify under oath, with severe penalties for perjury. Judges quite often help the prosecution, even presenting the case to the jury themselves. Punishments include prison for minor crimes and public hanging for major ones. Prison sentences are usually served on plantations, either in Carolingia or on the island of Jamaica. Convicts are an important source of labor in the kingdom, which is a sore point with many commoners, who feel that judges condemn many innocent folk to fill the landowners' demand for workers.

Magic: Wizards and sorcerers are rare in Carolingia — magic is considered unsporting and undignified in polite society. Its open practice is limited to rural folk magic, frauds, and entertainers. The awe reserved for magic in earlier days is now applied to

natural philosophy, especially in the areas of astronomy and mechanics. Charles II is himself an amateur alchemist and astronomer, and his patronage of natural philosophy has had a chilling effect on the study of magic in his kingdom.



Religion: As part of Parliament's conditions for Charles I's ascension to the throne of Carolingia, he agreed to the re-establishment of Henry VIII's Anglic Church, and the banning of other forms of worship. The Anglic Church of Carolingia does not recognize the Anglic Church of Albion; its prelate is not the archbishop of Canterbury, but the newly created archbishop of Charles Town. Charles II is personally sympathetic to the Roman Church, and has largely prevented religious persecution of its followers by skillful control of the House of Lords. But the general climate in Carolingia is one of suspicion towards religious minorities, and the tension continues to build.

Arts: The dramatic arts are robust in the kingdom, with satires and farces being especially popular, and the king among the most ardent supporters of the playhouses. Carolingia has produced few painters or sculptors to rival those of Uropa, but the royal court is known for its generous patronage of artists from other lands, who often taken up residence in the king's palace. In music, art, and architecture, France's influence is strong, dating from the king's long residence in France in the court of his cousin Louis.

Food: Carolingians enjoy beer, cider, roast beef, meat pies, and game. Their drink is strong, their food is hearty, rich, and simply prepared, but is often considered bland by folk from other lands.

Language: Carolingians speak English as an automatic language, with pronounced differences between common and courtly speakers. Much emphasis is placed on the role that speech plays in identifying one's place in the social order.

Names: A common complaint about Carolingian names is that there are not enough of them. Naming traditions are indeed quite conservative, but the use of nicknames and surnames when addressing another person seem to compensate well for the preponderance of Johns and Annes throughout the kingdom. (Nicknames are listed in parentheses following each name.)

Male Names: Charles, Edward (Ned), Edmund, Henry (Hal), James, John (Jack), William (Bill or Will).

Female Names: Anne (Annie), Jane, Elizabeth (Bess or Liza), Mary, Molly (Moll), Nell, Polly, Susan (Sue).

Appearance: In Carolingia, the higher social ranks keep up with the latest court fashions, which are influenced by Français tastes. Men wear knee-length cloth suits trimmed with ribbon, embroidered waistcoats, silk stockings, shoes or riding boots with very wide turned-down cuffs, velvet hats, and periwigs. Swords are carried on very broad sashes rather than belts. Courtly women wear silk dresses of simple construction, with low, rounded necklines and a natural silhouette. Their hair is often worn in tight curls, with no head covering.

Men of common rank wear loose-fitting linen shirts and wool breeches,

while women wear dresses modeled after those of courtly women, cut from cheaper but warmer cloth, and protected by an apron.

Adventurers: Carolingians often enter into quests to protect or restore their personal or family reputation, or to guard their monarch against enemy spies or homegrown plots. Adventuring abroad for the sake of wealth is seen as undignified by wealthy Carolingians, while commoners avidly seek riches in order to raise themselves above their social stations, becoming pirates, merchants, or soldiers of fortune.

APPROPRIATE CLASSES

The following classes are common among Carolingians.

AGENT

Social Rank 3d6+2

Most Carolingian agents serve the crown directly, as the kingdom has an official confidential service that recruits and trains agents. But the various duchies of Carolingia also employ private agents to keep an eye on their court rivals. Carolingian agents tend to be men or women of action, with a penchant for taking physical risks that ruffles their superiors' sensibilities. Their missions within the borders of the kingdom frequently involve preserving the honor of their employer, while those who work abroad often turn their talents against the king's traditional foes, the Espaniards.

Heart of Oak: Carolingian agents may choose Great Fortitude or Toughness as a free feat at 1st level.

BARD

Social Rank 2d6

Although music, poetry, and especially the theater are immensely popular in Carolingia, the performing arts are not seen as respectable careers. Bards may take money or favors from noble patrons, but are seldom embraced as full members of high society. They often find themselves mere pawns or go-betweens at court, or if less presentable, ply their trade as wandering minstrels or storytellers along the dusty back roads of the kingdom. Their mastery of stagecraft often comes in handy when avoiding recognition by their creditors or by the law.

English Lore: Carolingian bards receive a +4 bonus to Bardic Knowledge checks made to gain relevant information about notable peo-

ple, legendary items, or noteworthy places in Carolingia or Albion.

In Character: Carolingian bards gain a +2 bonus to Disguise checks.

NATURAL PHILOSOPHER

Social Rank 1d6

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 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 that demonstrate their higher prestige; others wear robes of gray or purple.

Carolingian natural philosophers are most often interested in the flora and fauna, geology, languages, people, and antiquities of Northern Crown, especially those of the interior beyond the Appalachi Mountains. They often sponsor expeditions to the wilderness, or go in person, to collect specimens and make maps. Not surprisingly, multiclass natural philosopher/scouts are not uncommon.

Expedition Ready: Carolingian natural philosophers gain Climb, Spot, and Swim as class skills.

Wilderness Medicine: Carolingian natural philosophers with at least one degree in Life and Death can spontaneously create each of the following phenomena once per day as an extraordinary ability, provided they have their apparatus at the time the phenomenon is created: *Cure Minor Wounds, Detect Poison, Purify Food and Drink.*

RAKE

Social Rank 2d6

Carolingian rakes are the paragon of their class: foppish, idle, and fond of duels. They excel at card games, which often serve as the seed of their disputes with other rakes. Too lazy to fence, many Carolingian rakes prefer the pistol duel. Dressed in the latest Français fashions, they congregate in Charles Town and at the country estates of the Carolingian nobility. A large expatriate community of rakes has taken residence in Nouvelle Orleans, where laws against the duel are seldom enforced.

Card Sharp: Carolingian rakes gain a +2 bonus to Bluff and Sleight of Hand skill checks.

Parlez Français: Carolingian rakes receive Français as an automatic language.

SCOUT

Social Rank 1d6+3

A country with so vast and unmapped a frontier as Carolingia has great need of scouts as skirmishing troops, guides, and trailblazers. Their companion animals are almost always horses, although the wildlife of the hedgerow and meadow can serve as well, especially foxes. Many Carolingian scouts work within the interior of the kingdom on the great noble and royal estates as foresters, grooms, and gamekeepers. Such a servant might be entrusted with a mission by his master to explore a new land grant on the frontier or find a missing family member.

In the tidewaters and wetlands of the kingdom dwell scouts of a different sort, known as swamp foxes. They are of a chaotic, antisocial bent, and are as likely to side with local Cimarron and First Ones communities 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 scouts, however, dress in brown or rusty red, with a black cloth cap sporting a badge indicating their master's identity.

Gamekeeper and Swamp Fox Variants: At 1st level, Carolingian scouts can choose one of two class variants: gamekeeper or swamp fox. Gamekeepers receive a +2 bonus to Hide and Move Silently checks; swamp foxes receive a +2 bonus to saves made against poison and disease.

SOLDIER

Social Rank 1d20+3

In Carolingia, soldiering is closely tied to horsemanship, and even infantry of low rank know how to ride. A soldier might serve in an army regiment, as part of a ship's crew, or as a guard in frontier lands. Less-respectable soldiers 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 soldiers of the gentry or higher (SocR 16+) may call themselves cavaliers. They favor broad-brimmed plumed hats and wear sashes to denote their rank on the battlefield. Musketeers and halberdiers fill out the lower ranks.

Cavalry Training: All Carolingian soldiers receive Mounted Combat as a free feat at 1st level.

CHEROKEE: PEOPLE OF THE MOUNTAINS

The most populous First Ones culture of the southeast, the Cherokee live in a loose confederacy of permanent towns on the slopes of the Mountains of Smoke and in the deep vale of the Tennessee. They call themselves the Ani-yun-wiya (ah-nee-yun-WEE-ya), meaning "The Real People." The word Cherokee is an Anglicized version of a Creek word meaning "people who speak differently." Their language is related more closely to the people of the northern forests than to their present neighbors, suggesting that the Cherokee themselves came out of the north, long ago. Since then, they have developed a highly productive agriculture, and a democratic form of administration based on local control and consensus.

Cherokee culture emphasizes individual rights — the power of leaders is limited, and the right to opt out of a leader's cause as a matter of personal conscience is reserved even for warriors in battle. Good manners, generosity, and social harmony are key social values, enforced by shunning and public scorn of individuals who disregard these norms. Women enjoy a notable degree of social freedom; they own the family house and possessions, and may freely divorce a bad husband. They may also become warriors and gain fame in combat as readily as their male counterparts. Adventurers may be outspoken individualists who are nonetheless skilled at working by consensus.

Culture Group: First Ones

Attitude: Cherokee adventurers approach life as a balance between their own desires and the need to reach accord with other people and with the natural world. Like the four cords that hold the earth above the waters in Cherokee cosmology, a community is held together by the strength of its members, separate but united in a common cause, and each one tied to the welfare of all.

History: The Cherokee are an Iroquoian people, who likely migrated south from the northern forests at some time in the past. They may be related to the Moundraisers of the Uncounted Time. Their present territory shows signs of having been occupied long before by other peoples, including the ancient Yuchi, whose villages still exist side-by-side with those

astrous results of early Spaniard forays into Cherokee territory, the Cherokee are on very cool terms with Nueva España. As for their other neighbors, the Cherokee are powerful enough and secure enough in their mountain strongholds to deal from a position of strength. They have often allied with the Chickasaw to the west in times of war.

Lands: The Cherokee occupy the western slopes of the Mountains of Smoke, as well as the upper reaches of the Tennessee Vale. Most of their towns are sited near rivers and streams within this vast region.

Authority: The Cherokee region encompasses about 70 permanent agricultural towns, populated by seven matrilinear clans: Deer, Wolf, Wild Potato, Paint, Blue, Long Hair, and Bird. The Wolf clan is the largest, and has a reputation for producing the most war leaders and adventurers. Each town is administered by a democratically appointed council, which gives every man, woman, and child a voice in local affairs. The leadership role of each village and of the confederacy at large is held jointly by two appointed officials: the red leader, who presides during times of war; and the white leader, who presides in times of peace and oversees economic, civil, and spiritual matters. Leaders can be either male or female, and hold their title on the basis of ability and popular support, rather than by hereditary claim. The positions of red and white leader for the confederacy as a whole are currently held by Oconostota and Ata-kullakulla, respectively.

Law: Cherokee law emphasizes individual rights, and the necessity of consensus in public policy. Most matters are either settled privately or with the help of the town council. The pursuit of justice for major crimes such as murder is often carried out by the kinfolk of the victim, rather than a central authority.

Magic: Wizardry is unknown among the Cherokee, but sorcerers are common. They carry no stigma, unless they use their magic for evil purposes. Arcane spellcasting ability is most often manifested in twins, who are apprenticed to a master sorcerer at an early age. The mastery of arcane magic is a lifelong study; beads, crys-



of the Cherokee. Early contact with Uropans in search of gold resulted in horrible massacres of entire villages; these episodes have colored all subsequent contact with Uropan people.

Relations: The Cherokee have formal relations with Charles II of Carolingia, who courts them seeking an ally against the Spaniards and the Français. The Woodland Confederacy has sought Cherokee aid, but Oconostota, the Cherokee leader, prefers to deal with the Uropans on his own terms. Not forgetting the dis-

tals, and magical formulas are often used as material components. Magic can be applied for both good and evil ends — to protect, cure, and foretell, or to harm and curse.

Religion: The Cherokee conceive of the world as hanging by four cords at the ends of the four cardinal directions. In their telling of the raising of the land above the waters, it is Water Bug, rather than Muskrat, who recovers the mud from which the earth is reconstituted. One day the sustaining cords will break, and the earth will submerge once more beneath the waters that surround it.

The priests of the Cherokee are clerics in d20 System terms, with divine spellcasting abilities and a central role in the religious ceremonies of each town. The Cherokee supreme deity is Yowa (YOH-wa), whose name may not be spoken aloud except by divine spellcasters of 5th-level and above. This being is a unity of three other beings, called cho-ta-auh-ne-leh (CHO-tah-aww-nay-LAY-eh), the Elder Fires Above, who can be thought of as three aspects of the same divine mind. Also prominent in Cherokee religion is Se-lu (SAY-loo), Corn Mother, whose spilled blood became life-giving corn — the staple crop of the Cherokee agricultural system.

The number seven figures prominently in Cherokee belief: seven clans, seven cardinal directions (north, south, east, west, above, below, and center), and seven ceremonies that define the passing of the year. Most notable of these ceremonies is the Green Corn ceremony, performed when the last corn crop has become ripe. Sports have religious significance in Cherokee culture, especially inter-clan lacrosse games, which are accompanied by ritual observances.

Arts: Among the Cherokee, the performing arts of dance and oratory are highly prized. As in so many other First Ones cultures, dance has a sacred function. Pottery decorated with

carved wooden stamps, stone pipes with wooden stems, and wooden medicine boxes (rather than medicine bags) are other characteristic items of Cherokee artistic production.

Food: Corn is the staple crop of Cherokee agriculture, and has great spiritual significance as well. Towns are built around areas of agricultural production, which includes three kinds of corn, as well as squash, beans, sunflowers, and tobacco for use in religious ceremonies. Hunting, fishing, and gathering supplement farming as food sources. Common wild foods include maple syrup, plums, walnuts, grapes, and cherries.

Language: Cherokee speak their own language as an automatic language, which belongs to the Iroquoian language group. They have no indigenous alphabetic writing system, but Cherokee bards have recently begun to adapt the Uropan alphabet to their own tongue, to record their lore and beliefs.

Names: Cherokee names often include descriptives paired with a noun. Cherokee girls are not generally named after animals.

Male: Agin'-agi'li ("Rising Fawn"), Ina'li ("Black Fox"), Tuksi' ("Turtle"), Yan-e' gwa ("Big Bear")

Female: Adsila ("Blossom"), Amadahi ("Forest Water"), Da' nawa-gas-ta'ya ("Eager Warrior")

Appearance: Cherokee men wear deerskin breechclouts, augmented by chaps to protect the legs in cold weather or in rough terrain. Long-sleeved leather matchcoats or ponchos are often worn in cooler weather. An obsidian or copper knife, worn at the belt, is an essential feature of their clothing. Headgear includes either a tall beaverskin hat, or a turban made of hide or cloth. Fur cloaks are added to the outfits of both sexes in winter for extra protection against the cold.

Women wear sleeveless, mid-thigh-length dresses of soft deerskin or mulberry bark fiber, belted at the

waist over an ankle-length woven underskirt. A cape of deerskin adorns the shoulders.

Cherokee hairstyles vary greatly between the seven clans. The Long Hair clan, appropriately, is known for its elaborately dressed hair. Feathers are only worn in times of war, when single feathers, dyed blood-red, are prepared by priests for distribution to the warriors. Hair is often colored with red and yellow dust. As adornment, men's ears are often split open by an incision and the opening stretched with copper wires to create a large loop within each ear.

Adventurers: Cherokee might take to an adventurous life to follow a very personal dream or desire, but seldom at the price of endangering the freedom or happiness of others. The course of a Cherokee's career may be one of dynamic action, tempered by awareness of the effects of his actions on the world at large.

APPROPRIATE CLASSES

The following classes are common among Cherokee.

BARD

Social Rank 1d6+6

Cherokee bard-class characters can be storytellers, dancers, or musicians who tell tales through the medium of dance and song. They trade in humorous tales, historical narratives, and sacred stories — it is common to find multiclass bard/clerics. Their instruments include the water drum, which is a ceramic pot partially filled with water, and fitted with a drumhead of animal skin; a six-holed cane flute; and the bison-horn trumpet.

Enchanting Performance: Cherokee bards are treated as having the Spell Focus feat when casting spells of the Enchantment school.

CLERIC

Social Rank 2d4+10

Because the Cherokee live in permanent towns with extensive agriculture, religious leaders of the Cherokee are clerics, rather than druids. They use the standard d20 System cleric spell list. They are community priests, responsible for the spiritual protection of people, crops, and animals through prayers and sacred dances. They may choose from the following domains: Good, Plant, Protection, and Sun. Their favored weapon is the blowgun, and they must be within one step of a lawful good alignment.

CHEROKEE CULTURE BONUSES

Cherokee Heritage: Knowledge (fey) +2, Perform (dance) +2, Profession (farmer) +2

Fey Allies: The Cherokee maintain a close bond with the native fey of the region, who have taught them secrets of healing and herblore. Any PC with this identity can attempt to summon 2d4 pukwudgee allies, once per week, who will assist and defend the PC for up to one hour. The chance of summoning these allies is 50%, +5% per character level of the summoner. Pukwudgee are described in the Monsters chapter of the *Northern Crown: Gazetteer*.

Wildshield: Cherokee receive a +1 AC bonus and a +1 Reflex save bonus in forest or mountain terrain.

Traditional Weapon: Blowgun.

Warm Welcome: The initial attitude of Cherokee NPCs toward a Cherokee cleric is automatically improved by one step.

See Fey (Sp): Cherokee clerics are considered to possess *see invisibility* at will, as a spell-like ability, but the ability is only applied to invisible fey creatures.

Spontaneous Bless: In addition to the spontaneous casting abilities of other clerics, Cherokee clerics can spontaneously cast the spell *bless* in place of a prepared spell of the same level or higher.

RAIDER

Social Rank 2d6+1

This class represents Cherokee skilled in skirmish warfare and wilderness travel, drawn from the common ranks of the community. Their extensive wilderness experience allows them advantages in navigating forest terrain, handling wild animals, and knowing the lore of the wild.

Blowgun Training: Cherokee raiders are treated as having the Far Shot and Rapid Shot feats when using a blowgun.

Wild Lore: Cherokee raiders gain a +2 bonus to Knowledge (nature) skill checks.

SCOUT

Social Rank 2d6+1

Cherokee scouts are adept at navigating the mist-shrouded mountains of their homeland, and the many caves that run for miles beneath their slopes, honing their senses to a high degree of awareness. They protect their community from encroaching Uropan settlers, and from the evil creatures that lurk in the caves.

Cave Runner: Cherokee scouts are treated as having Low-light Vision, as they can see twice as far as an ordinary human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also gain Knowledge (dungeoneering) as a class skill.

SORCERER

Social Rank 2d4+6

Cherokee sorcerers are known as dadunesgi (dah-dunn-ESS-gee). They are not shunned by the general populace, although powerful dadunesgi may be held in awe or fear by their neighbors. In addition to the usual class abilities of sorcerers, dadunesgi receive the following abilities:

Spell Focus (Conjuration): At 1st level, all dadunesgi receive Spell Focus as a free feat, applied to all Conjuration spells.

Red Path: At 1st level, dadunesgi may choose to follow either the red path of fire and war, or the white path of the living earth and peace. Both paths are valued ones, equally important to the safety of the community. Those who follow the red path are treated as being one spellcaster level higher than their actual level when determining level-dependent effects of any spell they cast with the Fire descriptor.

At 4th level, followers of the red path can maximize a single spell with the Fire descriptor once per day, as if they possessed the Maximize Spell feat. The dadunesgi chooses to do so at the time of casting, as a free action.

White Path: At 1st level, dadunesgi who choose to follow the white path are treated as being one spellcaster level higher than their actual level when determining level-dependent effects of any spell they cast with the Force descriptor.

At 4th level, followers of the white path can maximize a single spell with the Force descriptor once per day, as if they possessed the Maximize Spell feat. The dadunesgi chooses to do so at the time of casting, as a free action.

WITCH

Social Rank 1d4-1

Cherokee witches are called skili (SKEE-lee), or owl witches. Chaotic in alignment, they are generally feared and shunned by other people, taking to the woods and working their magic under cover of darkness. Those of evil alignment are said to drain vitality from living souls, while those of neutral or good alignment only use this power against evil creatures. Their imp is always an owl. Skili receive the following modifications to the witch core class:

Owl Merge (Su): At 1st level, skili can merge with their owl once per day. The skili and all possessions and gear disappear, and the consciousness of the skili resides in and controls the owl's body. While merged, skili may cast spells, but cannot speak. They use the owl's stats and abilities, except for Intelligence, Wisdom, and Will saves. If the owl is slain, both the owl and the skili are slain. The effect lasts until dispelled by the skili, or until the next sunrise. At 4th level, skili gain an extra use of this ability per day. At 10th level, they can merge with their owl at will.

Constitution Drain (Ex): While merged with their owl, skili may drain the vitality of a living creature by making a successful grapple check. This is often done when the victim is asleep or incapacitated by the skili's magic.

Once pinned, the victim receives 1 point of temporary Constitution drain per round (Fortitude save DC 14 negates), to a maximum of one point per class level of the skili. At 14th level, the rate of drain increases to 1d2 points per round.

Alternate Form, Animal Growth, Erinyes Form: The skili's owl does not receive these abilities.

Greater Form (Su): The Greater Form of a skili's owl is a giant owl. The skili's Owl Merge ability does function while the owl is in Greater Form.

Black Garb, Share Spells, Empathic Link with Other Witches: Skili do not receive these class abilities.

CIMARRONS: NYAMBAN LIBERATORS

Separated by a wide sea from the land of their ancestors, but maintaining strong ties to their Nyamban roots, Cimarrons are descended from captives who had been brought to toil in the plantations and mines of Uropan-occupied areas of Northern Crown in the earliest days of the Dark Years. Soon they revolted against their oppressors, and struck out into the wild, where they re-established their traditional ways and fought tenaciously to preserve them. For nearly two centuries, they have kept alight the fires of freedom for all those threatened by foreign rule and enslavement, and now appear to be on the verge of establishing one or more independent nations of free Nyambans in the midst of Uropan occupation. Called cimarrones by Spaniards, they are known as marrons by the Français and are often called maroons or outlyers by English-speaking peoples.

Cimarrons cherish their Nyamban heritage, having fought and paid dearly to preserve the traditions of their ancient homeland. They see themselves as the guardians of this heritage, and as teachers of the generations to follow. Many have a special bond with others who have known the tyranny of oppression.

Culture Group: Nyamban. See *Nyambe: African Adventures* for more information about Nyamban culture.

Attitude: Cimarron adventurers do not believe in fate or resignation to the status quo. They believe that what should be done, must be done, even at the cost of their own lives — it is better to die free than to live as a captive.

History: The origins of the Cimarrons lie in early years of the Uropan invasion of Northern Crown, when crews of Uropan frequently prowled the northern and western coasts of Nyambe-tanda in search of human captives to feed the growing demand for labor in the newly established mines and plantations of the southern continent, the islands of the Carib Sea, La Florida, and Virginia. The demihuman races of were spared this fate, since the superstitious Uropan feared them. The Nyamban states of Basharka and Taumau-Boha were hardest hit, but eventually drove away the Uropan raiders, and to this day remain on guard against further incursions.

The thousands of captives who had already been taken across the Atlantic Sea to toil for the profit of their Uropan captors did not go without a struggle. They resisted. They fought back. They broke free. They regrouped in the hills and forests of Hispaniola and the subtropical swamps of Northern Crown, returning to the plantations to liberate others who the self-styled lords of those lands had enchained. Their numbers swelled, and heroes rose from their ranks to establish fortified *palenque* settlements in the wild where their families could live in peace. Many attacks by plantation owners and their mercenary armies were repulsed, in some cases followed by a grudging acknowledgement of sovereignty from local authorities. Others ended in fierce last stands.

Now, the Cimarrons are locked in a struggle to secure an independent Nyamban state in the interior of the Français-occupied region of Hispaniola. This revolution is led by a charismatic leader called the Opener. The flame of revolution has begun to kindle in nearby Jamaica as well, in the hands of another Cimarron leader named Nanny — a powerful cleric who is said to receive divine inspiration that aids her struggle.

Relations: Cimarron communities have no formal relations with major political units in Northern Crown, although some of the long-established ones have secured legal recognition from local Uropan authorities.

Cimarrons have a special relationship with the First Ones, who share a history of persecution and abuse at the hands of Uropan invaders. Most Cimarron communities have members of First Ones descent.

Lands: The Cimarrons live in dozens of independent settlements in La Florida and the swamps of Carolingia, and make up a sizeable portion of the population of Nouvelle Orleans and Natchez sur Terre. Many



have also taken up residence in the Republic of Sophia, which shares their thirst for freedom.

Authority: There is no central Cimarron authority. Like the Buccaneers, the Cimarrons are scattered among many small groups, with each community administered by its own leadership. Some are lead by local elders or n'anga clerics, while others are ruled by monarchs who claim royal Nyamban descent.

Law: Cimarron law is derived from the traditions of their Nyamban ancestors. Cimarrons of Azzazza ancestry —

those whose forebears came from Taumau-Boha — have a strong patriarchal bent, with disputes settled by the local elder rather than a distant authority. Azzazza patriarchs weigh even minor legal decisions gravely, using a cautious, incremental approach to justice. Those of Xon'mo heritage — who were originally from the Basharka region — tend to appeal to the local clerics, whose decisions are expected to be pragmatic, if rather ruthless.

Magic: Cimarron magic follows traditional Nyamban forms, with sei sorcerers being extremely rare and mchawi wizards somewhat more common. Magical power is both respected for its value to the security of the community against external foes, and feared for its potential to influence power relationships within the community. Cimarron leaders often possess at least some magical abilities, and if they do not, they almost certainly retain advisors who do.

Religion: Cimarrons maintain their faith in the orisha — the spirits who serve as intermediaries between human beings and the supreme deity called the Overpower. The particular type of orisha honored by an individual determines his religious practices. The two most common types are the celestial and elemental orishas, which are honored by communities of Azzazza and Xon'mo descent, respectively.

The influence of Uropan religion is also present among the Cimarrons. They often integrate names and rituals from the Roman Church with Nyamban practices, merging the identities of Uropan saints with those of orisha. Worship of Zombi, the fiendish orisha of serpents and the undead, is said to be practiced by evil n'anga clerics, in exchange for arcane powers or eternal life. This practice is met by Cimarrons of good alignment with the same horror that Uropan reserve for witches who make pacts with evil outsiders in exchange for similar powers.

Arts: The traditional Nyamban arts of mud stenciling on fabric and figurative sculpture from stone, iron, and wood, and the making of ritual masks and costumes, are widely practiced among Cimarrons. Storytellers, musicians, and dancers are valued community members for both religious and secular functions.

CIMARRON CULTURE BONUSES

Freedom's Fire: Cimarrons receive a +1 attack bonus against creatures of lawful evil alignment.

Local Knowledge: Knowledge (local) +2

Traditional Weapons: Cutlass

CIMARRON SOCIAL CLASSES

Class	SocR
Royal	41+
Noble	31–40
Commoner	1–30
Marginal	0

Cimarron social classes are loosely based on those of Nyambe-tanda. The royal class is comprised of the local monarch and his or her immediate family, while nobles may include in-laws, respected advisors, and high-ranking clerics. Not all Cimarron communities

are ruled by those claiming royal or noble Nyamban descent; instead, they may be administered by a local cleric or circle of elders.

Cimarron player characters gain +1 SocR each time they gain a character level. Commoners cannot advance to the noble class without marriage to a noble family member or an appointment to the court, which must happen in-game, usually within a year of achieving SocR 30.

Food: Cimarrons follow a diet of both Nyamban and native foods. Among the common crops of Cimarron settlements are rice, cocoa, pineapple, sugarcane, and cassava. Pigs, goats, and fowl provide the most common sources of meat.

Language: Cimarrons speak one of several forms of Creole as an automatic language, which is an amalgam of Nyamban and Uropan speech. The most common varieties are Français Creole and Espaniard Creole, which are spoken in Cimarron settlements adjacent to Nouvelle France and Nueva España, respectively. Cimarrons adjacent to Carolingia speak English.

Names: Cimarrons may either use Uropan names or Nyamban names, or be known by two different names: one Uropan, one Nyamban. Français, Espaniard, and English names are common, while the most popular Nyamban names are those of their parent culture — typically either Azzazza or Xon'mo.

Male Azzazza Names: Ahireras, Amonis, Atatis, Funis, Kebes, Osaris, Peharu, Semet, Setep, Snur, Sombuto, Teharis, Ubis, Utis, Zatenkhen.

Female Azzazza Names: Anta, Bes, Gesara, Khara, Mara, Museti, Rartera, Ratta, Renra, Semara, Shumanti, Snontera, Tara, Thenesara, Tureti.

Male Xon'mo Names: Chubuhle, Eberem, Ekechu, Hanisu, Izium, Kachu, Kano, Madu, Nabu, Ndubucham, Osakwe, Osan, Rehemau, Thandom, Uzumlo.

Female Xon'mo Names: Abt-I, Am-Su, Atunpa, Buto-Su, Cheopa, Esa, Fenti, Kamona, Keni, Menmeti, Naria, Nofru, Remeti, Tuhshabti, Xeseri.

Appearance: Cimarrons have adapted some features of Uropan clothing, while retaining Nyamban tastes for pattern-dyed, brightly-colored comfortable clothing suited to a warm climate. Cimarron men often wear loose-fitting shirts and breeches, while women wear headcloths, blouses, and skirts with aprons. Away from home, a *macoute* (mah-KOOT), or gunnysack, is worn over the shoulder, to hold personal effects and provisions.

Adventurers: Cimarrons embark upon adventures to liberate those subjected to tyranny and to defend their own communities from external threats. They also travel throughout Northern Crown to forge bonds with and assist others who fight for freedom, never forgetting their own struggle for liberty.

APPROPRIATE CLASSES

The following classes are common among Nyambans. See *Nyambe: African Adventures* for information about them.

N'ANGA CLERIC

Social Rank 2d6+5

Clerics hold respected positions in Cimarron communities, especially

those of Xon'mo heritage. They often serve as the local arbiters in legal disputes, as healers, and most importantly, as organizers of rituals in honor of the orisha revered by the community.

GAMBA FIGHTER

Social Rank 1d20+3

Gamba fighters are given the crucial role of protectors of the community, ready at a moment's notice to take up arms in defense of their families, or to strike deep into hostile territory to make raids on plantations still holding others as captive laborers. Increasingly, Cimarron gamba fighters are found serving in the ranks of other armies throughout the continent, quickly adapting to Uropan weaponry and tactics.

NANALA ROGUE

Social Rank 1d4–1

In a culture where all must contribute to the community's welfare in order to secure its survival, rogues are most unwelcome. For this reason, nanala rogues are more likely than most other Cimarron characters to leave their home communities and seek adventure elsewhere. Those who stay in the *palenques* of their people are often those who aid the cause of freedom by infiltrating prisons and forced labor camps, using their talent for stealth to help liberate their comrades.

SEI SORCERER

Social Rank 1d12+5

Cimarron sei sorcerers occupy an ambivalent position among their fellows. Because they can use their arcane powers for destructive or selfish ends, they are not wholly trusted, even though time and again they have proved indispensable to the survival of the Cimarrons.

MCHAWI WIZARD

Social Rank 1d12–1

The few mchawi wizards of neutral or good alignment in Cimarron communities suffer from the reputation of their evil counterparts. Although they're called wizards, their method of obtaining power — by dominating evil outsiders through sheer force of will or making pacts with them — is more akin to Uropan witchcraft. Understandably, their presence is seldom tolerated, unless their arcane power is matched by impressive charisma or leadership skill.

COMMON-WEALTHERS: SOLDIERS OF GOD

Dour. Grim. Fatalistic. These are some of the terms used to describe adventurers from 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. They are true believers, on a holy mission to establish a heavenly kingdom on earth. Opposing them are legions of evil outsiders and their human allies, who can take many guises to deceive the faithful.

Commonwealthers are people on a mission. They see themselves as having been tasked by a higher power to build an ideal community as a beacon of hope for the world at large. This sense of purpose gives them a measure of pride, solemnity, and a strong sense of community with other Commonwealthers. They maintain strict standards of conduct and demeanor among themselves, shunning or criticizing those who don't conform in matters of speech, appearance, or behavior. It often happens that they are harsher critics of their own countrymen than of strangers who are not part of their endeavor.

Those who don't share the goals of the divinely inspired mission of the Commonwealth are not likely to be taken seriously by them. If they are foreigners, such folk are considered frivolous or unenlightened; if they are encountered within the Commonwealth, they may be looked on as dangerous or subversive. Friends may admire Commonwealthers' zeal and dedication to their cause and their faith, even if they don't always make the merriest companions. They show their true worth in grim times, when dedication to a mission and unshakeable faith are most in need; at more jovial moments, they are voices of moderation, not of excess. They can seem judgmental or dismissive about others, though, and intolerant of dissent. Their belief in evil as an active force in

daily life leads their critics to call them morbid or superstitious.

Culture Group: Uropan.

Attitude: For many Commonwealthers, life is a battle between good and evil, full of temptations and challenges. It is a thing to be taken seriously, with grave spiritual consequences for error. Life's pleasures do



have their place, as brief breaks between battles, but pleasure or comfort is not an end in itself.

History: The Commonwealth of New England was founded in 1630 by English Puritans, who sought to carve a divinely ordered kingdom on earth out of the wilderness of Northern Crown. When they arrived upon the northeast coast, they found four groups already dwelling there: several small First Ones nations, a tiny colony of English religious separatists, a secular English colony called Jerusalem, and the Witchling enclave of Naumkeag. The Puritans came in force, with many ships, and soon all

but absorbed the two smaller English settlements, with the newly founded city of Boston quickly surpassing them in size. The First Ones along the immediate coastline were driven away, paid off, or slain, but the Witchlings were better prepared, for they had fled Uropa to avoid the very forms of persecution practiced by the newcomers.

Since their arrival, the Puritans have been repaid for their initial treatment of the First Ones with frequent raids along their long frontier, often aided by the Witchlings, whose influence has crept slowly into Jerusalem, making it a place of hauntings and terror. The Commonwealth has had to absorb many refugees from the collapse of Cromwell's Puritan government in England, putting pressure on the governor's council to expand. As new settlements appear along the Commonwealth's frontier, the Puritans make new First Ones foes, and begin to alarm more distant neighbors, including Nieu Nederlands and Nouvelle France, with whom future conflicts are likely.

Relations: New England has few if any friends in Northern Crown, and many enemies. Their staunchest foes are the Witchlings, who are at odds with them both politically and spiritually. The First Ones bordering Commonwealther territory have fought countless skirmishes and several full-scale battles against the invaders; two local First Ones leaders have attempted to unite the regional native nations to drive the Puritans back into the sea.

Further afield, the Français and Nederlanders have both clashed with the Commonwealth over territorial claims, and Vinlanders often raid the New England coast.

Lands: The Commonwealth of New England includes the city of Boston, the older settlements of Jerusalem and Plimoth, and the frontier settlements of Harts Ford and Holy Yoke. Surrounding the settlements are scattered farms and villages.

Authority: The Commonwealth is governed by a council of prominent clergy and landowners. Membership in the council is by invitation only, not by popular election. The council appoints a governor to enforce the law, to defend the Commonwealth against foreign enemies, and to conduct diplomacy with other nations.

COMMONWEALTHER CULTURE BONUSES

Literate: All Commonwealthers can read English.

Militia Training: All Commonwealthers receive Polearms as a free feat as soon as they meet the prerequisites.

Righteous Anger: Commonwealthers receive a +1 attack bonus against chaotic creatures.

Scriptural Knowledge: Knowledge (religion) +2

Traditional Weapons: Halberd, long spear

Law: In the Commonwealth, church law and civil law are one. Failing to observe church services, for example, is a crime punishable by a fine. Judges are appointed by the governor, and are usually members of the clergy. Minor offenses result in some form of public humiliation, such as being locked in the stocks for an afternoon. For major offenses, branding, whipping, or hanging are employed.

Magic: Arcane magic of any kind is outlawed in the Commonwealth, because all arcane magic is assumed to have an infernal origin, whether it is wizardry, sorcery, necromancy, or witchcraft. Spellcasting is considered a capital crime; convicted arcane spellcasters are liable to be hanged publicly, as a warning to others. Druids, even though they practice divine magic, are also considered evil, since their reverence for nature is considered a pagan practice.

Religion: The Commonwealth is best thought of as a theocracy, with Puritan beliefs controlling nearly every aspect of life. Simply put, Puritans believe in a direct relationship with God, without church hierarchies or priests; the fewer distractions from one's relationship with God, the better. Religion is a serious business, for all humans are terrible sinners awaiting hellfire unless they receive God's grace, which is 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 sorcerers. 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 inter-

preting 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.

Arts: By law, Commonwealthers do not attend the theater, nor are they allowed to paint or display representational art — both these activities are said to compete with God, as He the only true creator. But they do excel in furniture making, lacemaking, and especially architecture, raising grand meeting houses in even the smallest settlements.

Food: Commonwealthers eat in the manner of their parent culture, England, favoring roast meats, fish, and baked pies, with the addition of native shellfish and game. Their drink is ale or rum, rather than wine.

Language: The people of the Commonwealth speak English as an automatic language.

Names: Commonwealthers prefer either English names (see Carolingian names), biblical names, or names inspired by virtues or positive character traits.

Male: Asaph, Benjamin, Daniel, Elisha, Ezekiel, Increase, Industry, Isiah, John, Joshua, Recompense, Samuel, Sensible, Virtue.

Female: Abigail, Charity, Deliverance, Felicity, Margaret, Martha, Rebecca, Sarah, Susannah.

Appearance: Commonwealthers have 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.

Hair is worn long and straight by men, pulled up and invariably covered in a cap by women, regardless of age or marital status.

Adventurers: Many Commonwealthers seek adventure only in the name of a cause, rather than for the sake of adventure itself. The man or woman of action has a place in the world, but only as a servant of some higher ideal.

APPROPRIATE CLASSES

The following classes are common among Commonwealthers.

CLERIC

Social Rank 1d10+10

In practice, Commonwealther clerics are most often "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.

Fire and Brimstone Preaching: Commonwealther clerics with 3 or more ranks in Perform (oratory) can *fascinate* lawful humans as if they were bards of the equivalent level.

Spontaneous Detect Evil: In addition to the spontaneous casting abilities of other clerics, Commonwealther clerics can spontaneously cast the spell *detect evil* in place of a prepared spell of the same level or higher.

PALADIN

Social Rank 3d6+1

A soldier with the heart of a preacher, the Commonwealther paladin PC represents a soldier who is also committed to battling the servants of evil in all their forms. Called soldiers of God, they belong to no formal order, and can be found even among ordinary soldiers. Their gear will be the same as that of other soldiers, except that a paladin of any social rank may ride a horse. Paladins seek out witches, sorcerers, 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.

Force Majeure: Commonwealther paladins gain Force Majeure as a free feat at 1st level, but can only use it against neutral and evil creatures.

SOLDIER

Social Rank 1d20+3

Commonwealth soldiers — called roundheads for their close-cropped hair — are the epitome of the Puritan soldier: dedicated, professional, and full of fervor. Many of the Commonwealth's military commanders are 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 *Nederlander* wars against *España* and France. And a good thing, too — the Commonwealth has many enemies. To be ready at a minute's notice, all New Englanders in good health belong to militia companies of about 20 to 40 soldiers each, under the command of a New Model Army veteran. The standing army, on the other hand, is small but highly professional.

Militia Training: Commonwealth soldiers gain Close Order Drill as a free feat at 1st level.

Minute Soldier: Commonwealth soldiers are treated as having the Rapid Reload feat when using any gun. They also suffer no penalties to armor bonus, nor do they suffer any additional check penalties, while wearing hastily donned armor.

COUREURS: FOREST RUNNERS

People of the wilderness, Coureur (koo-RURE) adventurers possess features of both *Français* and First Ones culture. They speak a mix of *Français* and First Ones tongues, 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 voyageurs, "the travelers," especially those who ply the Great Lakes in search of furs.

Coureurs are independent, self-reliant folk by necessity, for they live far from the cities of *Nouvelle France*, and travel deep into the wilderness as traders, explorers, scouts, soldiers, hunters, and trappers. They are people of few words but many songs, jokes, and tales. Coureurs aspire to great endurance, cunning, and strength in the face of adversity. They are highly

practical, eschewing fancies and luxuries in favor of whatever helps them survive. Many regard themselves as an elite group possessing the skills to survive in a harsh, often dangerous environment. A Coureur's worth is based on strength, resourcefulness, and good sense. They are aware that they are seen as half-wild, uncouth folk by other cultures, and are often torn between a desire to play the part and a need to prove that they are more civilized than

mies tend to characterize them as backwoods simpletons, barbaric and brash. They are frequently maligned for their refusal to take part in the institutions of so-called civilized nations.

Culture Group: Uropan, First Ones.

Attitude: Coureurs are often content simply to survive, given the constant peril associated with their way of life. Like many folk who face frequent brushes with death, they tend to live for the moment, enjoying their successes with gusto, and giving little thought to their material future.

History: The ancestors of the Coureurs were *Français* trappers, traders, and mappers in the early years of the fur trade. As easily accessible sources of beaver pelts were exhausted, these travelers had to spend more time in the wild, far from coastal settlements. They adopted First Ones ways to better survive and travel in the cold north, even marrying into First Ones clans. Their children and grandchildren, who had known no other life, became a culture unlike their forbears, at once *Français* and First Ones, dwelling year-round in the wild.

Relations: Coureurs are valuable fur traders and wilderness guides for the *Français*, who wish to dominate the fur trade and expand their settlements into the interior. At the same time, their penchant for rowdiness and individualism makes the *Français* nervous; they prefer to keep the Coureurs at arm's length.

First Ones respect the Coureurs' skills, but resent their incursion into First Ones lands. Depending on the individual nation involved, Coureurs could be considered trading partners or enemies.

Lands: Coureurs claim no territory, but have an intimate knowledge of the land between the Great Lakes and *Nouvelle France*.

Authority: Coureurs are technically *Français* citizens, but the authority of the *gouverneur* in *Québec* seldom reaches them. In the wild, Coureurs respect the authority of whomever they have chosen as party leader, usually a senior trader.

Law: Coureurs consider most disputes to be personal matters, which should be settled in whatever fashion seems best to the antagonists. In the



they seem. They look down upon city dwellers as soft and helpless, but at the same time as something of a mystery, with their refined manners and tidy appearance. They take great amusement in the discomfort and ignorance of anyone in their company who seems unskilled in the ways of the wilderness.

Coureurs make good companions in the wild, but demanding charges in the city, with its unfamiliar customs and temptations. They are valued as allies for their cheer and great appetite for life's simple pleasures. Their ene-

COUREUR CULTURE BONUSES

Forest Runner: All Coureur characters receive Run as a free feat at 1st level.

Woods Sense: Hide +2, Listen +2, Move Silently +2 in forest terrain

Traditional Weapons: Knife, throwing axe

wilderness, it's easy to simply avoid one's pursuers or enemies, but if this isn't possible, a trial by combat with axes or knives, without witnesses, is a common method of settling longstanding grudges.

Magic: Among the Coureurs, a few sorcerers and witches are known to have arisen, operating as healers, entertainers, or charismatic leaders. Otherwise, little of magic is known to them, and they tend to regard it with superstitious awe.

Religion: Like the Français, most Coureurs follow the Roman Church. They have few priests among their people, but may attend services offered by Church missionaries working in the interior. Aside from Church doctrine, many Coureurs are quite superstitious, believing that diverse outsiders, undead, ghosts, and fey beings inhabit the wilderness they traverse.

Arts: Coureurs are masters of song, story, and joke, perfected over long evenings around the fire. They are often skilled dancers, accompanied by small, portable pipes and drums. In the visual arts, Coureurs excel at beadwork, leatherwork, and woodcarving.

Food: Coureurs eat mostly game and fish, either fresh, smoked, or dried. They supplement this with fried cornmeal cakes and beans or peas obtained from Français suppliers.

Language: Français and one First Ones language are automatic languages. The most common First Ones languages known to Coureurs are those of the boreal forest and Great Lakes regions, such as Ojibwa, Huron, and Cree.

Names: (see Français names).

Appearance: Most Coureurs wear a First Ones coat and trousers of deer-skin, deerskin boots, and a dressed deerskin cloak, plus a beaver hat and one or more embroidered belts and gear pouches. Their clothing is tough, warm, and practical, invariably made rather than purchased. Both men and women commonly wear a capote (KAH-pote) — a long, warm coat made from a woolen blanket.

Hair is worn long, with beards common among men. Women often wear their hair in braids, in the First Ones manner.

Adventurers: Coureurs could not abandon a life of adventure without

turning their back on their entire way of life. For them, adventuring is not an escape from mundane existence, but existence itself, inextricably bound with their own identity.

APPROPRIATE CLASSES

The following classes are common among Coureurs.

BARD

Social Rank 1d6+3

Coureur bards are known for their tall tales, jokes, and epic song cycles, which are often sung as they paddle their canoes to help keep their rhythm and pass the time. They seldom play musical instruments, although a few carry small drums or stringed instruments.

Raconteur: When using Perform (oratory) to *fascinate* one or more creatures, Coureur bards are treated as having +3 class levels above their actual level when determining how many creatures are affected.

RAIDER

Social Rank 1d3+3

The raider class represents those Coureurs who specialize in guerilla fighting and soldiering, rather than in woodcraft. They are often found in companies of skirmishers on the frontier, or as bandits preying upon wilderness trade routes.

Light Burden: Coureur raiders can run at five times their normal speed, even when carrying a medium or heavy load. Their maximum Dexterity bonus under a medium load is +4, and +2 for a heavy load, with a check penalty of -1 and -3, respectively.

SCOUT

Social Rank 1d6+3

Coureur scouts are known for their mastery of thrown weapons. Their companion animals include bears, catamounts, raccoons, wolves, eagles, and hawks.

Throwing Axe and Knife Training: All Coureur scouts are treated as if they possessed Shot on the Run when using knives and throwing axes.

ESPANIARDS: SERVANTS OF THE EMPIRE

España, center of the Habsburg Empire, is so large and diverse that any attempt to generalize the character of its citizens would be foolish. It encompasses a grand courtly society, the rural aristocracy of the caballeros, a vast bureaucracy and military force, and many regional cultures from Catalonia to Andalusia, each with its own speech and cultural features. The Espaniard culture described here represents only the styles, concerns, and mindset of the courtiers, soldiers, and administrators of the emperor, who are most likely to become Espaniard adventurers in a Northern Crown campaign.

Many Espaniards in the service of the emperor consider themselves foot-soldiers in a great adventure. They are aware of being members of a huge cadre of professionals, in which they serve with pride. Some feel that it is the destiny of the Espaniards to rule the known world; others merely feel that they are bringing peace, enlightenment, and unity to a world hobbled by ignorance and wracked by destructive conflict. They naturally tend to judge the worth of others by their allegiance to the imperial cause. Those who serve the emperor are considered worthy; those who oppose him are not, although they may still have honor even though their cause is not just.

Espaniards provide for their friends not only their own resources, but those of their fellow imperial servants. Once accepted among them, an ally may find a vast army and administration available to offer assistance. On a personal level, Espaniards can be as concerned with defending their friends' honor as their own, always speaking up for them, even at great risk to themselves. To their enemies, they can appear to be part of a nearly unstoppable apparatus bent on world domination, with formidable resources and a remarkable sense of common purpose. Their actions may take on a sinister aura, invariably becoming linked to the perceived schemes and plots of the emperor. Once met in person, an Espaniard foe will likely be respected for a sense of honor and duty rare in its clarity and consistency.

Culture Group: Uropan.

Attitude: The poets of the Espaniards often describe life as a dream — a long thread of experiences,

adventures, and loves which may or may not have any meaning beyond that which the dreamer ascribes to them. Against this fancy is set the active, purposeful life of many of the emperor's servants, for whom life is a high crusade for a just and righteous cause. The two attitudes happily coexist in the hearts of many Espaniard characters, who live in two worlds, mixing whimsy and detachment with fierce determination.

History: Espaniards are natives of Iberia, a mountainous peninsula at the southwestern tip of Uropa. In ancient times, they fought several bitter campaigns against the Caesars, who eventually conquered them. By the time of Rome's fall, most Espaniards had adopted the Roman Church; over the following centuries, they continued to hold on to their new faith, as Uropa was overrun by invaders from north, east, and south.

By the year 1500, the Espaniards had become masters of most of the peninsula, with the exception of the Portuguese in the west and the Nasrid kingdom of Granada in the south. They had already attempted and failed to establish a foothold on the shores of Nyambetanda, and so turned west, seeking a new route to the spices of Far Cathay. In that fateful year, they made landfall in Northern Crown and began a long struggle for mastery of the continent, first among the islands of the Carib Sea, then measuring their strength against the golden empires of the southern continent — a contest that has yet to be won.

Relations: Felipe's servants see themselves as defenders of the true faith, as their Uropan empire is beset on all sides. Buccaneers, Albians, and Nederlander pirates harass España's fleets from the Carib to the English Channel. Their efforts to extend the benefits of empire to Northern Crown are challenged by the Français, 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.

Lands: In Northern Crown, the viceroyalty of Nueva España includes the peninsula of La Florida and the

Golfe Coast, as well as the island of Cuba, with its administrative capital, Havana. The Espaniards have other coastal settlements to the south, including the fortress city of Cartagena, through which pours the gold and silver of Australis.

Authority: Espaniards are under the authority of the aged Emperor Felipe, who rules from the palace of L'Escorial. A contemporary of Queen Elizabeth of England, it's said he is kept alive by the power of alchemy,



and is determined not to die until he brings peace, true faith, and order to the entire world.

In Northern Crown, the emperor's authority is held by the viceroy of Nueva España, who governs from the city of Havana. In theory, the viceroy has absolute power within the province, although in practice the Roman Church holds much power too, as does a class of noble landowners that seeks to protect its own holdings from too much imperial interference.

Law: As an absolute monarch, Felipe rules by decree; his laws are enforced by his soldiery, and accused criminals are judged by his appointed magistrates. As in France, the Church enforces its own law, with its own judges, who answer not to Felipe but to Rome.

Magic: Both Felipe and the Church have decreed that the practice of arcane magic is both a criminal and religious offense, punishable by death. Nearly all Espaniard wizards have since fled to magic-tolerant lands; the few who remain must study in secret.

Religion: Most Espaniards are members of the Roman Church. Felipe himself is a devout practitioner, and expects the same of his servants and agents. He sees himself as a defender of the Church against unbelievers and heretics. As in nearly all Uropan lands, religious dissent is not tolerated — members of other faiths are not welcome there.

Arts: The Espaniards have produced masterful painters, writers, and poets, whose works are enjoyed far outside their own borders. Among commoners, the arts of dance and song are popular.

Food: The Espaniard diet varies greatly by region, but includes rice dishes, poultry, seafood, and strong red wine.

Language: Espaniards can choose either Spanish or Catalan as an automatic language. Spanish is the official language of Felipe's court, while Espaniard characters from the province of Catalonia generally speak Catalan. España's bards speak *Languedoc*, while her clerics speak Latin.

Names: Espaniard characters may have two or more first names. One is nearly always that of the saint sharing the character's birthday. By long tradition, Espaniard children also receive two surnames: their father's first surname followed by their mother's second surname. The two surnames are separated by the conjunction *y* ("and"). So, the child of Diego Fernandez y Garcia and Maria Martinez y Molinar might be named Antonia Fernandez y Molinar. The following list gives formal versions of first names, with nicknames in parentheses.

Male: Alfonso, Antonio, Carlos, Domingo, Esteban, Felipe, Francisco (Paco), José (Pepé), Lorenzo, Luis, Manuel (Manolo), Miguel, Pedro, Santiago, Sebastian.

ESPANIARD CULTURE BONUSES

Long Rapier Training: Espaniard characters can use a long rapier as a one-handed weapon.

Imperial Fervor: Espaniards receive a +1 attack bonus against Albians,

Buccaneers, Nederlanders, and Witchlings

Traditional Weapons: Long rapier

Female: Ana, Beatriz, Cristina, Dolores, Isabel, Luisa, Magdalena, Maria, Marina, Marta, Rosa.

Appearance: 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. It is so ubiquitous and influential that it has become the fashion in other areas of Uropa, even among the empire's enemies. Severe, sober, and elegant, it is a formal costume for serious professionals. It makes a striking contrast with the peacock splendor of the courts of France and Albion.

Women of the empire wear black as well, in long dresses with lace ruffs and full skirts. Their hair is often bound and covered by a cap.

Men's hair is neatly trimmed, with short, pointed beards in fashion. Jewelry is understated, with a pendant for pearls and white gems.

Adventurers: Espaniards may take up a life of adventure for several reasons: to serve the emperor, to rise in rank and power among his servants, or even to win a place in the songs and poems of the songwriters and poets of España. Others may embark upon dangerous quests for reasons more personal — either for love or to correct some injustice, either to themselves or innocent people.

APPROPRIATE CLASSES

The following classes are common among Espaniards.

AGENT

Social Rank 2d6+1

The Espaniard emperor maintains a huge cadre of highly trained agents, based at L'Escorial in España, who are employed against both foreign enemies and domestic threats. The viceroy of Nueva España also employs agents, many of whom are occupied with rooting out corruption in the viceregal bureaucracy. Because of the power and size of the Espaniard church, agent/clerics are common among Espaniard characters, especially those who belong to the Ignatian order. The state and the church often cooperate closely on confidential missions.

Church and Empire: Espaniard agents gain Knowledge (religion) and Knowledge (nobility and royalty) as class skills.

Advanced Training: Espaniard agents receive Skill Focus as a free feat at 1st level, and can apply it to any single class skill.

BARD

Social Rank 3d6+3

Like Cervantes, author of *Don Quijote de la Mancha* and survivor of the battle of Lepanto, the Espaniard bard character can be both a poet and an adventurer. Soldier/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 such as weddings. Their repertoire is heavily weighted towards romantic ballads. Bards of Social Rank 16 or higher often work as troubadours, who sing and write poems on the subject of courtly love. These high-ranking bards receive a +2 to Knowledge (nobility and royalty) checks in addition to their other culture bonuses. They are a welcome presence at the regional courts, but are frowned upon as frivolous romantics by the emperor and his ministers.

Langue d'oc: Like their Français counterparts, Espaniard bards can speak langue d'oc, the ancient language of Provençal troubadours, as an automatic language.

Musical Emissary: Espaniard bards receive a +2 bonus to Bluff, Diplomacy, and Gather Information checks made against characters who were present when the bard made a successful Perform check at DC 20 within the past 24 hours.

Warm Welcome: The initial attitude of Espaniard NPCs toward an Espaniard bard is automatically improved by one step.

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. Espaniard clerics enjoy a vast support network of churches, a measure of respect shown by other Espaniard PCs, and 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 black friars or Ignatians, while characters with no official ties to the empire may be poor brothers instead.

Spontaneous Divine Favor: In addition to the spontaneous casting abilities of other clerics, Espaniard clerics can spontaneously cast the spell *divine favor* in place of a prepared spell of the same level or higher.

Warm Welcome: The initial attitude of Espaniard NPCs toward an Espaniard cleric is automatically improved by one step.

Latin: All Espaniard clerics can speak Latin as an automatic language.

PALADIN

Social Rank 2d10+6

The Espaniard paladin par excellence in fiction is represented by the ideals of Don Quijote, who espouses the virtues of chivalry and refuses 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 perhaps a lone warrior (except, of course, for the company of his faithful servant).

Armor Training: Espaniard paladins wearing medium or heavy armor receive a +2 bonus to their armor check penalty, reducing its negative effect.

Iron Will: Espaniard paladins receive Iron Will as a free feat at 1st level.

SOLDIER

Social Rank 1d20+3

An Espaniard soldier is a member of the most professional and best-supplied military force in Uropa. Such soldiers have held together the first global empire for over a hundred years. Their reputation inspires both fear and admiration, their loyalty is to the emperor, and their hearts burn for glory.

Armor Training: Espaniard soldiers wearing medium or heavy armor receive a +2 bonus to their armor check penalty, reducing its negative effect.

FRANÇAIS: COURTIERS OF THE SUN KING

France is a powerful Uropan kingdom with a strong presence in Northern Crown, which she maintains to control the northern fur trade and to deny her rivals rulership of the continent. Her adventurers include soldiers, traders, priests, administrators, diplomats, spies, and natural philosophers, loyal to both the crown of France and the Roman Church. They are the most quintessentially Uropan of all the powers in Northern Crown, determined to make no concessions to life on the edge of the wilderness, despite being separated by a wide, empty ocean from their urbane, sophisticated fellow citizens back in France.

Français adventurers consider themselves a part of a sophisticated, highly refined culture, whether it be in the area of fencing, costume, cuisine, or manners. They see themselves as the paradigm of good taste in all things, with the rest of the world so hopelessly backward that trying to educate it would be a waste of effort. The archetypical Français character often looks at others with a sense of pity at having had the misfortune not to be born Français. This flaw is nearly impossible to correct, although the mantle of "Français" may be bestowed upon a person who has demonstrated such high ability in science, arts, or letters that they could be nothing else.

It would be easy to feel inferior in the company of the Français. They excel in so many fields: the arts, politics, philosophy, manners, science — they are a cultural juggernaut. Their manners are impeccable, their fashion sense exquisite. Fortunately, they are so charming that their friends forget to envy them. Always quick with a witty retort and a disarming smile, they are good company to have when the situation is truly hopeless, helping to maintain their allies' morale and good humor even in defeat. Even France's enemies admire her charm, gallantry, and sense of honor and duty

upon the field of battle. It's hard to bear grudges against foes who so often demonstrate largesse towards mortal enemies. But away from the theater of war, France's enemies begin to see smugness and snobbery where her allies see only confidence and justifiable pride in cultural achievement. Foes of the Français often find themselves wishing to deflate their damnable sense of superiority.

Culture Group: Uropan.



Attitude: Français characters love life and celebrate it whenever possible, often in dramatic, whimsical, or sentimental ways. A captured foe may be invited to dine with his captor. A mortally wounded musketeer might spend his last breath quoting a favorite love poem. Stolen sips of wine may be enjoyed during a deadly duel against a bitter enemy — complete with a running critique of the quality of the vintage!

History: France is a scion of the ancient empire of Charlemagne, which rose as the first great power in

western Uropa after the fall of the Roman Empire. It survived many threats during the medieval era, including invasion by Norsk and Albian armies, despite having a relatively weak monarchy hampered by great dukes and princes who nearly matched the king in wealth and power. It has emerged from the wars of religion as a strong, centralized state, capable of exercising great military, political, and economic power.

Relations: France's logical rivals are the Espaniards and their Emperor Felipe, who vies with King Louis to be the master of Uropa and Northern Crown. Relations with the servants of Felipe are so cold that not even their mutual allegiance to the Roman Church can overcome this rivalry. Other players upon the stage of Northern Crown are of minor concern to the Français: the Carolingians are on good terms, the Nederlanders pose little threat to her territorial ambitions, and the Sophians are considered eccentric freethinkers who cannot possibly hope to tread the same stage with the great monarchies of the age.

Lands: France, the dominant power in western Uropa, maintains the colony of Nouvelle France in the far north of Northern Crown, and the city of Nouvelle Orleans at the mouth of the Espiritu Santo River in the south. Connecting the two is a weak chain of forts and trade posts — part of a grand strategy to control the entire interior of the continent from north to south. On paper, at least, France seems to stand the best chance of mastering the continent of Northern Crown, but somehow, she has failed to consolidate her gains.

Authority: France is a centralized monarchy, ruled by a powerful king, Louis XIV, who relies on a small circle of ministers to carry out his edicts. The bureaucracy they control is large and efficient, the army modern and under direct control of the monarch. It is a model of authority envied by the rulers of other Uropan states.

Law: In France, all law comes ultimately from the king, either through direct decree or through his appointed judges. Commoners have few rights, and nobles can expect little better if they have fallen into disfavor at court. The church has its own court, claim-

FRANÇAIS CULTURE BONUSES

Gallic Charm: +1 to all Charisma-based skill checks
Traditional Weapons: Rapier, smallsword

ing jurisdiction in matters of heresy and illegal magic.

Magic: As in most of Uropa, sorcery is illegal in France and her colonies, due to religious objections. But wizards aren't persecuted, as long as they practice within the structure of the Royal Academy. That having been said, the secret practice of sorcery is said to be common at the royal court, and witchcraft is often practiced among country folk, where the Old Ways have never entirely been eradicated.

Religion: France remains a strong supporter of the Roman Church, despite much internal upheaval during recent wars of religion. Most characters in the court or in the king's service will be followers of the Church, at least publicly. A Dissenter minority survives, and is quite strong in certain key cities and regions, despite the efforts of the king to discourage the practice of other faiths.

Arts: In France, the production of art is no less regulated by the state than any other pursuit, with a strong Academy that enforces the king's taste in painting, sculpture, and artisanry. The fine arts are often employed in the service of the decorative arts, with extensive use of murals, plasterwork, and painted ceramics to ornament the homes of the wealthy.

The theater is quite strong and lively in France and its colonies, and the king is among its most enthusiastic patrons. Women's roles are played by actresses, not boys, with elaborate costuming and staging becoming increasingly popular.

Food: Français tables are often laden with poultry, fresh bread, cheese, and local fruits, all washed down with the country's famous wines.

Language: Français characters speak Français, of course, as an automatic language, but Italian and German are often spoken as bonus languages by natives of the south of France and the border province of Lorraine, respectively. The regional tongue known as *Langue d'oc* is also spoken as a bonus language by natives of the south of France, and by Français bards. Latin is spoken by France's clerics.

Names: Français names are often native versions of popular Christian names. Many women's names are created by adding the suffix *-ette* or *-ine* to a man's name. Surnames are sometimes preceded by "de," indicating

geographical or family origins; for example: de Maupassant, de Winter.

Male: Antoine, Charles, David, Gerard, Henri, Jacques, Jean, Louis, Paul, Pierre, Thomas.

Female: Anne, Catherine, Georgette, Justine, Louise, Marie, Paulette, Sophie, Violette.

Appearance: The Français taste in fashion runs to bright colors and ostentatious adornment among the wealthy, and to practical, comfortable clothes for commoners. Noblemen wear very wide lace collars, with matching cuffs on sleeves, and wide breeches. Curled wigs are worn as a part of formal attire, beneath soft, wide-brimmed hats of velvet, often adorned with ostrich plumes. Noblewomen wear slender, long-waisted gowns with low, square necklines and sleeves tied into a series of puffs with silk ribbons. Their hair is usually piled high, with one or more loose curls — called love-locks — left unbound to accent the face and neck.

Men of low social rank typically wear a loose shirt and wide culottes, with low buckled shoes and white stockings. Common women wear simple dresses with an apron and a loose cap.

Adventurers: Français characters often pursue the dangerous life of the adventurer to win notice among the country's powerful nobility and so improve their own position. They are most likely to be employed in the colonial enterprises of their king, whether as explorers, soldiers, churchmen, traders, administrators, diplomats, scientists, or spies.

APPROPRIATE CLASSES

The following classes are common among Français.

AGENT

Social Rank 2d6+4

Français agents may work for the court of King Louis, for the Roman Church, or for a powerful noble family. They are experts at concealing their true allegiances in order to pass as members of the opposition. They spend much of their time battling the secret societies of Le Dragon Rouge and L'Ordre du Sang, or infiltrating cells of freethinkers and other radical

philosophers who rail against the tyranny of the monarchy. A minority of Français agents have joined these radicals, emboldened by the example of Sophia, and determined to establish a similar republic in Nouvelle France. (See the Intrigue section of the Adventures chapter in the *Gazetteer* for more on secret societies.)

Facile Tongue: Français agents receive an extra bonus language at 1st level.

BARD

Social Rank 3d6+2

Français bards of noble rank are often members of the court, and much valued for their skill as entertainers, poets, and musicians. 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 a servant. Multiclass soldier/bards are quite common, combining the arts of music and of the sword in equal measure.

Langue d'oc: Like their Français counterparts, all Espaniard bards can speak *langue d'oc*, the ancient language of Provence, as an automatic language.

CLERIC

Social Rank 1d20+3

Français clerics will most likely be secular priests or Ignatians, with a Dissenter minority. Like their Espaniard counterparts, Français clerics are often involved in colonial administration, and may accumulate vast political power, like Cardinals Mazarin and Richelieu. Français Ignatian PCs will often be involved in missions to the interior of Northern Crown, which involve extreme hardship and the risk of tragedy or disaster for both the clerics and their First Ones hosts, due to unscrupulous traders, deepening mistrust, and the upsetting of the complex political, environmental, and social balance between First Ones peoples.

Spontaneous Comprehend Languages: In addition to the spontaneous casting abilities of other clerics, Français clerics can spontaneously cast the spell *comprehend languages* in place of a prepared spell of the same level or higher.

Warm Welcome: The initial attitude of Français NPCs toward a Français cleric is automatically improved by one step.

Latin: All Français clerics can speak Latin as an automatic language.

NATURAL PHILOSOPHER

Social Rank 2d10+3

Français natural philosophers in Northern Crown will likely be explor-

ers interested in discovering new plants, animals, and minerals. They will often be multiclass clerics, and more rarely, wizards like the famed Nostradamus.

Français natural philosophers enjoy considerable prestige, as they are supported by a well-financed Academy. The sciences of life and death and matter are the most commonly pursued. Uniquely, the Français have established a peer review process for new ideas and discoveries, which so respected that natural philosophers from many cultures travel across land and sea to present their papers at the Academy's annual symposium — even nations at war with France allow their scientists a special dispensation to do so.

Warm Welcome: The initial attitude of any NPC natural philosopher toward a Français natural philosopher is automatically improved by one step.

RAKE

Social Rank 3d6+3

Français rakes often come to Northern Crown to escape the law in their native France, or merely to live in a place where edicts against dueling are less strictly enforced than in Uropa. They are most commonly found in Nouvelle Orleans, Carolingia, and Nieu Amsterdam, moving comfortably between the circles of polite society and the debauched life of the tavern.

Cosmopolitan: Français rakes can receive Two Worlds as a free feat at 1st level, but must choose Albion, Carolingian, or Nederlander as their second culture.

SOLDIER

Social Rank 2d6+3

The vast territory of Nouvelle France requires a sizable garrison of soldiers, serving in isolated forts or patrolling the borders. Swordsmanship is prized among Français soldiers, regardless of their troop type. Dueling is a common pastime, with longstanding rivalries among Français officers sometimes overshadowing their zeal to defeat the enemy.

Fencing: All Français soldiers receive Fencing as a free feat as soon as they meet the prerequisites.

KELTS: PEOPLE OF THE FEY

This culture includes folk of the Uropan lands of Eire, Scotia, Cymru, and Bretayne; each has developed its

their special favor among the fey who share their homelands. In other folk, they look for signs of that same good humor and wisdom. Such individuals are likely to have the favor of the fey, and are welcome in Kelt company, regardless of their allegiance. Those with ill manners or an ill temper are shunned, for such folk inevitably draw bad luck to them.

Kelt characters are good company on the road, and are always ready with a song, joke, or story to enliven a dreary or grim moment. Whether they actually enjoy the favor of the fey, or are simply optimists, good fortune seems to follow them and their windfalls are always shared with their friends. Their enemies may regard Kelts as the remnants of a backward, superstitious people who should long ago have vanished from the world, though. Their very presence is an uncomfortable reminder that Uropa was once a very different place, with other faiths, tongues, and masters, and that no victory or defeat is ever absolute as long as memory survives.

Culture Group:

Uropan.

Attitude: Kelt characters often ascribe the course of their lives to luck, or to the unseen hands of the fey, who reward good folk with good fortune. They never forget how fleeting a streak of good luck can be; in bad times, they believe with conviction that their luck will inevitably change for the better.

History: Although now confined to the western shores of Uropa, the Kelts once occupied much of the continent before being displaced in ancient times by newcomers from the east and north. The Romans fought them and drove them back, but never dominated them, and the Kelts have lost little ground since. Although the Roman Church established monasteries on the eastern coast of Eire, the Kelts as a whole remain committed to the Old Ways.

Because of their deep ties to the land, the Kelts' history has always been tied to that of the spirits of the natural world — the fey. They too, were forced to withdraw from much of Uropa in ancient times, for wherever humans migrate, their fey travel with them, and the fey folk of the ancient Kelts were no less susceptible to attack from invading spirits than the Kelts themselves were vulnerable to the



own language and traditions, but all share a common Kelt heritage. A Kelt adventurer in Northern Crown likely comes from the Scotian enclaves in the mountains of Carolingia, which have carried their traditions with them across the sea. The Kelts are a fey-touched people, like the people of Albion, but are even more profoundly tied to the fey world. In fact, most Kelts are said to have at least some fey blood, which accounts for their uncanny powers.

Kelt adventurers like to think of themselves as merry enough to enjoy the good times and strong enough to survive the lean times. They are proud of their good humor, their long resistance to conquest and change, and

KELT CULTURE BONUSES

Blamey: +2 to Bluff, Diplomacy, or Gather Information (choose one).

Fey-touched: As natives of a fey-touched nation, all Kelts can cast one 0-level bard spell per day as a spell-like ability. A Kelt knows one such cantrip at 1st level, and gains an additional cantrip at 4th, 7th, and 10th level. The save DC is equal to 10 + the caster's Charisma ability modifier.

Traditional Weapons: Shortbow (Breton), longbow (Cymric), longspear (Eirish), or greatsword (Scotian).

spears and arrows of the Romans, Goths, and Norsk. The last strongholds of the Kelts are also those of the original fey beings of Uropa, much diminished but still powerful within their own lands.

The part of the Kelts in the history of Northern Crown goes back to the legendary Brendyn, an Eirish holy man who crossed the Atlantic Sea in the distant past, and Madoc, a seafaring prince of Cymru who brought back news of the lands beyond the sea and eventually sailed west once more, never to be seen again. No more Kelts set foot in Northern Crown until the current age, when they were brought as laborers to the colony of Virginia (now a part of Carolingia). After a century of toil there, they rebelled from their masters and fled to the Appalachi Mountains, where they are now known as the Renegadoes.

Relations: The Kelts have no allies in Uropa but Albion's fey-blooded queen, Gloriana, and that alliance is a fragile one since many Albians and Kelts still remember the centuries of war and conquest between the Kelts and English that preceded her reign. Aside from her, only Witchlings are on friendly terms with the Kelts, as fellow adherents of the Old Ways. Scotia, especially, has a strong Witchling presence; her king, Kieran Scot, is himself a witch of great power.

Nations of the Roman Church and Dissenters alike are sworn enemies of Kelts, who represent a pagan presence on the borders of the Church's dominion. Calls for a crusade against the Kelts and the Albian queen who tolerates them have been heard in the courts of Felipe lately, and the Français, though traditional friends of Scotia, have been loathe to interfere.

Lands: The Kelt homelands include: Eire, an island to the west of Britain; Scotia, the northernmost part of Britain; Cymru, occupying the mountainous west of Britain; and Bretayne, a rocky peninsula on the Français coast. Eire and Scotia are independent kingdoms. Cymru was long under English domination but is slowly recovering her power. Bretayne is nominally under Français

rule, but is little affected by Français authority or culture.

In Northern Crown, Kelts occupy only the Renegado Vale to the west of Carolingia, which they seized during the turmoil caused by the establishment of the Republic of Sophia. They continue to spread west into the mountains, much to the consternation of both the Uropan powers and the First Ones of the interior.

Authority: In most Kelt lands, local authority is held by a petty king (called a chieftain in Scotia). Each leader controls a kingdom — called a clan in Scotia or a *tuath* in Eire — roughly the size of a county or earldom in other Uropan lands. In Eire and Scotia, there is an over-king to whom the petty kings swear allegiance; this over-king holds his position against many claimants, who would usurp him through war, assassination, or political maneuvering. An over-king's authority is limited, with most commoners content to recognize no higher authority than their local king.

Law: In Kelt lands, legal disputes are most commonly settled by the petty king, who personally takes the role of judge, hearing cases and passing sentences. Only serious crimes such as murder or treason are considered; lesser disputes are expected to be settled privately by the individuals involved, either by the exchange of cattle or land, though a trial by combat, or by the sacred riddle game — a fey-derived tradition that is regulated by the Kelt bards.

Magic: In the Kelt lands, where it's relatively commonplace to possess fey blood or access magic through the intercession of fey beings, the study of magic itself is rare. Wizardry is tolerated, although few Kelt wizards are known. Sorcery, witchcraft, and necromancy are shunned as an affront to the fey, who dislike evil outsiders. The exception to this is Scotia, where witches are common because Scotian fey are said to be much more closely allied to the forces of darkness.

Religion: The Roman Church has made few inroads into Kelt lands, except for the east coast of Eire and certain parts of Bretayne. The rest of Kelt

country remains under the sway of the Druids, who venerate the forces of nature and their intermediaries, the fey. Much of Kelt religious practice involves making small offerings to the fey, which is regarded as nothing more than pagan superstition by other Uropan.

Arts: Kelt lands are known for fabulous tales, for beautiful gold- and silverware and jewelry, and for marvelously woven textiles, but not for painting or for the dramatic arts.

Food: Kelt cuisine varies greatly from land to land, but includes hard cheeses, beef, mutton, and root vegetables, often cooked into a stew over an open fire. Kelt breads are made from grains suitable for a northern climate, especially barley and oats.

Language: Kelts choose the tongue of their homeland as an automatic language. Eirish and Scotian Keltic are closely related, and can be mutually understood. Cymric and Breton are also related, but less closely, so that each should be considered a separate language.

Names: In most Kelt lands, children are given a single name at birth, followed by a byname that distinguishes them from others with the same name. Unlike surnames, bynames are not inherited. The most common byname is simply the word "of" followed by one's birthplace; for example, Niall of Connaught. Other bynames are based on physical appearance or the name of one's clan; for instance, Ailsa of the Red Hair, or Ronan of the Donnells.

Kelt names vary greatly by region. Separate lists are given here for Eirish, Scotian, Cymric, and Breton names. Where needed, pronunciation is given in parentheses following the name.

Eirish Male: Aidan, Barra, Blake, Bran, Donal, Eamon, Egan, Keagan, Kevin, Kieran (KEE-ran), Killian, Milo, Niall (NEE-all), Oisín (USH-eeen), Riain (REE-an), Roan, Rory.

Eirish Female: Aileen, Aisling (ASH-ling), Bevin, Brenna, Caelin (KEE-lin), Dara, Deirdre, Eavan (EE-van), Fiona, Maeve, Muirinn (MWI-rin), Nuala (NOO-la), Saoirse (Seersha).

Scotian Male: Adair, Alasdair, Allan, Angus, Birk, Brian, Cailin, Camden, Cameron, Donald, Douglas, Duncan, Ewan, Glenn, Gowan, Kinnon, Kyle, Murdoch, Ross, Tremayne, Tyree.

Scotian Female: Ailsa, Annag, Arabella, Bridget, Florie, Hesther, Iona, Kenzie, Kyla, Mae, Rowena, Tira.

Cymric Male: Alwyn (ALL-oo-un), Anyon, Bors, Bran, Cadfael (KAHD-vil), Cai (KAY), Dillan, Dru, Emrys (EM-rees), Gareth, Gavin, Griffín, Idris, Kane, Madoc, Pyrs (PEERS),

Reese, Ren, Seren, Taliesen (TAL-yes-in), Tristram, Weyland.

Cymric Female: Adara, Aeron, Arianrhod (ah-ree-AHN-rhod), Branwen (BRAN-oo-en), Brynn (BRIN), Cari, Cerwen (KER-wen), Eleri (el-AIR-ee), Gwyn (GWIN), Isolde, Mab, Morgan, Morwen, Nia, Rhan, Sian (SHAN), Tegan, Teleri, Una, Vala.

Breton Male: Arzhel (AHR-zel), Blaez (BLAYS), Gralon (GRAH-lon), Jos (ZHOS), Kado (KAH-doh), Kavan, Malo (MAH-lo), Morvan, Neven, Ronan, Tanet, Taran, Tristan.

Breton Female: Avenie, Brendana, Gael (GA-ell), Kanna, Madenn, Morvana, Rozenn, Sterenn, Trifin.

Appearance: Kelt clothing for men includes a loose linen shirt tied at the throat with a simple cord, a kilt or pair of breeches, slippers, a heavy wool cloak, and a soft cloth cap often adorned with a badge or eagle's feather. Women wear long cloaks over simple dresses with a natural silhouette. Ornamental brooches are worn by both men and women to pin their cloaks.

Hair is worn long and unbound by both men and women. Red hair is common, but fair or dark hair is also seen.

Adventurers: As renegades in Northern Crown, many Kelt characters are driven into a life of travel and danger, fleeing from the forces of Carolingia that seek to drive them out of the mountains. Others may leave a life of poverty and toil in the highlands for a chance to make their fortune as bodyguards, scouts, pirates, or soldiers in the armies of France, Sophia, or Nieu Nederlands.

APPROPRIATE CLASSES

The following classes are common among Kelts.

BARD

Social Rank 2d10+2

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

Bard is also a common second character class for Kelt raiders, druids, scouts, and rakes. Such bards may not necessarily belong to a bardic college, but rather make their living as entertainers and storytellers more akin to ordinary bards.

Warm Welcome: The initial attitude of Kelt NPCs toward a Kelt bard is automatically improved by one step.

DRUID

Social Rank 2d10+2

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

See Fey (Sp): Kelt druids are considered to possess *see invisibility* as an at will, spell-like ability, but the ability is only applied to invisible fey creatures.

Warm Welcome: The initial attitude of Kelt NPCs toward a Kelt druid is automatically improved by one step.

RAIDER

Social Rank 2d8+2

The highlands of Scotia and Carolingia and the remote hills of Eire produce fierce raider warriors, sworn to protect their clansmen and their lord. PCs of this class may be on a mission for their clan, acting as bodyguards for a Kelt noble, or serving as gallowglass mercenary troops employed by France or Carolingia. Kelt raiders are skilled wilderness soldiers, but are less accustomed to pitched battles. They dress in the tartan 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.

Greatsword Training: Kelt raiders receive Greatsword as a free feat at 1st level.

SCOUT

Social Rank 1d6+3

Kelt scouts ply their trade among the misty moors, crags, and green woods of Kelt lands. They work as 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 and outlaws. Their specialty is the silent stalking of their quarry, whether animal or human. Animal companions are commonly eagles or hawks.

Hide from Animals (Sp): At 1st level, Kelt scouts gain *bide from animals* (self only) as an at will, spell-like ability that works against deer, black bears, and wolves.

MOHAWK: GUARDIANS OF THE EASTERN DOOR

The Mohawk are the easternmost members of the Kanonsionni, or "League of the United Households," commonly known in English as the Five Nations Confederacy. This is a longstanding political union located in the northern woods of Northern Crown. In their own tongue, the Mohawk are the Kaniengehawa (ka-nee-en-guh-HA-wa), meaning "People of the Place of Flint." "Mohawk" is an Algonquian word used by their enemies, meaning "man-eaters." Their geographical position makes them Keepers of the Eastern Door of the longhouse that symbolizes the collective identity of the Five Nations. It also places them in close proximity to Nederlander traders to the south and encroaching Commonwealth settlers to the east, making the region a hotbed of both commerce and conflict. Although members of the Tree of Peace, they engage in war to protect themselves and the other members of the Five Nations.

Mohawk adventurers live in an increasingly perilous world, and find themselves constantly faced with the political and economic consequences of the Uropan presence on their borders. They are no more warlike by nature than any other people, but find themselves frequently engaged in battles for the future of their own community and the Confederacy they protect.

Culture Group: First Ones.

Attitude: Given the dualistic nature of their beliefs, Mohawk adventurers may frame their activities as a struggle between good and evil — between the forces of creation and destruction. Like so many First Ones peoples, balance is a basic precept of their approach to life, and their lore is full of heroes who had to act wisely and courageously to restore injustices and preserve the health of the world.

History: The Mohawk were once one of five related peoples dwelling south of Lac Ontario, engaged with one another in destructive feuds and wars that threatened to destroy them all. Finally, the heroes Deganawida (day-gah-nah-WEE-dah) and Hi-yowentha (hi-oh-WEN-thah) established the Great Law of Peace, bringing all five

under a single Tree of Peace and putting an end to their internal struggles. Relatively early contact with Uropan has placed them in the thick of the current threat to peace; their recent history includes battles against Commonwealthers and their First Ones allies, as well as profitable trade with Nederlander merchants.

Relations: The Mohawk maintain extensive trade with the Nederlanders, exchanging furs for guns, trade cloth, and other Uropan goods. With furs becoming rarer locally, the Mohawk and their neighbors have stepped up their bid to control the remaining sources of fur to the north and west, bringing them into conflict with the Huron, their principle rivals, and entering into negotiations with the Français without expressly allying with them. To the east, the Mohawk are in open war with the Commonwealth, which has occupied the Neticut Vale and seems poised to move even closer to the Eastern Door of the confederacy.

Lands: The Mohawk dwell in the vale of the Mohawk, west of Hudson's River. It is a land of dense forests, rocky hills, and fast-flowing rivers, a gap in the mountains that forms an important corridor of travel between the Great Lakes and the coast.

Authority: The Mohawk live in villages of permanent longhouses, but travel seasonally to hunting camps, fishing camps, and cornfields, pursuing food sources as needed. Increasingly, they have gained access to Uropan guns and metal tools, which they have quickly adapted to their own needs. They follow a sexual division of labor, with the women managing agricultural production and the men hunting and providing for defense. Mohawk defensive architecture is quite sophisticated, with palisades, mounds, and ditches providing protection from attack.

The Mohawk are divided into two groups of four matrilineal clans: Wolf, Bear, Beaver, and Turtle; and Deer, Snipe, Heron, and Hawk. Marriage between members of the same group is prohibited, but clans from different groups can freely marry. The mother's clan determines clan membership of all children. Each clan mother has the authority to nominate community leaders, a process that involves consul-

tation with female family members, then approval by the community as a whole.

Nine leaders are chosen from among local community leaders to represent the Mohawk at general councils of the Five Nations, and they



participate in decisions relating to foreign policy or international disputes. Most other policy decisions are decided by the Mohawk themselves. Should a leader abuse his position, his antlered kostoweh hat is taken away as a sign that he has lost the power to govern.

Law: As members of the Five Nations, the Mohawk follow the Great Law of Peace established centuries ago by Deganawida, through his spokesman Hiyowentha. It provides for an equal voice for all members of community, freedom of speech for individuals, a system of checks and balances on political authority, and makes provisions for amending and changing existing laws.

The overarching theme of Mohawk law is balance — balance between men's and women's roles in the community, between leaders and those they serve, and between the needs of humans and the health of the natural world.

Magic: Arcane magic is practiced by maunetu sorcerers. It's not considered inherently good or evil, but simply a power that can be directed for various ends. Those with divine spell-casting abilities function as healers, diviners, and protectors against threats from the spirit world.

Religion: The cosmology of the Mohawk and their neighbors places the earth between the upper world of the sky, and a lower world of deep waters. They identify Muskrat as the animal who recovers a handful of earth from which Atah-en-sic (attah-EN-sick) the Sky Woman, creates the earth. Her two sons are the Do-ya-da-no (doh-yah-DAH-no), the twin spirits of good and evil. The former, Hah-gweh-di-yu (hah-gwey-DEE-yoo), is the creator of all good things, while his brother, Hah-gweh-da-et-gah (hah-gwey-da-ETT-gah), is the creator of evil things and misfortune. The evil brother was ultimately banished to a dark pit beneath the earth, but still employs monstrous outsiders called Servers to do his mischief.

Mohawk rituals are centered around seasonal ceremonies of thanksgiving, and rites for sanctifying group decisions, such as treaty-making. Perhaps the most important is the eight-day midwinter festival, where thanks are given, the past year's misdeeds are forgiven, and hearths are ceremonially rekindled. Making sacred masks for use in protective festivals is also a common practice. Like many First Ones peoples, they do not see a distinction between the natural and the supernatural world, instead envisioning the world as entirely sacred, rather than divided into the sacred and the profane.

Arts: The arts are closely bound with the production of items for use in sacred ceremonies, including gorgets, rattles, headdresses, pipes, textiles, and sacred carvings. The performing arts also have a sacred function, in the form of dances, songs, and storytelling. Embroidery and beadwork

MOHAWK CULTURE BONUSES

Personal Manito: At 1st level, Mohawk PCs receive a totem spirit, called a personal manito. All manito exist to act as intermediaries between the individual and the supreme being. They are invisible and incorporeal, but their presence can be felt by their particular petitioner. A personal manito is often called upon in times of need, and may grant the following powers. A Mohawk character has access to all of them, and may pick any one of them once per day.

- Heal 1d4 points of damage

- Cast *prayer*, centered upon the character, with a duration of 3 rounds
- Give the character a bonus of +2 to a single saving throw, before the die is rolled

Wildshield: Mohawk receive a +1 AC bonus and a +1 Reflex save bonus in forest terrain.

Wildborn: Survival +1

Traditional Weapons: Greatclub, throwing axe. Mohawk PCs who apply an Exotic Weapon Proficiency feat to the greatclub can use it as a one-handed weapon.

have reached a highly sophisticated level of craft, and are applied to many items of clothing and to wampum belts.

Food: The Three Sisters — corn, bean, and squash — form the basis of Mohawk agriculture. Herbal teas are brewed in many forms, both as beverage and medicine. Crops are supplemented through hunting, fishing, and foraging for nuts, seeds, and berries.

Language: The Mohawk speak their own tongue as an automatic language, which belongs to the Iroquoian language group. It is closely related to the tongues of their neighbors within the Five Nations.

Names: Mohawk children are usually named by their mothers with a descriptive. They may receive a different name at adolescence, perhaps given by the clan mother. The following names may be used by Mohawk PCs:

Male: Ganeodiyo ("Beautiful Lake"), Garakontie ("Moving Sun"), Gyantwaka ("Planter"), Hadawa'ko ("Shaking Snow"), Odeserundiye ("Where the Thunder Was"), Onatah ("Of the Earth"), Okwaho ("Wolf"), Otetiani ("Always Ready")

Female: Genneshayo ("Shining Vale"), Oheo ("Beautiful")

Appearance: Men often wear the *kostoweh*, a leather cap decorated with beadwork and turkey feathers. Community leaders' *kostoweh* include a pair of deer antlers, which are symbols of office. Long deerskin leggings are also worn, and often decorated with fringework. In cold weather, kilts are added over the leggings. The traditional deerskin shirt is now often made of cloth traded from Uropans in exchange for beaver pelts.

Women wear an overdress of deer-skin — or increasingly, trade cloth — over a pair of leggings. All Mohawk

textiles may be embellished with intricate beadwork, and moosehair or porcupine-quill embroidery.

Men's hair is shaved, except for a narrow strip running from the forehead to the neck. Women wear their hair in a single braid running down the back or doubled up and bound with cord. Jewelry made of animal teeth and feathered neck pieces are common items of adornment. Tattoos are worn by both men and women.

Adventurers: Mohawk adventurers seldom have the luxury or desire to strike out on their own for personal reasons. Most of their adventures involve the security of their community, their loyalty to the precepts of the Great Law of Peace, and the honor of their clan.

APPROPRIATE CLASSES

The following classes are common among the Mohawk.

BARD

Social Rank 1d6+6

The Mohawk bards, or *rakarota*, hold an honored place in their society, enjoying a neutral status that allows them to travel anywhere without fear of harm. They sing songs, tell stories, and act as conduits for news, rumors, and legends between settlements. Traditional instruments for bards include deer-toe rattles, worn at the knees, and horn rattles, held in the hands. A turkey feather fan is often used to embellish gestures when telling stories.

Warm Welcome: The initial attitude of Mohawk NPCs toward a Mohawk bard is automatically improved by one step.

DRUID

Social Rank 1d4+10

Druid-class characters from the Mohawk identity, called *powwaws*, are just as likely to be male as female. Women druids can join the Society of Women Planters, which assures the fertility of the earth and guards the natural resources of the community, while men may belong to the Spirit Mask Society, which guards against evil outsiders, including the servers of the malevolent *Hah-gweh-da-et-gah*.

Initial animal companions for Mohawk druids include bobcat, wolf, hawk, owl, dog, eagle, and snake.

Bonus Spells: Mohawk druids receive some spells normally reserved for clerics. See the Magic chapter for a list of these additional spells.

Shadow on the Land: Mohawk druids receive the *detect evil* ability of paladins while in boreal forest environments.

PALADIN

Social Rank 2d4+10

Mohawks of the paladin class are champions of order and goodness for their people. These champions are trained physically, mentally, and spiritually from an early age for their responsibilities, which include protecting the people against evil leaders and malevolent spirits.

Rigorous Training: Mohawk paladins receive Great Fortitude as a free feat at 1st level.

White Manito: Mohawk paladins do not receive a special mount like ordinary d20 System paladins do. Instead, they receive a white manito that signifies their purity of spirit. White manito, like normal personal manito, are invisible but are felt as a presence by the character to whom they have been granted. The white manito can be any one of the following animals, chosen by the character at 1st level: wolf, panther, eagle, raven, or black bear. When a Mohawk paladin achieves 5th level, the manito becomes visible as a real animal, and acquires the special powers of a paladin's mount, although it cannot actually be ridden.

If slain, a white manito cannot take animal form again until the character gains a class level in paladin.

RAIDER

Social Rank 2d6+1

Mohawk adventurers skilled in fighting in wilderness environments belong to the raider class. They are adept at navigating long distances during times of war,

living off the land, and maintaining an intimidating, imposing presence in the face of their enemies.

Athletic: Mohawk raiders receive Athletic as a free feat at 1st level.

SCOUT

Social Rank 2d6+1

Members of the community who are particularly gifted at woodcraft are represented by the scout class. They are typically the most skilled scouts and hunters within the community, and are often sent on special missions by the local sachem. Their companion animals are drawn from the wilderness creatures around them, including bears, wolves, eagles, foxes, bobcats, lynx, and mountain lions.

Self-Sufficient: Mohawk scouts receive Self-Sufficient as a free feat at 1st level.

SORCERER

Social Rank 2d6+2

Mohawk sorcerers, called maunetu, occupy an ambivalent role in their culture, sometimes acting as heroes and other times as threats to peace and goodness.

For Good or Evil: Mohawk sorcerers of good alignment who cast a spell of the Abjuration school add one level to their class level for purposes of determining level-based spell effects. Those of evil alignment gain a similar benefit for spells of the Enchantment school.

Black Manito: Mohawk sorcerers cannot have an ordinary familiar in the manner of other sorcerers. Instead, they possess a black manito that signifies their arcane magical abilities. Unlike ordinary manito, black manito can become visible as real animals at the will of the sorcerer to whom they have been granted. A black manito can be any one of the following animals, chosen by the sorcerer at 1st level: rattlesnake, fox, weasel, owl, bat, or raven. In addition to the powers of an ordinary manito, black manito gain the special powers of a sorcerer's familiar. If slain, they cannot take animal form again until the character gains a class level in sorcerer.

NEDERLANDERS: FREE TRADERS

Nederlander adventurers are the mercantile masters of Northern Crown, servants of an economic powerhouse whose trading enterprises span the



practicality, and moderation. The theme of *vanitas* — that all material endeavors are ultimately in vain because of the inevitability of death — runs strong in Nederlandish art and thought. This preoccupation often leads to both private and public conflict between the desire to enjoy the finer things in life and the need to appear temperate and modest.

In their dealings with others, Nederlanders tend to be less curious about one's political allegiance and more interested in one's social connections, wealth, and personal reputation.

Foes who threaten the existence of the Nederlander Republic, however, will receive no quarter. As allies, they are valued for a frankness of speech that is devoid of flowery words or fawning gestures, regardless of the social rank of the speaker. If you have a Nederlander as a friend, you can be nearly sure that the friendship is a genuine one, without ulterior motive. They are considered by their trading partners to be industrious, worldly folk, but not so serious that they would refuse an invitation to share a drink or a good meal. On the contrary, they enjoy the fruits of their industry — in moderation, as they will inevitably insist.

In the eyes of their enemies, Nederlanders' pragmatism often becomes ruthlessness, and their frankness becomes rudeness. In a world of hereditary kings and emperors, they are sometimes seen as dangerous upstarts, with little respect for the established social order.

Culture Group: Uropan.

Attitude: Nederlanders tend to see the world in terms of both opportunity and temptation. For them, life offers many possibilities for fame, wealth, and merriment, which can be won by individuals of talent, industry, and ambition. At the same time, indulging in the rewards of success can be dangerous to one's body and soul. It takes wisdom to chart a temperate course through life.

History: Nederlanders are natives of the cold, rainy coast of northwestern Uropa. Their ancestors settled on low islands at the mouth of the Rhine River in the dim past, soon to become master seafarers and traders along the coasts of the continent. As they grew in number, they began to expand their island holdings by enclosing the adja-

known world. Nederlanders are also fiercely independent. They have a reputation for ignoring the authority of appointed officials — even their own elected leaders — preferring to make their own decisions based on their own best interests. Having fought hard to win their freedom from a foreign king, Nederlanders do not like autocratic rule, and are more than willing to fight to protect their rights as members of a republic.

Nederlanders consider themselves sophisticated and urbane. They appreciate fine food and splendid clothes, yet also value the virtues of reason,

NEDERLANDER CULTURE BONUSES

Imperial Enmity: +1 to attacks made against servants of the Habsburg Empire

Sea Sense: Profession (sailor) +1

Trader's Eye: Appraise +2, Sense Motive +1

Traditional Weapons: Cutlass, matchlock musket

cent shallows with earthen walls and pumping out the seawater, a process that continues to this day.

During the wars of religion of the past one hundred years, many Nederlanders embraced the Dissenter faith, especially in the north, and for a generation the land was wracked by war, as they fought to overthrow Espaniard control. Finally, a peace was made, leaving all but the southernmost provinces independent of Espaniard rule. The Nederlands have since functioned as a kind of republican oligarchy, governed by a council of wealthy citizens chosen by their peers. The old nobility still holds a great deal of prestige, with the house of Oranj being foremost among them, its prince serving as a national figurehead of sorts, although he wields little political power.

Since gaining independence, Nederlanders have been free to pursue new trade opportunities overseas, administered by several trade companies, including the Nederlander Northern Crown Company, which controls the colony of Nieu Nederlands and its satellite trading stations, settlements, and fortresses.

Relations: Nederlanders are still on bad terms with their late enemies, the Espaniards, for religious as well as political reasons. They are deeply indebted to Albion, for they received much aid in the form of mercenaries and gold from that country during their war of independence. But since the ascension of Gloriana and the return of the Old Ways to Albion, relations have cooled, and many see a war between the two competing sea powers as inevitable. The Français see the Nederlanders in Northern Crown as a threat to trade, but not as a serious military rival, while the tiny colony of New Sweden is at open war with them for the control of the lands between the Delaware and Hudson's River. More enthusiastically than any other Uropan nation, the Nederlanders have established trade with the Five Nations, giving them the latest guns and other technologies in exchange for furs, much to the dismay of their neighbors.

Lands: In Northern Crown, the Nederlanders have one great city, Nieu Amsterdam, and a string of settlements and trading posts stretching northward up the Hudson Vale. They also lay claim

to the coast as far south as the mouth of the Delaware, which they contest with the colony of New Sweden.

Ironically, the Swedes are very much like the Nederlanders in matters of faith, society, and enmity with the Espaniards. The Nederlander identity can be used to represent characters from New Sweden, with the following modifications: Swedes recognize the authority of the Swedish emperor, Gustavus, rather than the government of the Nederlands, and they receive Swedish — a form of Norsk — as an automatic language instead of Nederlans.

Authority: The colony of Nieu Nederlands is administered by a Director General, appointed by the officers of the Northern Crown Company. He functions as both a civil and military governor. Outside of the city of Nieu Amsterdam, land grants have been given to several patroons — wealthy landowners who operate with nearly the authority of feudal lords. The Nederlands itself is governed by a body of influential citizens called the States General, from which the authority of the Northern Crown Company ultimately derives.

Law: Nederlanders in their homeland have a right to a jury trial, but in Nieu Nederlands the Director General is the sole legal authority. Enforcement is quite lax, especially in matters of trade, due to the influence of wealthy merchants who don't like the law interfering with their business. Nieu Amsterdam has a reputation for lawlessness; it is a city of street gangs, thieves, smugglers, and con artists.

Magic: Although the Nederlander Dissenter church frowns on the open practice of magic, Nederlanders of all faiths often see magic as an antiquated, discredited practice, representative of the superstitious, feudal past. They view it as opposed to the pursuit of natural philosophy, commerce, and engineering, which point the way to a prosperous future.

Religion: As mentioned above, most Nederlanders are Dissenters, but a significant number of followers of the Roman Church remain, especially among the old nobility. Membership in one of several Puritan sects is nearly as common among Nederlanders as in the Commonwealth, with similarly rigorous standards of dress, speech,

and religious observance. For all the professed tolerance of the republican government, only Dissenters may worship openly in the Nederlands proper. But in Nieu Amsterdam, few people take note of the many faiths practiced in the city.

Arts: Painting is a highly regarded art among Nederlanders, with portraiture, landscapes, and still-lives being highly prized. Pottery, often replicating the processes and styles of Cathay, is both an art and an industry.

Food: Herring, ham, and shellfish are found on Nederlander tables, often baked into pies. Strong red wine is the drink of the prosperous, while the lower social classes must be content with beer drunk from stoneware mugs.

Language: The automatic language of Nederlanders is called Nederlans; it is related to English. As traders, many Nederlanders also learn the language of their trade partners, whether English or a First Ones language.

Names: Nederlander first names are usually Nederlans forms of Christian names. Surnames are often derived from one's birthplace or old family name, preceded by the word "van" ("from"); for example, van Steen, or van Dyke.

Male: Claes, Hans, Jan, Koenraad, Larz, Markus, Pael, Pieter, Smid, Willem, Zeeman.

Female: Adrie, Anika, Hendrike, Maryse, Rozamond, Sibylla, Sofie, Wilhelmina.

Appearance: Nederlander dress is marked by dramatic generational differences, as the conservative garb dating from the years of Espaniard rule is slowly replaced by new fashions. Older men wear somber black garments set off by enormous neck ruffs of white lace; young men wear simple collars of lace, and often dress in loose-fitting pantaloons rather than the black tights of the Espaniard costume. A similar generational split is seen in women's dress, with younger women wearing silk dresses of sky blue, white, or yellow, with silk kerchiefs and form-fitting jackets, while older women favor black gowns with white aprons.

Nederlander men often wear neatly trimmed beards; their hair is worn long and unbound. Women of the older generation keep their hair completely hidden under a white cap or headcloth, while younger women are likely to wear it loose, often beneath a turban in the Turkish fashion. Outdoors, both sexes wear flat, wide-brimmed hats: black hats for men, yellow for women. As they have strong ties to the sea, Nederlanders prefer pearls above all other precious stones and wear them as earrings or necklaces.

Adventurers: Nederlanders often pursue adventure in the name of opening new trade routes or defending existing ones. Schooled in war, they are well prepared to seek fame and excitement as members of foreign armies or expeditions

APPROPRIATE CLASSES

The following classes are common among Nederlanders.

CLERIC

Social Rank 2d6+3

Nearly all Nederlander cleric PCs are of the Dissenter faith. Their most likely role as a player character is ministering to the servants of the Dutch Northern Crown Company. This is 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.

Preacher: Nederlander clerics gain Intimidate and Perform (oratory) as class skills.

Spontaneous Remove Fear: In addition to the spontaneous casting abilities of other clerics, Nederlander clerics can spontaneously cast the spell *remove fear* in place of a prepared spell of the same level or higher.

NATURAL PHILOSOPHER

Social Rank 3d6+2

Nederlanders are among the greatest practical inventors of the age, as well as formidable scientists. Many Nederlander natural philosopher PCs focus on creating or refining practical tools, weapons, and scientific instruments.

Fabricator: Nederlander natural philosophers gain Invention Specialization as a free feat when they purchase the Craft Invention feat.

RAKE

Social Rank 2d6+2

Many Nederlander rake PCs are swindlers trying to make a killing on the rough-and-tumble unpaved streets of Nieu Amsterdam. Alternately, rake PCs could be highwaymen or perhaps government officials on the take.

Rough and Tumble: Nederlander rakes receive Toughness as a free feat at 1st level.

Street Sense: Nederlander rakes receive a +1 bonus to Reflex saves and +2 to Spot checks in urban environments.

SOLDIER

Social Rank 1d20+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. They may be members of the militia, part of a mercenary company, or else freebooters — the infamous outlaws equally comfortable as high seas pirates or land-based bandits.

Foul-weather Gummy: Nederlander soldiers receive Surefire as a free feat at 1st level.

Freebooter: Nederlander soldiers gain Appraise and Use Rope as class skills.

WIZARD

Social Rank 2d6+2

Nederlander wizards usually lack formal schooling; they are more often self-taught or have apprenticed to a single master rather than attending a university. Since magic is frowned upon by the Dissenter 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 11 or higher. These folk often serve powerful merchant families as spies, engineers, craftsmen, and tutors. Wizard-artists, who combine artistic talent with arcane magic to create paintings with illusory effects, are a unique vocation of Nederlander culture. Other artistically minded Nederlander wizards create animated statues, toys, and other playthings for the entertainment of wealthy clients.

Artifice: Nederlander wizards gain Craft Wondrous Item as a free feat at 1st level, even though this feat is normally available only to spellcasters of 3rd level or higher.

OJIBWA: PEOPLE OF THE LAKES

The Ojibwa (oh-GEEB-wah) are among the largest and most powerful nations in Northern Crown, occupying a vast area around the northern Great Lakes. They name themselves the Anishinabe (ah-neesh-in-AH-bee), meaning "People." The word "Ojibwa," also spelled Ojibway or Ojibwe, means "puckered up," likely in reference to the stitching on Ojibwa mocassins. They are known as hunters, water-farers, and spiritual leaders, and hold a faith in many animal spirits and a belief in the power of dreams. Only their relatively remote location limits their regional influence, but that may be changing, as the trade routes of the Coureurs knit the realm of the Lakes to the greater social and political upheavals of the continent.

Culture Group: First Ones.

Attitude: The Ojibwa see the world as invested with spiritual energy, inhabited by spirits, and inextricably connected to the realm of dreams. In such a world, no event is without significance and no action is without consequences — life must be lived attending to the spiritual meaning of events, and to the wider repercussions of one's own choices.

History: The historical traditions of the Ojibwa assert that they came from a salty sea to the east, perhaps the Golfe de St-Laurence, along with the people now known as the Potawatomi and the Ottawa, to whom they are closely related culturally. Some say they were following a spiritual quest to find "the place where food grows on water." Once they reached the shores of the Great Lakes, where stands of wild rice grow in profusion, they adapted to a semi-nomadic existence, harvesting the rice and picking berries, fishing for sturgeon in the lakes, and hunting game in

OJIBWA CULTURE BONUSES

Dream Article: At 1st level, Ojibwa PCs receive a dream article — either a carved stone or a miniature craft item such as a basket or mocassin — that connects them to a powerful dream that they had as a child. Once per day, if the PC is in possession of his dream article, he may call upon it to cast *augury*, *shield of faith* or *divine favor* on himself, as if cast by a 2nd-level cleric.

Lake People: Profession (fisher) +2, Swim +2

Wildborn: Survival +1

Wildshield: Ojibwa receive a +1 AC bonus and a +1 Reflex save bonus in forest terrain.

Traditional Weapons: Club, longbow

the woods along the water's edge. Their territory gradually expanded to the west and north, and divided into a number of closely related bands.

Relations: After a long period at peace with their neighbors, the Ojibwa now appear to be on the brink of war with the Five Nations over control of the lucrative Uropan fur trade, which has disrupted traditional relations between the First Ones nations of the region. As allies, they can count only the Ottawa for the moment. But as war looms, others may join them under a regional Ojibwa hegemony. They have also begun pressing west and south, heightening tensions with their neighbors in those areas.

Lands: The various sub-nations of the Ojibwa encircle the shores of Lac Supérieur, and extend southward along the western shore of Mer Douce. The land includes boreal forest, bogs, islands, and low, rocky mountains. Though it is poor agricultural land, the area is rich in game animals, beaver, and fish, and produces edible wild plants in season.

Authority: The Ojibwa are divided into dozens of small bands, each numbering about 300 individuals under the leadership of an elder member of the band, the ogimauh ("foremost leader"). The ogimauh holds his position by maintaining a reputation for good judgment and generosity. In the winter, these bands divide into smaller hunting parties, each comprised of a single extended family, only to reunite once more during the summer fishing and gathering season. Organization on a regional scale occurs in the form of tribal councils, which only meet to discuss matters of greatest importance, such as war, diplomacy, or trade. Despite this lack of central organization, the Ojibwa function quite cohesively in times of war, and are able to field huge numbers of warriors under a temporarily elected war leader.

The social structure of the Ojibwa rests upon seven clans: Crane, Loon, Bear, Marten, Fish, Hoof, and Bird. Within each community, the members of each clan have a unique role. The Crane and Loon clans both provide leaders, guaranteeing that no single clan may claim authority. The Bear clan produce the watchmen and herbal healers of the community, while the Martens lead the group in war and in the hunt. The Fish clan are the arbitra-

tors and lorekeepers, maintaining the birchbark scrolls that tell the community's story in pictograph form; the Hoof clan builds homes for the group and entertains them with songs and tales. Lastly, the Bird clan supplies the religious leaders for the community and is responsible for its spiritual well-being. As in many other First Ones cultures, no one may marry within his or her



own clan, regardless of how distantly the individual is related by blood.

Law: Most legal disputes are settled privately between the opposing parties and their families. In more serious cases, the Ojibwa often rely on the superior wisdom and experience of elder members of the community to reach a judgment, which may involve a fine or even expulsion from the band.

Magic: Divine magic is practiced by druidic powwow, who use their abilities to heal the sick and injured, and to protect the community against evil beings. Sorcerers and witches are not a feature of magic tradition here.

Religion: Among the Ojibwa, the supreme deity is called Kitchi-Manitou (kit-chee-MAN-ee-too) — the Great Mystery — and the world is the result of his grand vision. The mother of humankind is his consort, Geezhigo-Quae (gee-ZHEE-go-kway) — the Sky Woman — by whose grace the living earth was reborn from the handful of soil recovered by Muskrat during the great flood. An important component of Ojibwa spiritual life is the idea of upright living, or walking in balance, as it is known. This requires individuals to accept their responsibilities and have an awareness of the implications of their actions for good or ill.

Arts: The Ojibwa practice porcupine quill embroidery and beadwork, work native copper and iron into jewelry, and create beautiful canoes of birchbark that are highly prized by all Great Lakes peoples. Birchbark is also sewn and shaped into containers of all shapes and sizes.

Food: Wild rice, called menomin (men-NO-min), is the staple food crop of the Ojibwa. Corn is grown only in the southernmost reaches of their realm, because of a prohibitively short growing season in the north. The harvesting of maple syrup provides a sweetener for other foods.

Hunting and fishing furnishes sources of protein and fat. Fish are caught with spears, often at night with the aid of lanterns. Huge lake sturgeon are also a prized catch.

Language: The Ojibwa speak their own tongue as an automatic language, which belongs to the Algonquian language group. Ojibwa druids can read and write a pictographic language used to record the history of the group on birchbark scrolls.

Names: Ojibwa names are bestowed upon an infant during the first year of life. After being chosen by a family member or group elder, the name is announced to the four cardinal directions, and four adults are chosen to be the child's guardians for life. Many Ojibwa have both a formal name and a nickname reserved for use by family and friends.

Male: Daebassigae ("Far-reaching Light"), Hah-je-day-ah'-shee ("Meeting Birds"), Ka-bés hunk ("Widely Travelled"), O'n-daig ("The Crow"), Waemetik ("Heart of Oak")

Female: Meemee ("Pigeon"), Waubizee-quae ("Swan Woman"), Waubun-anung ("Morning Star"), Winonah ("To Nourish")

Appearance: Among the Ojibwa, men may wear a long-sleeved, knee-length leather coat, cinched with a wampum belt, and painted with geometric designs in red, yellow, green, and blue. The hem of the coat is fringed, and the shoulders may be decorated with embroidered epaulets. A rectangular pouch, often beautifully embroidered, is worn from a shoulder strap. Leggings and moccasins protect the legs and feet, while fur-trimmed leather gauntlets adorn the hands. In winter, both sexes use wood-and-sinew snowshoes for easier travel over deep snow. Women may wear a full-length dress of soft leather, sewn from two deerskins then painted and fringed, over a pair of leggings. The bodice is often decorated with beadwork, and jingling pendants of beadwork or metal are also widely seen on dresses worn at formal occasions. Men tend to wear their hair long, either braided or loose; women often wear their hair in two side-braids, clasped by beadwork bands. In times of war, a scalp lock may replace normal hair styles. Jewelry includes earrings, disc-shaped metal pendants, and long necklaces. Red is the most common color used in painting the face; for men, the upper half of the face may be painted red, while the lower half is left unpainted.

Adventurers: Ojibwa adventurers may leave their band to follow a vision received in a dream, to secure the ties of friendship or offer aid to allied nations, or to defeat an evil force from the spirit world that threatens humankind. Their sense of upright conduct tends to lead them to adventures that clearly involve the preservation of order and good, whether in the world at large or within themselves.

APPROPRIATE CLASSES

The following classes are common among the Ojibwa.

BARD

Social Rank 2d4+6

An Ojibwa bard is known as a daebaudjimoot (day-BAWD-gee-moot), or storyteller. They are more than mere entertainers, for their stories often take the form of parables or teaching-tales, symbolically or metaphorically addressing an aspect of human experience and suggesting a proper course of action. Many tales are humorous, some frightening, and some inspiring — a daebaudjimoot often chooses tales that will

aid the listener spiritually. A traditional instrument of Ojibwa bards is a double-headed drum, although single-headed water-filled drums, tambourines, and rattles are also used.

Words of Wisdom: Ojibwa bards can use their *inspire courage* ability to give a single ally a +4 enhancement bonus to Wisdom. This bonus lasts as long as the ally hears the bard's performance, and for five rounds thereafter.

DRUID

Social Rank 2d6+5

Ojibwa druids often work in groups, forming medicine societies whose purpose is to advance the arts of healing and herblore, and to promote good health as an aid to living a good life. Most 1st-level Ojibwa druids will begin as initiates in one of these groups, under the tutelage of an elder NPC. Their work involves strengthening the level of natural power in the land, warding off evil creatures, and healing the sick. They are also the keepers of birchbark scrolls that record the history of their people in pictographic form. An Ojibwa band's scrolls are revered objects that are always safely guarded, especially while the group is on the move. They represent a symbolic link between the present and the past, and are used in teaching history to young people. Initial animal companions for Ojibwa druids include bobcat, wolf, hawk, owl, dog, eagle, and snake.

Bonus Spells: Ojibwa druids receive some spells normally reserved for clerics. See the Magic chapter for a list of these additional spells.

Shadow on the Land: Ojibwa druids receive the *detect evil* ability of paladins while in Great Lakes and boreal forest environments.

PALADIN

Social Rank 2d4+10

Paladin-class characters from the Ojibwa identity function as champions of their people in the battle against evil creatures and spirits who threaten the community.

Extra Turning: Ojibwa paladins gain Extra Turning as a free feat at 4th level.

RAIDER

Social Rank 1d6 + 5

Raider-class characters represent the hunters, fishers, and warriors of the Ojibwa, who are skilled at surviving in the boreal forest and trained to hunt and to defend themselves with the traditional weapons of their culture.

Cold-weather Survival: Ojibwa raiders are skilled at keeping warm in a cold environment and protecting them-

selves from its damaging effects. This works as Cold Resistance 5, when exposed to damage from cold temperatures and cold-based spells.

SCOUT

Social Rank 2d6+1

Ojibwa scouts are individuals who are particularly skilled in woodcraft, and have a special empathy with living creatures. They are equally comfortable traveling by canoe and walking overland, venturing far into the waters of the lakes or into the most remote areas of the northern forest.

Self-Sufficient: Ojibwa scouts receive Self-Sufficient as a free feat at 1st level.

SHAWNEE: FOREST GUARDIANS

The Shawnee occupy a large area of the Ohio Vale, including some of the deepest parts of the hardwood forest. "Shawnee" is an Anglicization of Shawanwa (sha-WA-nah) or "Southerners," their own designation for themselves. Much of their realm is little known even to their neighbors, but it is said to be a place of surpassing abundance in game, especially bison and deer, which the Shawnee hunt with particular skill. From the borders of this verdant land, ancient trails spread out in all directions, placing the Shawnee at the crossroads of the east; they are the keepers of its green heart.

According to tradition, the Shawnee reached their current homeland after centuries of wandering, leaving traces of their passing in the south, east, and north. That tradition continues in the person of the Shawnee guides, teachers, and leaders who are found in many other lands, having left their native forest seeking new places and allies.

Culture Group: First Ones

Attitude: Shawnee are taught from a young age that they occupy a special place in the cosmos, having been placed at the center of the world by their creator. With this honor comes the responsibility to protect the living world at all costs from evil and harm. This heavy burden helps define a direction in life for many Shawnee adventurers, whether battling the Great Serpent witches who figure prominently in their lore, or merely protecting the land from being ravaged by Uropan woodcutters and miners.

History: The Shawnee came into the Ohio Vale from elsewhere — their language and lore suggest that they may have lived in many different lands at times in the past, most probably those to the north. Surrounded by other First Ones groups on all sides, they appear in the lore of many neighboring peoples as warriors, wanderers, and leaders. Though they have lived peacefully for generations, they have recently been drawn into the momentous events precipitated by the arrival of the Uropan from the east.

Relations: Because they take advantage of their crossroads location, the Shawnee have many economic partners and a reputation as skilled long-distance traders. They export pottery, food, and manufactured goods, and import metals and decorative items such as feathers. Recently, they have taken an interest in Uropan horses as an item of trade.

The Shawnee are closely allied with the Delaware, who they revere as the Grandfathers — their cultural ancestors. They also are on good terms with the Kickapo to the northwest, but have a history of poor relations with the Five Nations. Increasingly aware of Uropan designs upon their realm, the Shawnee have adopted a policy of destroying illegal Uropan settlements and driving the inhabitants out of the area.

Lands: The lands of the Shawnee are centered around the vale of the Ohio, west of the Alleghenies and east of the Espiritu Santo River. Said to be wanderers at heart, they travel much within this realm, breaking into small hunting bands during the winter months and returning to their villages during the growing season.

Authority: Five political subdivisions exist among the Shawnee: Chillikothe, Hathawekela, Kispokotha, Spitotha, and Piqua. Each one functions more or less independently, with its own hereditary leadership, making centralized control of the Shawnee by a single leader quite challenging — only a few leaders have succeeded in uniting all five politically. Like the Cherokee, the Shawnee often maintain separate leaders for war and peacetime. The duties of each leader are shared by a man and a woman — usually a married

couple — with the man leading troops in war and resolving disputes in peace, and the woman organizing the community for defense in war and managing agricultural production in peace. The woman leader also has the unique authority to cancel an unwise military operation and to spare prisoners of war.



Separate from their political subdivisions, the Shawnee are organized into twelve hom'shooma (hom-SHOO-mah), or patrilinear clans, some of which are responsible for public roles within the community. Although the name and number of hom'shooma have changed over time, they currently include: Snake, Turtle, Raccoon, Turkey, Deer, Owl, Bear, Wolf, Panther, Fish, Loon, and Rabbit. The Raccoon clan leads rain ceremonies. The Panther clan leads the community into battle, while the Wolf clan brings the warriors safely home. The Turtle clan has the duty of safeguarding the community's sacred bun-

dle, and the Turkey clan leads the community in dance.

Law: Most legal matters among Shawnee are settled privately by the disputing parties, sometimes with the intervention of their respective families. In civil cases, wrongdoers often give gifts or hold a feast as a means of compensation for their acts. Leaders only intervene in matters of violent crime or slander; the most feared punishment is banishment from the community.

Magic: Shawnee are generally suspicious of arcane magic, associating it with the evil Great Serpent witches (spirit nagas in d20 System terms) who are said to dwell in the east.

Sorcery is not practiced openly among the Shawnee, but druids, as divine spellcasters, are valued members of the community and among the chief agents responsible for the protection of the earth.

Religion: The preeminent being in Shawnee religion is Kokumthena (koh-koom-THEY-nah), Our Grandmother, even though she is said to be subordinate to a supreme being called Moneto (monn-EH-toe), the Master of Life. Kokumthena is the world's creator, having been inspired by Moneto's thought. She weaves a blanket that is continually unwoven by a wolf at her side; should the blanket ever be completed, she will enfold the good folk of the world within it, then destroy the world, bringing her creation to an end.

Shawnee religious celebrations are tied to the growth cycle of corn; the Spring Bread Dance, Green Corn Dance, and Autumn Corn Dance are among the most important.

The Shawnee believe that they occupy the center of the world, and so are uniquely responsible for maintaining its integrity. Each subdivision of the Shawnee maintains a sacred bundle — a collection of holy items bestowed by the Master of Life, whose preservation is essential to the community's well-being and to the survival of the universe itself. The sacred bundle must be moved with great care, usually by a member of the Turtle hom'shooma, because turtles move slowly and deliberately.

Arts: Shawnee textiles and ceramics are valued items, but most distinctive are the items of beautiful silver jewelry worn by the Shawnee, said to come from a hidden source of the precious metal somewhere within their realm.

SHAWNEE CULTURE BONUSES

Healing Hands: The Shawnee have a reputation for skill in surgery; all Shawnee PCs gain Heal as a class skill, and receive a +2 bonus to Heal checks when attempting first aid or long-term care.

Pawawka: At 1st level, Shawnee PCs receive a personal *pawawka* — a sacred object that serves as a link between themselves and the Master of Life. The *pawawka* is obtained at the end of a hundred-day ordeal, during which the young PC must dive every morning into a freezing stream or pool. On the hundredth day, the initiate is told to dive to the bottom and bring up whatever his hand first closes upon. This object, usually a small stone, is his *pawawka*.

If the *pawawka* is in the PC's possession, it can be called upon to do the following things. A Shawnee character

has access to all of them, and may pick any one of them once per day.

- Give the PC the *detect evil* paladin class ability for 1 round per character level of the PC
- Give the PC a +4 to a single saving throw against fear
- Bestow the effects of a *doom* spell on one enemy of the PC's choice, for 1 minute

If the PC's hit points fall below 0, there is a 2% chance per character level of the PC that the Master of Life will send a celestial bison to defend the PC for one round per character level of the PC.

Wildshield: Shawnee receive a +1 AC bonus and a +1 Reflex save bonus in forest terrain.

Wildborn: Survival +1

Traditional Weapon: Longbow

Food: The Shawnee grow the corn, beans, and squash typical of First Ones agriculture. Corn, which comes in red, blue, soft white, and hard white varieties, is made into meal for cornbread and for porridge. Corn beer is sometimes brewed for celebrations or honored guests. The rivers and woods provide abundant fish, game, and plants to supplement the diet. Fish are caught by hook-and-line, net, and wooden trap, while game is hunted with arrows or spears, or caught in traps. Hunting parties composed of both men and women are often away for extended periods, and travel far in search of game.

Language: Shawnee speak their own tongue as an automatic language, which is a language of the Algonquian group.

Names: Shawnee names are given by two friends or family members of the mother who receive the name through prayer. The chosen name is nearly always related to the infant's hom/shooma affiliation, perhaps referring to some aspect of the naming group's totemic animal. It is also crucial to give a name not shared with any other living person, for sickness or ill fortune may result if two living individuals bear the same name. Renaming is common, based on re-assessments of the individual's character and health.

Male: Benewiska ("Black Wolf"), Manemepahtoo ("Trotter"), Sepettekenathe ("Big Rabbit"), Shekaghkela ("Big Turtle"), Shemeneto ("Black Snake")

Female: Aracoma ("Cornflower"), Ouiskelotha ("Blue Bird"), Melassatequi

("Sugar Tree"), Pahkotasisqui ("Autumn Leaf"), Wabethe ("Swan").

Appearance: Shawnee men wear knee-length buckskin leggings, supported by a garter below the knee and decorated with fringework. They wear a short breechclout of tanned leather or blue cloth, and a loose-fitting trade cloth overshirt of the same material. Women wear a longer overblouse over a pair of leggings. Both sexes augment their clothing in winter with fur robes or mantles, with the animal's claws intact as shoulder ornament. Silver or leather arm cuffs are often worn over the upper arm, and are frequently decorated with feathers. Increasingly, broad sashes of trade cloth are worn either at the belt or across the head.

Men often shave their heads, leaving only a single scalp lock, which is adorned with one or two feathers. Women wear their hair in a long braid. A distinctive feature of Shawnee adornment is the practice of cutting an incision in the earlobe and stretching it with weights into a large hoop to accommodate wheel-shaped ornaments. The nose is often pierced as well. Silver jewelry is common, in addition to native copper, shell, horn, and bone. Shawnee men may tattoo or paint their faces with a series of thin red lines; other colors are rarely seen.

Adventurers: Adventurers from the Shawnee identity may follow the path of adventure to satisfy their cultural wanderlust and curiosity, or to complete a mission vital to the continued health of the living world or the safety of the community.

APPROPRIATE CLASSES

The following classes are common among the Shawnee.

DRUID

Social Rank 2d4+10

Druid-class characters from the Shawnee identity, called *pawwaw*, dedicate their lives to the protection of the living earth. They guard against evil creatures, perform rites of healing and protection, and serve as healers and teachers for members of the community. They occupy an honored place in their community, receiving respect and recognition for their essential contributions to the security of all life. Initial animal companions include bobcat, wolf, hawk, owl, dog, eagle, and snake.

Bonus Spells: Shawnee druids receive some spells normally reserved for clerics. See the Magic chapter for a list of these additional spells.

Shadow on the Land: Shawnee druids receive the *detect evil* ability of paladins while in hardwood forest environments.

PALADIN

Social Rank 2d4+8

Shawnee paladins are dedicated to protecting the living earth and its creatures, and as a result they often work closely with druid characters.

Wild Empathy: Shawnee paladins receive the Wild Empathy ability of druids while in hardwood forest environments.

Special Mount Variant: Shawnee paladins do not actually ride their special mounts, which must be chosen from the following animals: bison, black bear, or panther. Instead, they have the ability to merge with their special mount, once per day. The paladin and all possessions and gear disappear, and the consciousness of the paladin resides in and controls the mount's body. While merged, Shawnee paladins may cast spells, but cannot speak. They use the mount's stats and abilities, except for Intelligence, Wisdom, and Will saves. If the mount is slain while merged with the paladin, both the mount and the paladin are slain. The effect lasts until dispelled by the paladin.

RAIDER

Social Rank 2d6+1

Shawnee skilled in fighting in wilderness environments belong to the raider class. They are adept at navigating long distances during times of war,

living off the land, tending to injuries in the field, and maintaining an intimidating, imposing presence in the face of their enemies.

Self-Sufficient: Shawnee raiders receive Self-Sufficient as a free feat at 1st level.

SCOUT

Social Rank 2d6+3

Because of their history of long travel through many lands, the Shawnee hold the skills of the scout in high esteem. Serving as guides to both Shawnee and other peoples, these scouts are renowned for their ability to travel far into unfamiliar territory and forge friendships with other peoples.

Negotiator: Shawnee scouts gain Diplomacy and Sense Motive as class skills. They receive Negotiator as a free feat at 1st level.

SORCERER

Social Rank 1d4-1

Shawnee sorcerers seldom practice sorcery openly, for fear of being accused of collusion with witches, so they often leave Shawnee lands at a young age. They commonly have hawks or tiny vipers as familiars.

SOPHIANS: FREETHINKERS AND REBELS

The Republic of Sophia, upon the eastern coast of Northern Crown, 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, gathering Uropans, Cimarrons, and First Ones alike under a common cause. Sophian adventurers 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 govern-

ments of other nations, and may not be welcome in areas with a strong monarchy, such as Carolingia and Nouvelle France.

Sophians fancy themselves as enlightened individuals who have no use for the failed ways of the past. They are proud of their practice of philosophical inquiry, free discourse,

mitment to freedom and the advancement of humankind, even though their zeal tends to lead them into more than their share of fights. In a bind, they are valuable for their ability to keep their heads and reason their way out of trouble. Their foes often see them as dangerous radicals, determined to upset the natural social order for the sake of a mad scheme. They are called dreamers, meddlers, or zealots. A common complaint is that Sophians do not fight honorably, because their soldiers make no distinction between shooting enemy nobles and common soldiers.

Culture Group: Uropan, Nyamban, or First Ones

Attitude: Sophians see life as a struggle of ideas, rather than of nations. They conduct their lives as a philosophical experiment to prove the worth of their assumptions about government and personal freedom. To give purpose to life (and death), they believe that a person must choose something worth fighting for — a cause that is larger than any one individual. For them, pursuit of personal wealth or glory is too small an ideal to dedicate a human life to it.

History: The Republic of Sophia is the brainchild of a wealthy gentleman named Philathelias Jeferson, whose lands lay on the northern borders of the English colony of Virginia. Taken by his tutor to Paris as a young man, Jeferson was influenced by Français freethinkers who advocated a government with shared authority among several branches, as well as an emphasis on individual freedoms. He combined these ideas with a personal quest for truth and wisdom, aided by his membership in the Solomonic Order, and turned his holdings into a new kind of state.

He seized his opportunity during the English Civil War, when his king's attention was occupied, by breaking away from Virginia and announcing the creation of the Republic of Sophia. Several years later, after Charles I had fled to the now-renamed Kingdom of Carolingia, Jeferson refused to accept the noble title offered him. A war ensued between Sophia and Carolingia, which Sophia survived due to a timely attack by Espaniards and First Ones that drew off Charles' forces. Only when the more reason-



and innovation. Among their countryfolk, they admire people who use reason and logic as a guide for ordering the course of their lives, and dislike those who let their base emotions get the better of them. They care nothing for a person's surname or hereditary title. They prefer to measure others by the power of their intellect, the refinement and consistency of their ethics, and their skill in their chosen profession. Those who make sacrifices for a noble idea are honored, and those who die while blindly following a king or a flag are worthy only of pity.

Citizens of Sophia are often admired by their allies for their com-

SOPHIAN CULTURE BONUSES

Power of Reason: Concentration +2,
Diplomacy +2

Patriotic Fervor: +1 to attacks made
against the members of any nation at war
with Sophia

Traditional Weapons: Snaphance musket

able Charles II took power did Carolingia give up her claim to Sophia, although relations between the parent and daughter states remain cool.

Relations: In addition to her enmity with Carolingia, Sophia remains at odds with several First Ones nations of the interior, who fear her westward expansion, as does France, who also has designs on the region. Nieu Nederlands does not appreciate Sophia's overtures to the tiny colony of New Sweden, and correctly suspects that Sophia is courting the progressive Princess Cristina to convince her to become a new Sophian state.

Lands: Sophia occupies a small section of the eastern coast of Northern Crown between the James and the Suskehana rivers. Her only major urban center is her unfinished capital, Sophia — a planned city of boulevards, canals, and monumental buildings. To the west are several unauthorized settlements established by Sophian pioneers, which are frequently under attack by the Français and First Ones of the region.

In addition to Sophia itself, expatriate Sophians have founded the Republic of Vermont in the north, a tiny mountain state. Player characters with a Sophian identity may come from Vermont rather than the Republic of Sophia.

Authority: Jeferson's title is First Lord of the Republic. He is the head of the Lords General, which is the executive branch of government. The second branch, called the Parliament, acts as a legislature, with a lower chamber of elected representatives and an upper chamber of members elected from the lower chamber.

Law: The seven judges of the Court General hear court cases and interpret the law. At regular intervals, they make a circuit of the republic, hearing local disputes. Sophian law reserves capital punishment for treason only; other crimes are punished by imprisonment, never by branding or other humiliating or disfiguring practices.

Magic: Sophians do not believe in the supernatural, instead regarding all magical phenomena and creatures — even fey and outsiders — as natural

beings, albeit of a different order than humans. The practice of all forms of magic is allowed in Sophia, as long as it does not pose a risk to public safety or violate any other laws, but it is often seen as backward and outdated.

Religion: All faiths are welcome in Sophia, although the Sophian branches of most Uropan faiths are not recognized by their respective church leadership, and their followers are considered heretics. Many influential Sophians attend meetings of the Solomonic Order, which is dedicated to the search for truth and wisdom.

Arts: Architecture and furniture-making are the most respected arts in Sophia, because they have practical applications and are governed by the rational laws of geometry. Music is also appreciated, because it too is based on reason. Sophians have invented several new musical instruments, most famously the glass harmonium.

In the visual arts, Sophians are famed for the development of painting with eidetic shadow boxes, which can capture an image indefinitely on a metal plate. These devices are expensive to build and operate, but in skilled hands can produce images that rival those of even the most skilled painters in their fidelity to nature.

Food: Sophians enjoy many foods, according to individual taste. As in so many other aspects of life, Sophians approach cooking as a science, always refining recipes and increasing the efficiency of their kitchens.

Language: Most Sophians speak English as an automatic language, but Français is spoken almost as widely among its leaders, because of their high regard for Français learning and culture. Hebrew, Latin, and Greek are also commonly spoken by educated citizens.

Names: Sophians use the naming conventions of their parent culture, most commonly English or Français. When taking Sophian citizenship, they adopt what is called a civil name and use it in place of their first name except in conversation with close friends. Civil names are often derived from Latin or Greek. They include the names of great heroes of the ancient world, gods or goddesses, or the

names of Sophian virtues or admired qualities.

Male: Achilles, Apollo, Candor, Cincinnatus, Comitas, Daedalus, Fidelius, Germanus, Hermes, Impavidus, Intrepidus, Hero, Invictus, Libertas, Odysseus, Pericles, Plato, Socrates, Titan, Verax, Zeus.

Female: Athena, Artemis, Calliope, Clio, Demeter, Fidelity, Germania, Hera, Ingenia, Juno, Licentia, Nemesis, Prudentia, Republica, Sapientia, Scientia, Sensia, Sophia, Thalia, Urania, Validia.

Appearance: Sophian men dress in simple cloth suits, augmented by long coats in cold weather, and festooned with a knotted silk cravat. They favor knee-length trousers with silk stockings and buckle shoes. Women wear comfortable dresses without corsets or farthingales.

Headgear for both sexes includes either a tasseled stocking-cap or a wide-brimmed hat with a low, rounded crown. Both men and women wear their hair long, neatly clubbed in a tail at the back.

Adventurers: Sophians go adventuring to further the cause of liberty among humankind, to explore the unknown in the name of science, or to defend their homeland against tyranny. They seldom risk their lives purely for personal gain.

APPROPRIATE CLASSES

The following classes are common among Sophians.

AGENT

Social Rank 2d6+2

Sophia maintains a confidential service under the leadership of Achilles Hamilton, a member of Jeferson's cabinet. Hamilton's agents are well trained and supported, and are often given the latest inventions of natural philosophy to augment their abilities.

Negotiator: Sophian agents receive Negotiator as a free feat at 1st level.

NATURAL PHILOSOPHER

Social Rank 1d10+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. The study of the natural world is also important, espe-

cially regarding the usefulness of plants for agriculture and medicine. In this capacity, natural philosophers are often attached to Army of Discovery missions into the interior.

Government Grant: Sophian natural philosophers receive a bonus of 200 gp at 1st level.

SCOUT

Social Rank 1d8+3

Situated on the edge of the wilderness, Sophia needs many skilled scouts 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 scouts are like the Coureurs in many respects, affecting a mix of Uropan and native survival strategies and gear, but they are typically better equipped with snaphance muskets, compasses, and surveying tools.

Scouts form the backbone of Philathelias Jeferson's Army of Discovery, 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.

First Contact Training: Sophian scouts receive Gift of Tongues as a free feat at 1st level.

SOLDIER

Social Rank 2d8+3

All adult Sophians receive basic military training as members of the militia, but only the best soldiers are called to join her small professional army, serving either as musketeers or dragoons. Sophian soldier PCs may be 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 soldier may actually be Français, Kelt, or from another sympathetic nation.

Sharpshooter: Sophian soldiers receive Take Aim as a free feat at 1st level.

VINLANDERS: SEA ROVERS AND WAR WOLVES

Vinlander adventurers are fierce, canny raiders of the north, descended from ancient mariners who crossed the



sea from Uropa many centuries ago and now live on the cold, misty shores of northeastern Northern Crown. They call their homeland Vinland, after the wild grapes and other sweet berries that cover its vast uplands and moors. Feared by most of their neighbors, but grudgingly admired for their daring and for their skill as seafarers, the Vinlanders are the outlaws and renegades of Northern Crown — larger than life, colorful in speech, bold in deed.

Vinlanders often see themselves as heroes, fighting for glory or honor, respected by their kinfolk, and feared by their enemies. They consider themselves stronger, hardier, and braver than other cultures, and many of them assume that all unfamiliar peoples are weak and cowardly. Lords are expected to be generous to their warriors and retainers, who in turn should defend their master with their lives. One's place within the culture is defined by personal relationships between lord and retainer. A stranger's honor is in doubt until his worth is proved with acts of courage on the battlefield or generosity in the lord's hall. Once accepted, however, a stranger is welcomed as an equal, and given all the respect due to a Vinlander of similar rank.

In a fight, few allies are more reliable than a Vinlander for courage, loyalty, and ferocity.

Off the battlefield, Vinlanders' concern with their personal honor and reputation leads to many challenges and fights with friends and foes alike, making them lively, if also somewhat troublesome companions. Because they do not adhere to the dress, manners, or faith of most Uropan cultures, Vinlanders are often caricatured by their enemies as uncouth savages, incapable of appreciating the benefits of modern life. They are considered pirates and outlaws — the enemies of civilization.

Culture Group:

Uropan.

Attitude:

For Vinlanders, life is a heroic battle for honor, which is to be embraced and won by force of arms, cunning, wit, and courage. Death is nothing to be feared, for as long as one has lived a worthy life, the gods will reward you. In the meanwhile, fight bravely, speak truthfully, and act wisely.

History: Vinlanders are descendants of Norsk mariners from the island of Ultima Thule, who established a toehold in the extreme northeastern regions of Northern Crown about six hundred years before the current age. They came seeking only furs and timber, but eventually established permanent settlements after fighting bitter wars with the native Beothuk people. The legacy of this early contact is a lasting mutual distrust, which persists despite the establishment of trade and intermarriage between the two peoples.

VINLANDER CULTURE BONUSES

Boldness: +2 to saves against fear effects, Intimidate +2

Hardiness: +1 to Fortitude saves

Seaworthy: Swim +3

Traditional Weapons: Greataxe, longspear

When the climate of the northern seas turned colder, around the year 1300, the Vinlanders lost contact with their cousins to the east. Trade routes failed and their numbers dwindled. Not until the Uropans returned in 1500 did the fortunes of Vinland rise again, for they swiftly learned to copy the newcomers' ships and once again established contact with other Norsk peoples.

Relations: Vinlanders act as middlemen in the fur and timber trade between the Beothuk and Cree nations to the west and the markets of Uropa to the east, via Ultima Thule. They persist in making pirate raids to the south; in the past, they've sacked the city of Boston and even appeared off the coast of Nieu Amsterdam and in the Golfe de St-Laurence. As a result, they are not on good terms with Commonwealthers, Nederlanders, or Français. And as followers of the Old Ways, they are considered enemies of the Espaniards and other nations of the Roman Church.

Lands: The peninsula of Vinland is the only territory of any size held by the Vinlanders, and even there it's only the coast that they truly occupy, penetrating the interior only to fell timber, gather berries, and hunt for game. To the south, just off the mainland, is the mountainous, fjord-cloven isle of Eirikslund, which the Vinlanders use to stage sea raids on the coast of New England.

Authority: Vinland is ruled by a jarl (YARL), who holds the title only by the assent of the heads of the most powerful and prosperous families of Vinland. The jarl has the authority to make war, but not to make new laws; that is the right of the general assembly, called the Athing (AY-ting).

Law: In Vinland, most disputes are settled on a personal level, without the intercession of judges. Restitution for a perceived injustice most commonly takes the form of personal combat between the two parties, or a cash payment. Only in cases of murder or theft does the jarl intervene to decide legal matters. Even a murderer may only have to pay compensation to the victim's family; imprisonment is unknown, but banishment from the jarldom may be imposed for repeat offenders.

Magic: Vinland, having few books, is not rich in wizards. And as a place

where physical strength and direct action is valued, sorcerers are often distrusted. The open practice of magic or sorcery is frowned upon as unwholesome or unnatural, although the more subtle bardic magic of the skalds is accepted as a natural result of their skill with song and speech.

Religion: Vinlanders keep the Old Ways, worshipping the gods that other Norsk long ago abandoned in favor of the Roman Church. For most Vinlanders, the gods are active in daily life and take interest in the deeds of mortals, especially favoring heroic adventurers. Vinlander priests, called godi (GO-dee), have important secular duties as the administrative arm of the jarl, as well as responsibility for maintaining shrines to the major gods. They are invariably drawn from noble families, and do not necessarily have the ability to cast divine spells.

Arts: The working of wood and metal are highly advanced skills in all Norsk lands, but in Vinland the art of woodcarving is especially well developed in ornate decoration on ships, houses, and furniture. The telling of tales through song is an honored art, practiced by professional skalds at the jarl's court.

Food: Fish is the staple food of the Vinlanders, and is smoked with alder wood. Their favorite drink is a strong spirit distilled from the berries of their homeland.

Language: Vinlanders speak a dialect of Norsk as an automatic language, with many words borrowed from Beothuk and other native languages. They use runes for written inscriptions on stone or wood, but have no books, keeping instead a rich oral tradition of epic poetry, riddles, and songs.

Names: Vinlanders use traditional Norsk names. Their surnames are derived from the first name of the parent of the same gender, with the suffix -sson for boys and -dottir for girls. So, the son of Einar might be named Freki Einarsson, and the daughter of Gudrun might be named Asa Gudrunsdottir.

Male: Asmund, Einar, Eirik, Freki, Glammad, Grim, Ketil, Odd, Rolf, Sigmund, Ulf.

Female: Asa, Gudrun, Helga, Kara, Sif, Sigrid, Thora, Yrsa.

Appearance: Vinlanders tend to be tall, with fair skin and red or golden hair, although exceptions are common due to the intermarriage of the Norsk with many other peoples over long centuries of seafaring and wandering. Men and women braid their hair in elaborate styles, and most men wear full beards as a practical defense against the cold. Both sexes wear a simple woolen tunic with a heavy cloak held at the neck by a silver brooch. Armbands and rings of gold and silver are used both as adornment and as currency.

Adventurers: As a place settled by wanderers and a people raised on tales of heroic adventure, Vinland is fertile ground for awakening the imaginations of young folk eager for fame and fortune in faraway lands. They often find employment in other lands as seamen, soldiers, or merchants.

APPROPRIATE CLASSES

The following classes are common among Vinlanders.

BARD

Social Rank 3d6

Vinlander bards, called skalds, function as the living libraries of their noble patrons, remembering and reciting the history of Vinland, as well as the stories of the Norsk gods and legendary heroes. Skalds learn their craft from a master skald, who teaches them to recite improvised poetic narratives based on well-known tales. They nearly always accompany themselves on a simple harp as they recite, to keep the meter of the poem and to give emphasis to key words and phrases.

Thundering Voice: The effects of a Vinlander bard's *inspire courage* ability last for 8 rounds after he's heard.

CLERIC

Social Rank 3d6

Vinlander clerics, called godi, have the task of maintaining and protecting shrines to the gods and goddesses of the Norsk pantheon: Odin, the father of the gods, and his queen, Frigg; Thor, the god of thunder; Tyr, the god of justice; and Frey and Freya, the lord and lady of magic and the fey. Because Vinland has relatively few large settlements, it supports few full-time clerics, and those who do fill this role are likely to have secular responsibilities as court advisors and even warriors. Domains include Knowledge and Law (Odin), Earth and Healing (Frigg), Strength and War (Tyr), Sun and Magic (Frey), and Air and Magic (Freya).

Spontaneous Magic Weapon: In addition to the spontaneous casting abilities of other clerics, Vinlander clerics can spontaneously cast the spell *magic weapon* in place of a prepared spell of the same level or higher.

RAIDER

Social Rank 2d4+5

In Vinland, where strength, bravery, and the will to survive are celebrated in song, and the gods themselves are prone to violent rages, raider characters are as common as soldiers are in other lands. The Vinlander of this leaning is most often a sea raider — an adventurer willing to live the disciplined and arduous life of a seafarer for weeks at a time, just for the chance to make a raid on a distant port or to strike a blow against a rival household.

In battle, Vinlander raiders wear metal helmets and chain shirts, and carry large round wooden shields. Their weaponry includes broadswords, axes, and a smattering of captured guns — mostly pistols rather than longarms.

Strength Training: All Vinlander raiders are treated as though they had the Power Attack feat, regardless of whether they meet the prerequisites.

SCOUT

Social Rank 2d4+3

These adventurers appear in Vinlander territory as scouts, frontier sentries, and hunters. They prefer to hunt with dogs and spears rather than with bows, believing it is more honorable to face an animal in melee combat. Scouts accompany timber-gathering expeditions, trade parties, and shore raiders, to ensure that the crews can avoid ambushes and find their way safely back to their ships. Because of the dangerous nature of this work, Vinlander scouts tend to be quite comfortable in combat situations, and more heavily armed and armored than scouts of other cultures.

Enhanced Armor Proficiency: Vinlander scouts are proficient with medium armor, in addition to the weapon and armor proficiencies of ordinary scouts.

WITCHLINGS: PEOPLE OF MAGIC AND SHADOWS

Witchling adventurers are the survivors of an ancient faith, revering the living earth and sworn to protect it. Their leaders, the witches, can wrest



away the arcane power of evil beings and use it to do good works. Sometimes they fail, and become servants of evil themselves. For this reason, they are feared and hated by their neighbors, but they are by no means inherently evil or even magical. In a Witchling enclave, one can find ordinary soldiers, servants, and tradesmen, as well as sorcerers, wizards, and true witches. No one can deny, however, that all Witchlings share a tolerance of sorcery and trafficking

with the spirit world that horrifies most other cultures. That tolerance is but one expression of Witchlings' belief in free will, tempered by an acknowledgement of the consequences of exercising it.

Witchlings see their role as guardians of the ancient arcane practice of witchcraft. It can be a thankless task, but the importance they attach to their guardianship creates a close bond between all Witchlings, making them clannish and exclusive. They often act as though their responsibility makes them different from, or even superior to, other cultures. But they also seem to expect to be harmed, reviled, or betrayed by strangers. They seldom show very much of their inner thoughts and feelings to others, for fear of making themselves vulnerable. Because of this, it often takes a long time for them to trust other people, and even then, a measure of reserve and caution nearly always remains between them. They constantly worry that their friends will be persecuted as Witchling sympathizers, and try not to get too close to those they care about for fear of inadvertently endangering them.

Because they do not trust many people, the friendship of a Witchling is not to be treated casually. Companions of Witchlings sometimes feel a degree of special favor in their company, especially if their relationship is more than a formal or temporary alliance. At the same time, befriending a Witchling is a risky proposition at best. To their enemies, the justification for hating Witchlings is incontrovertible — they commune with evil outsiders, they worship the earth rather than a true god, and they live in secret, hatching plots and schemes for the ruin of humanity. As enemies of all that is good, they must be exterminated. And so their many foes pursue the Witchlings with a fanatical intensity — few people are more intensely feared and hated than Witchlings and their friends.

Culture Group: Uropan.

Attitude: For Witchlings, life is a mirror of deeds — those who aid others receive good will in return, and those who hurt others will ultimately be harmed themselves. They try to live their lives with an awareness of the effect of their actions on the world as a whole, often thinking of life as an unseen web that ties all causes and effects, from the phases of the moon to the least doings of humans and other creatures.

WITCHLING CULTURE BONUSES

Nightchild: +2 to saves against fear; Low-light Vision to 60 feet

Uncanny Senses: Sense Motive +1

Traditional Weapons: Dagger, longbow

History: Witchlings have been practicing their faith since ancient times. The Romans employed them as diviners, and allowed them to foster their cult of nature worship throughout the empire as long as they did not challenge the state religion. After the rise of the Roman Church, they could no longer worship openly because of their dealings with evil outsiders. They were driven underground until forced out of hiding by waves of religious persecutions starting around the year 1400. Many fled to Scotia, where the king, Kieran Scot, was known to be a witch himself.

The enclave of Naumkeag in Northern Crown was founded by Witchlings from France, España, and England who fled across the Atlantic Sea to escape persecution, only to be threatened by the arrival of Puritans a generation later. Currently, they are at war with their neighbors, the Commonwealth, while they seek to forge an alliance with the First Ones by offering them material and magical assistance in their own effort against Uropan settlement.

Relations: Witchlings have a sentence of death upon their heads in The Commonwealth, Nieu Nederlands, Carolingia, and Nueva España. The Republic of Sophia is officially neutral towards them, but does not conduct diplomacy with them for fear of offending its neighbors. In Uropa, only the kingdom of Scotia is friendly to them. First Ones find much to admire about their respect for the earth, but as their new neighbors, the Witchlings have been no less ruinous than other Uropan.

Lands: By and large, Witchlings do not seek to control territory, only to protect themselves. In Northern Crown, the only known Witchling enclave is on the rocky peninsula of Naumkeag, just north of the Commonwealth of New England. A very small coven is rumored to dwell in the Renegado Vale, sheltered by Kelt rebels on the frontiers of Carolingia. In Uropa, the land of Scotia is ruled by Witchlings, and another enclave is said to lie hidden in the Black Forest in the imperial state of Bavaria.

Authority: Each Witchling enclave is organized around a coven of powerful witches, the eldest of whom is called the coven mother. The coven uses its

arcane power to defend the enclave, it trains promising young Witchlings for eventual membership in the coven, and it appoints military captains and other mundane servants to positions of authority within the community.

Law: At the heart of Witchling law is one fundamental proposition: do as you will, but harm none. Witchlings are free to live as they please, as long as they do not threaten the safety, freedom, or property of others. When Witchlings break this law, they must present themselves before the coven to receive judgment. No trial is needed, for the coven's magical abilities allow them to quickly read the hearts and minds of those who stand before them. Punishment usually takes the form of restitution to the victim, if possible, and penance for the criminal, expressed either in word or deed. In extreme cases, a wrongdoer might be transformed into an animal for seven years, or put into an enchanted sleep. Witchlings never kill prisoners, fearing that such an act would bring ill consequences from the unseen web that ties all acts together.

Magic: Within Witchling culture, magic is accepted as a natural practice. Not all Witchlings practice magic, though; there are many soldiers, rakes, scouts, commoners, and others who consider themselves Witchlings, but possess no arcane abilities.

Students of magic in Witchling lands may be wizards, sorcerers, or witches. The latter have the greatest status among their people, for witches gain their arcane spellcasting ability by dominating the will of evil outsiders, and only the strongest can do so without succumbing to evil themselves. Most Witchling enclaves prepare young witches with years of arduous study and mental preparation, but even this is not always sufficient to protect them from corruption. Evil witches are almost invariably outcasts among their own kind, although they occasionally have succeeded in wresting control of Witchling communities for themselves. Those who make pacts with evil outsiders are the most reviled of all, for they have surrendered their will and their humanity.

Religion: The Witchling faith is that of the earth as universal mother, with an emphasis on the responsibili-

ties of humans as earth's children. It differs from the Druid faith of Kelts and Albians in two respects: Witchlings do not seek to draw power from the earth, only to revere and guard it; and they do not see any division between the natural world and the world of human society, since both are ultimately derived from the life force of the earth.

There is no organized priesthood among Witchlings; all members of an enclave participate in simple observances of natural events, including the full moon, the new moon, the solstices, and the equinoxes. Despite the suspicions of other peoples, only evil witches are said to worship the outsiders who grant them their magical powers, which makes them foolish and contemptible in the eyes of good Witchlings everywhere.

Arts: In Witchling lands, the weaving of cloth is an honorable activity, because it symbolizes the connections between all members of the Witchling culture. The art of weaving and embroidery is highly refined in many Witchling strongholds. Silversmithing is also symbolically important, as silver is the moon's metal; the Witchlings produce fine silver jewelry and silverware for their own use.

Food: Witchlings eat no more than they need to; they are not fond of feasting. Their fare tends to be simple, consisting of bread, berries, fruits, and cider, with little meat or fish.

Language: Witchlings speak the language of their homeland as an automatic language, whether English, Français, Keltic, or Espaniard.

Names: Witchlings come from many lands, and bring their naming traditions with them. Children born to Witchling parents are sometimes given names suggestive of the power of the night or of the earth.

Male: Ash, Alder, Auberon, Blackthorn, Corbin, Grey, Hawthorn, Oakley, Silver, Star.

Female: Argent, Belladonna, Cat, Diana, Luna, Pearl, Ravenna, Shade, Tenebra, Thorne, Titania, Umbriel, Willow.

Appearance: When traveling outside their strongholds, Witchlings wear no identifying costume other than favoring black clothing with black lace. In Witchling lands, they wear black exclusively. Men don black doublets or padded jackets of black leather, embroidered with silver thread and sewn with mother-of-pearl, bone, and ivory. Women wear similarly embroidered dresses of black silk with full skirts, and capes clasped at the neck with a silver pin. Their jewelry is never made of gold — the sun's metal

— but only silver, pearl, crystal, and moonstone, to symbolize the night.

Adventurers: Witchlings venture into hostile lands to rescue captives or to spy upon or attack their enemies. Because of the risks involved, they do not travel in unfriendly lands casually.

APPROPRIATE CLASSES

The following classes are common among Witchlings.

AGENT

Social Rank 2d6+4

Like other Witchling PCs, agents are often multiclass sorcerers or witches. A Witchling agent can either work outside the system as a spy for one of the many dissident factions that typically breed in a Witchling stronghold, or within as 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 Witchling enclave, agents often become masters of disguise, and are particularly adept at staying hidden. Witchling Low-light Vision gives them an edge in foreign territory, but is obviously not as useful in Witchling lands, where nearly everyone has the same advantage.

Cover of Darkness: Witchling agents gain a +1 bonus to Initiative checks and skill checks for skills with Dexterity as the key ability, in conditions of darkness or shadowy illumination.

BARD

Social Rank 3d6+3

As do 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 these bards something of their gift for human intuition and the reading of hearts.

Instill Fear: Instead of generating benefits for their allies, Witchling bards can choose to use their *inspire courage* ability to give enemies who hear them a -1 morale penalty on saves against charm and fear effects, and a -1 morale penalty on attack and weapon damage rolls. This effect lasts while enemies hear the song and for 5 rounds subsequently. The level of the

penalty increases to -2 at 8th level, -3 at 14th level, and -4 at 20th level.

RAIDER

Social Rank 1d20+3

From the highlands of Scotia and the forests of Northern Crown 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 clans 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 raiders and witches; children of such unions are usually raised as witches or raiders, depending on their aptitude.

Witchling raiders wear their native costume, usually with the addition of a black feather to their headgear that indicates their allegiance.

Stealthy: Witchling raiders receive Stealthy as a free feat at 1st level.

SCOUT

Social Rank 2d6

Witchling scouts are almost always multiclass witch/scouts or sorcerer/scouts. 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.

Night Creature Empathy: Witchling scouts gain a +4 bonus to Wild Empathy checks against animals with Low-light Vision or Darkvision.

Night Tracker: Witchling scouts ignore penalties for poor visibility when making Survival checks to find or follow tracks.

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, these magic users 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. Exceptions exist though, especially for multiclass sorcerer/witches, whose rel-

atively high charisma and wisdom makes them natural coven leaders.

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. They sometimes consort with rakes to work for their own profit rather than for the good of the coven, however.

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.

Power of Night and Fear: When casting spells with the Darkness or Fear descriptor, Witchling sorcerers add one level to their class level for the purpose of determining level-based spell effects.

WITCH

Social Rank 2d6+10

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 that mobilizes to defend an enclave or punish the transgressions of a neighbor. 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 class later in this book.

Coven Prestige: Witchling witches receive a +2 bonus to skill checks with Charisma as the key ability when interacting with other Witchlings.

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 outsiders, which seems an easy out to them.

Dark Arts: When casting spells from the schools of Abjuration or Necromancy, Witchling wizards add one level to their class level for purposes of determining level-based spell effects.

CHAPTER THREE

THE UROPANS

As the letter burns in the fireplace grate, its contents come to life as a vivid play in my mind's eye. The curtain opens upon Lady Annalisa X, provost of the Vandalian College of War, as she alights from her aerostatic ship in a meadow near a dig site in the Ohio Vale. The guards — filthy freebooters from every war-ravaged corner of Uropa — hold the tethers and secure the vessel, as Annalisa's clockwork servant begins to unload her scientific apparatus, neatly packed in a nested Cathay box. A cadre of workers, drawn from the ranks of the rafters who ply this stretch of the Ohio, carry wicker baskets of earth from the excavation to the riverside, where they sift through the dirt for Moundraiser artifacts, under the watchful eye of a Vandalian hussar.

Annalisa retires to her tent and compares the eidetic plate she has just taken from the vantage of the ship to one taken upon her last visit, one week earlier. Her finger traces the serpentine outline of the mound, and pauses upon a scar cut through the ancient earthwork by the labor of her diggers. Too small, too shallow. Lazy villeins, she thinks. The dig is proceeding too slowly, they are dragging their feet. It's the ridiculous fireside tales and ghost stories centered around these mounds that are making them too careful.

A commotion stirs outside the tent. Shawnee raiders perhaps, trying to stop the dig — more superstitious nonsense. She puts a silver whistle to her lips to sound the alarm, then pauses, looking over at the freshest part of the dig. There the unmistakable outline of a royal Moundraiser tomb rises out of the earth, clawed out of the surrounding soil by the few rafters bold enough to touch the thing. She barks an order to the clockwork servant to fetch her sympathetic ear — the other ear is in the keeping of her master, Lord Asaph Burr, self-styled Emperor of Vandalia.

"My lord?" she whispers into the bronze ear, just a trace of excitement in her voice.

"You've found it, then," comes the reply, as clear as if he stood there beside her. "Proceed."

This chapter, which is designed as a mini-sourcebook for players and GMs, contains information about the Uropans. Their arrival on the shores of Northern Crown has brought catastrophic changes to the political and physical landscape of the continent. In addition to guns, horses, and deadly diseases, the Uropans have brought with them the legacy of their own culture, including a unique system of social ranks, customs, and values, and long-standing traditions related to warfare, leisure, medicine, magic, and religion.

SOCIAL RANK

Uropan society is divided into courtly and common ranks, with several classes within these two major distinctions. All Uropans are expected to know their place in this social order, and to dress, eat, speak, and behave appropriately. It is not unusual for people of ambition to advance within the social order, but they have to observe the rules of social interaction, or such advancements will be short-lived. In *New World Adventures*,

these distinctions between characters are represented by a new concept — social rank, abbreviated SocR, is determined by a die roll at 1st level for player characters (see the previous chapter for initial social ranks for characters within each culture).

UROPAN SOCIAL CLASSES

COURTLY SOCIAL CLASSES

Class	Social Rank
Royal	41+
Noble	26–40
Knight	21–25
Gentry	16–20

COMMON SOCIAL CLASSES

Class	Social Rank
Burgess	11–15
Tradesman	7–10
Yeoman	4–6
Laborer	1–3
Marginal	0

COURTLY CLASSES

The courtly classes of Uropan society, from the royal family of the monarch to the relatively modest gentry, all share one thing that commoners lack — a title, which they can pass in some form to their heirs.

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. The oldest child of a monarch inherits the title; younger children are usually considered royal princes or princesses, whose own children will join the upper ranks of the nobility. 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. Being a member of this class is a mixed blessing.

As a royal, you live in one of several palaces or great castles. 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. Carolingia is the only Uropan culture to have its royal class residing in Northern Crown, at the capital of Charles Town. The royal courts of the Albians, Espaniards, and Français remain in Uropa, an ocean away. Royals from these cultures come to Northern Crown rarely, being wary of leaving the throne vacant.

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. A noble title is usually territorial, meaning that it is associated with a particular area of the kingdom, whose size and value is relative to the prestige of the title. A noble's title passes to the eldest child, while younger children become part of the gentry once they achieve their maturity.

As a noble, you live on a great estate; this is 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.

In Northern Crown, Uropan nobles can be found as administrators and military leaders in Nueva España, as members of Charles' court in Carolingia, as entrepreneurs or landowners in Nouvelle France, as clan leaders of Kelt renegado settlements in the mountains, or as adventurers of Albion nearly anywhere.

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 the title on the battlefield by doing something of great honor for the monarch.

As a knight, you will live in a knightly hall. Your duties will include serving at court when summoned, and defending the nation as a soldier in times of war. Most knights in Northern Crown have come to serve as administrators, military leaders, or explorers, leaving their native lands behind in order to seek fame and fortune overseas.

GENTRY

The gentry are 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 the commoners, but with an aura of pomp and grandeur, however slight or faded.

As a gentleman or lady, you will maintain a small country 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. The society of rural Carolingia, Nieu Nederlands, and the Commonwealth of New England is centered on the estates of the gentry, bound together by an interest in agricultural production, maintenance of the traditions of hunting, riding, and social gatherings, and in the preservation of family wealth and honor.

COMMON CLASSES

Members of the common classes, although lacking titles, can still accumulate considerable wealth and power, though honest or dishonest means.

BURGESS

Burgesses represent the wealthiest members 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 townhouse, perhaps occupying a small city block. Your income comes from practicing a profession — most commonly as a merchant, but possibly as a lawyer, physician, or other professional occupation.

TRADESMAN

Tradesmen form the backbone of the skilled crafts, formally organized into powerful guilds, but now losing power to the burgesses. As skilled

UROPAN ROYAL & NOBLE TITLES

	MALE	FEMALE	LAND HOLDING
ROYAL	King Royal Prince	Queen Royal Princess	Kingdom Principality
NOBLE	Duke Marquis Earl or Count Viscount Baron	Duchess Marchioness Countess Viscountess Baroness	Duchy March County County Barony
KNIGHTLY	Knight Banneret Knight Bachelor	Grand Dame Dame	Manor Manor
GENTRY	Squire	Lady	Estate

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. In Northern Crown, the yeomanry prospers on the frontiers of Uropan settlement, far from powerful lords and central authorities. They are often called settlers, homesteaders, or pioneers.

As a yeoman, you live in a well-kept farm near the land that your family tills. 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 employer'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, or maybe even a criminal. Your home is the street, and you rely on charity and your own wits to scrape by. Or you may be an escaped captive laborer or prisoner, wanted by the law, your former social rank stripped away by those who imprisoned you.

SOCIAL RANK IN GAME PLAY

All Uropan PCs start with a Social Rank derived from a die roll determined by their character class within their culture. This initial rank determines how they are expected to behave and be treated by others.

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 Uropan culture:

- It is considered impertinent to address members of a non-adjacent higher rank without being spoken to first; for example, a tradesman cannot address a member of the gentry.
- It is considered indecent to associate with members of a non-adjacent lower social class; for example, a nobleman associating with members of the mere gentry. The exception is if the person of lower rank is clearly a servant or employee.

COURTESY

The coinage of Uropan 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 people 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 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.

SOCIAL ADVANCEMENT

Central to the role of social rank is the idea that PCs can climb in rank as they advance in experience. In the new age, 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 PCs gain a class level, add +1 their SocR.
- A PC of common class cannot rise above burgess (SocR 15) unless given a knighthood or other title.
- PCs of courtly class cannot rise above the highest SocR of their initial social class unless knighted or given a title. For example, a knight can't rise above SocR 25 unless elevated to the nobility. To be elevated above one's initial courtly class happens in one of two ways: either as a reward from the monarch for some great service to the state, or by purchasing a vacant title. The selling of titles is a common practice in this era, as it is a means of raising quick money for the royal treasury, despite warnings that this practice devalues the prestige of the court by packing it with over-moneyed social climbers of low birth.
- Purchase of a title costs a minimum of 50,000 gp for a knightly title, and 100,000 gp for a noble one. Once purchased, it raises the SocR of the PC to the lowest level possible for the next highest class: SocR 21 for knights, SocR 26 for nobles. Royal titles cannot be purchased under any circumstances.

IDEALS

Part of the GM's job 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 differences in the values upheld by individual Uropan cultures, certain character traits are nearly universally admired, and others reviled. This section gives a summary about the ideals upheld by many Uropan as the most admirable.

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:

VOUCHSAFE

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.

CREDIT

Credit is the practice of treating others as their station deserves. 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 also your own honor in the eyes of your peers and your betters.

MERCIE

Mercie is the quality of not exacting revenge upon a defeated enemy, even if he has caused you great harm. Honorable characters always accept the surrender of an enemy — or even better, give their enemy a chance to recover and continue the fight on even ground. To gratuitously injure or mistreat someone who is in your power shows a definite lack of sangfroid (see below); it is a sign of weakness.

COURAGE

Courage is physical bravery — a lack of visible concern for pain, discomfort, and death. Such situations are seen as a chance to show good humor (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 was discovered.

GOOD HUMOR

All Uropan are expected to be in good humor, meaning that they refrain from public displays of anger, frustration, and disappointment. To demonstrate ill humor in the company of your associates is embarrassing for them, because it calls their own character into question. A character who remains cheerful, or 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 this chapter, is the display of proper manners to one's peers, betters, and servants — the medium through which credit is given and received. It involves an exchange of gestures and words that reinforce and acknowledge your rank in relation to another 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 depends on your rank, to ignore a discourteous act is to admit that you are unworthy of your place in the social order, with possibly disastrous consequences.

IDEALS IN THE CAMPAIGN

Uropan characters who demonstrate exceptional examples of honor, sangfroid, good humor, and courtesy should earn experience point awards, especially if their behavior puts them at a tactical 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 ad hoc awards of at least 50 to 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 is a price to pay. Characters who are consistently traitorous, dishonorable, rash, ill-humored, or base 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 social class until exceptional measures are taken to restore their reputation.

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. Your religion may indeed preach against these, but such things are a matter of individual con-

science 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 an age where nearly everyone carries a sword or knife to defend honor, faith, friends, and property. Your own conscience might prevent you from using violence, but there is no universal condemnation against it. It all depends upon whether you were honorably fighting a well-matched foe, or dishonorably bullying a weaker victim.

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 the object your romantic interest.

EVIL & CHAOTIC THE SEXES UROPANS

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 are 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 is 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 Uropan civilization and its benefits.

In Northern Crown, ordinary Uropans tend to accept or be forced into the traditional roles expected of members of their gender. In a given company of NPC soldiers, for example, the majority will be men, just as most NPC First Ones households will be headed by women. It takes extraordinary people 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 player controlling their actions, they can take any role they like, whether as a woman soldier or a male witch. History is full of these exceptional people (see *Women Adventurers*, below). In the heroic world of a *New World Adventures* 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 to this, notably in Uropan 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 GM 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.



DAILY LIFE

The following section contains information about daily life in Uropan lands, including medical care, travel and leisure, games and sports, and servants and retainers.

MEDICINE

If a Uropan character in need of medical care asks for a doctor, he 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 your character is sick, he goes 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 unappealing treatment. This 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 anesthetic. They also relieve you of excess blood, either 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. A scarificator is also helpful for self-bloodletting by the squeamish.

TREATING DISEASE

A disease must be correctly diagnosed before treatment, which requires a Heal 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 GM. Physicians usually treat diseases free of charge, since they are nearly always of courtly rank and consider taking money for services to be demeaning. Unfortunately, they seldom stray very far from the safety of the university or royal court; characters who fall ill in the wilderness are on their own.

HEALING DAMAGE

Most wounded characters will go to a surgeon to recover hit points. A successful treatment heals the standard amount of damage described under d20 System rules for characters receiving long-term care, providing the injured character follows a course of bed rest. Surgeons charge 1 gp per treatment, plus 1 gp for every rank of Heal skill above five ranks (good surgeons are expensive).

TRAVEL AND LEISURE

Travel and leisure are enjoyed by both nobility and commoners, to varying degrees. These are described below.

TAVERNS, ALE HOUSES, INNS, & COFFEEHOUSES

In Uropan lands, public eating and drinking establishments take several forms:

THE TAVERN OR ORDINARY

A tavern or ordinary is a roadside service area catering to travelers, offering food, drink, and short-term lodgings. Taverns 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 rakes, swindlers, pickpockets, and other villains, 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

An ale-house offers no lodgings, except perhaps a communal room for sleeping off hangovers. Their business is offering drinks to the local clientele. In poor neighborhoods, ale-houses will be dark and dismal hovels, dangerous and disreputable for courtly characters to visit. In wealthier quarters of the city, ale-houses are cheery, well-lit places known as tippling houses.

es. They often serve as impromptu offices for merchants and traders. 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 OR BOARDING HOUSE

Inns and boarding houses offer 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, laundresses, 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 they can have their meals cooked, their clothes washed, and so on, all for a nominal fee.

THE COFFEEHOUSE

The coffeehouse is a recent innovation, following the introduction of this stimulating beverage from the Near East. It is the favored gathering place for natural philosophers, bards, freethinkers, and artists of all kinds. These establishments function as a marketplace of ideas and news from around the known world; printed broadsheets containing news, rumors, ballads, satire, and advertisements are posted on the walls. Private rooms are available for meetings of fraternal societies, friends, and business associates. The atmosphere of coffeehouses tends to be more convivial and intellectual than that of ale-houses, although caffeine-fueled debates can become quite rancorous at times.

GAMES AND SPORTS

Uropan enjoy a variety of games and sports, especially those that involve gambling or riding. The Roman Church and their Dissenter enemies both frown upon games and sports as wasteful and distracting, yet the following pastimes remain popular among all Uropan cultures:

DRAUGHTS

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

HAZARD

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

HUNTING

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 animals; their prey is then dispatched with spears (not with guns, which are considered unsporting).

NINEPINS

Ninepins is played with a ball and nine bowling pins. The object of the game is to bowl exactly 31 pins without going over. This is a popular tavern game among the common classes.

TABLES

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.

TENNIS

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 sword point. Wagering, both by the players and the spectators, is an integral feature of the game.

RETAINERS AND SERVANTS

Uropan culture features a system of retainers and servants who serve a master of higher social rank. Retainers do so out of loyalty, while servants do it in exchange for room, board, and pay. It is not unusual for even 1st-level Uropan characters to have one or more NPC servants, while retainers can only be acquired as followers of a character with the Leadership feat.

In play, the actions of NPC retainers and servants are generally con-

trolled 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 retainers or servants to do something, the player can assume they will. The GM only steps in when there is a reason for the NPCs to do otherwise—perhaps they don't know how to carry out their master's orders, they have been bribed, or they are too scared to comply. That having been said, players and GMs 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 players from roleplaying their own characters. A name, a brief description, and a few lines about the NPC's personality are usually sufficient.

RETAINERS

In a *New World Adventures* campaign, followers of a character with a Leadership feat are generally called retainers. They are your most loyal 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 social class below your own—a knight's retainers, for example, will all be knights of lower rank or from the gentry. Retainers can be younger siblings, poorer relations,

SERVANTS

Servant	Pay	Class*	— Master's Social Rank —					
			7–10	11–15	16–20	21–25	26–40	41+
Actor/Musician	10 gp	Exp 1	—	—	—	—	1	6
Astrologer	50 gp	Exp 3	—	—	—	—	—	1
Butler	15 gp	Exp 1	—	1	1	1	1	1
Chaplain	20 gp	Adpt 2	—	—	—	1	1	1
Cook	15 gp	Exp 2	—	1	1	1	2	3
Footman	8 gp	Com 1	—	1	1	2	4	12
Gardener	14 gp	Exp 2	—	—	—	1	1	1
Groom	7 gp	Com 1	—	—	1	2	4	6
Harbinger	30 gp	Exp 2	—	—	—	—	1	1
Housemaid	6 gp	Com 1	—	1	1	2	4	8
Lackey	5 gp	Com 1	1	1	1	2	4	8
Laundress	6 gp	Com 1	—	—	1	1	1	1
Magus	50 gp	Adpt 3	—	—	—	—	—	1
Nurse	6 gp	Com 1	—	—	1	**	**	**
Physician	50 gp	Exp 3	—	—	—	—	—	1
Steward	60 gp	Exp 3	—	—	—	1	1	1
Waiter	10 gp	Com 1	—	—	—	1	2	4
Watchman	12 gp	War 1	—	—	1	1	2	4
Total Number of Servants:			1	5	10	16	29	60
Total Pay/Quarter (gp):			5	49	80	204	333	714

* This column gives the NPC class and minimum character level of this servant type.

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

drinking pals, old schoolyard chums, or family friends. They are not your servants, 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.

Retainers offer 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.

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, help pay your expenses, and protect you from enemies. PCs who agree to become a retainer must wear the NPC's livery and be available to assist and protect the NPC at a moment's notice. A GM 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

Uropan PCs who can afford it may have one or more servants. Servants are ordinarily played as NPCs who follow the orders of the PC who employs them. They are usually 1st-level com-

moners, although highly skilled servants can be expert class. They are not counted among a PC's followers, but might eventually become followers, or even cohorts, like Don Quixote's long-suffering Sancho Panza or D'Artagnan's hapless dogsbody Planchet. Most of the time, however, servants are practically invisible unless called for by the PC; a good servant strives to be unobtrusive, but responsive to his employer's needs.

Servants get paid for their services, and they may leave if they aren't treated well. They are not followers. Their duties do not include leaping in front of flying bullets to save you, nor defending your honor with their swords. As their employer, you are expected to let them do their job without being either inappropriately chummy or abusive (see Credit under the Ideals section of this chapter). Masters who discredit their servants will soon find that no one is willing to work for them. Most servants are just as eager to climb the social ladder as you are; they're just starting on a lower rung, and looking for someone who can give them opportunities. A potscrubber might hope to become a butler; a scullery maid might dream of being handmaiden 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 silver piece is customary in payment for some small service. Such a tip is called a vail. A *douceur*, also a silver piece 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. A breach of conduct or failure to perform their job results in a small fine of 5 to 10 cp, exacted by you. 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.

Characters who do not maintain a minimum staff of servants appropriate to their class will be shunned by their social peers, distrusted by their social inferiors, and ignored by their social betters. Such characters' effective Social Rank will drop to the highest level of the next highest social class, until a minimum household staff is hired. The table on the opposite page shows the minimum number of each type of servant a character must employ to maintain a given social class. 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 TYPES

Here are the duties of different servant types from the Servants table:

ACTORS/MUSICIANS

These servants 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 to 12.

ASTROLOGERS

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

Your butler is in charge of the household wine supplies.

THE CHAPLAIN

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



FOOTMEN

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

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

GROOMS

Grooms take care of your horses and stables.

THE HARBINGER

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

HOUSEMAIDS

Housemaids are responsible for general housecleaning duties, from scrubbing pots to sweeping out the fireplaces.

LACKEYS

Also called valets, lackeys 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

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

THE NURSE

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

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

THE STEWARD

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

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

THE WATCHMAN

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).

CRIMES & EVILS

Many Uropanans participate in or profit from the criminal practices of slavery, persecution, and genocide. Player characters must reckon with these evils, for they are found nearly everywhere in the Uropan-occupied areas of the New World, and touch every aspect of Uropan life.

Like other violent crimes against innocent people, these practices are perpetrated exclusively by characters of evil alignment. Any character who sells a human being, or purchases human beings without immediately freeing him, has committed an evil act. Any character who harms another character because of his religious or ethnic background has committed an evil act. GMs who allow evil player characters should think carefully about the implications of doing so in a *New World Adventures* campaign, which has stronger resonances with our own historical past than a typical fantasy campaign does. It is highly recommended that GMs adopt the policy that player characters who commit these evil acts immediately become NPCs under the GM's control.

FORCED LABOR

Foremost among the evil common in the New World is that of forced labor, whether it be as slavery or indentured servitude.

SLAVERY

For centuries, Uropan nations have participated in the capture and forced labor of other humans, including religious and ethnic minorities, prisoners of war, and their own kinfolk. The extension of this practice to the continent of Nyambe-tanda occurred very quickly after Uropan contact with Nyambans, and continues to the present day, despite the efforts of many Nyambans and a few Uropanans to com-

bat it. The Carolingians, Français, and Nederlanders are the principal participants in the transport of Nyambans to Northern Crown, but plantations, mines, and private individuals in all Uropan-occupied lands employ them, augmented by the labor of political dissidents, condemned criminals, and prisoners of war. Their motive is pure greed, for captives are seen as a cheaper source of labor than free workers.

No Uropan nation has formally advanced a position against the use of forced labor. Captive laborers have no legal rights and no protections against abuse. They are considered under Uropan law to be the property of those who keep them imprisoned. Many risk torture or death to escape to freedom, fleeing either to the relative anonymity of the city or to the growing free Cimarron communities that have arisen in the swamps, mountains, and forests of the continent.

INDENTURED SERVITUDE

Many Uropan commoners seeking a better life pay for passage across the sea by agreeing to work for a master for a period of up to seven years. Ostensibly, such a contract is an agreement to work off the cost of their passage, food, and clothing, and to receive training in a useful craft. But once in Northern Crown, indentured servants often find themselves overworked and ill treated, with few legal protections. By law, indentured servants are supposed to be supplied with a small land grant on the frontier at the end of their service. But in practice, they are often simply turned out by their master with no money or resources, or even kept on against their will indefinitely.

RELIGIOUS & ETHNIC PERSECUTION

Religious and ethnic minorities have long been the targets of persecution by authorities in Uropa. Religious authorities often frame these persecutions as the righteous struggle of the forces of law and goodness against heretics and witches. Civil authorities exploit the practice to seize property and keep the populace distracted from the enormous civil abuses committed by the state. Individuals may point

accusing fingers simply to settle old scores with their neighbors.

Although Northern Crown offers the hope of a safe haven for minority faiths and peoples, the old suspicions, prejudices, and conflicts have followed them across the Atlantic Sea, threatening to kindle anew the wars of religion that have torn Uropa apart for the past century. The Puritans of the Commonwealth of New England hunt for witches in their midst, with few standards of evidence and little concern for the accused. Carolingians distrust nations where the Roman Church forms the majority, while Nouvelle France and Nueva España are committed to fighting the Dissenter cause. The Republic of Sophia offers a flame of hope that victims of persecution may find freedom there, but there is still much work to be done by the heroes of a *New World Adventures* campaign to ensure that the future of the continent is better than the past.

GENOCIDE

All Uropan-occupied lands in Northern Crown have been taken at the expense of the First Ones; they were seized by violent conquest aided by the spread of Uropan diseases, and secured by sheer force of numbers. Entire cultures have been destroyed since first contact, while others have been decimated or forced to move west. Religious and secular leaders have conspired in these events, eager for profit and prestige. Although the rate of expansion has slowed, the Uropan hunger for new territory has not been sated. Opposing them are the First Ones nations who dwell beyond the natural barrier of the Appalachian Mountains, who have formed alliances and confederacies against the invaders.

THE ARCANES

Uropa is a place rich in forms of arcane magic, from the scholarly pursuit of wizardry to the whispered rites of witchcraft. In ancient times, magic was widely accepted, if often feared or misunderstood. But in the current age, some forms of magic are outlawed for religious reasons, while others are highly regulated by academic institutions.

Rumors, legends, and whisperings about the doings of magicians, sorcerers, necromancers, and witches are often heard in Uropan 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; *sorcery*, which is the use of inherited arcane power owing to the possession of an infernal bloodline; *necromancy*, which involves communicating with dead souls and creating and commanding the undead; and *witchcraft*, which involves control of or alliance 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 bards and wizards. Among educated people, there is a longstanding debate about whether magic is different than science, or merely a separate science in itself. 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. Wizards are considered a little odd and perhaps a bit disreputable, 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. The question of whether the arcane power of natural magic comes ultimately from a divine source is a matter of debate among theologians in Uropa, with no consensus having been reached.

SORCERY

Sorcerers are said to be the legacy of interbreeding between humans and evil outsiders. Sorcerers are shunned by most of their neighbors, due to the taint of infernal ancestry. Both the Roman Church and the various Dissenter faiths actively hunt down sorcerers, seeking to extinguish all infernal bloodlines from the human race, whether their powers are used for good, evil, or not at all.

The use of certain arcane spells to summon evil outsiders is also considered

sorcery, even though it can be done by wizards using a forbidden sorcerous black book (see Minor Artifacts in the Magic Items chapter of the *Northern Crown: Gazetteer* for more information). Such wizards are known as diabolists — their ranks have included many famous magicians of history and lore.

NECROMANCY

Also called goetic magic, necromancy holds not only fear but also fascination for most people, due to an 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.

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

WITCHCRAFT

Witchcraft is the practice of wresting arcane power from infernal beings by sheer will; this brings with it the constant danger of becoming corrupted by the very forces you are trying to control. Said to predate the other arcane forms known to Uropans, it is the one form of magic that is nearly universally feared and reviled, except among Witchlings. 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.

ARCANES & CHARACTERS

So, how do classes that use arcane magic fit into this schematic?

BARDS

Bards, although they share a sorcerer's ability to cast arcane spells without the use of books or scrolls, are considered

practitioners of magic. They may be accused of sorcery if they cast a *summon monster* spell of any level to summon an evil monster, as all evil monsters summoned by magic are believed to come from the infernal regions.

SORCERERS

Sorcerer-class characters are automatically considered to be practitioners of sorcery. As mentioned above, this is a capital crime in most Uropan lands because an infernal bloodline is thought to be the source of a sorcerer's power. Sorcerers who cast spells of the necromancy school are doubly damned by the authorities, being considered both sorcerers and necromancers.

WITCHES

Witch-class characters are automatically considered to be practitioners of witchcraft, whether they gain their powers in a battle of will with their imp, or have become corrupted and willingly serve the cause of evil.

WIZARDS

In Uropan lands, wizards characters are considered magicians — users of magic — unless they cast one or more spells from a black book (see Sorcery, above), or employ the spells of necromancy.

RELIGION

Characters with a Uropan identity can belong to one of several faiths. Describing these faiths in detail is not within the scope of this sourcebook, but the following entries give an indication of their popularity within particular cultures, and the degree of tolerance they enjoy from followers of other faiths.

OLD WAYS

The Old Ways represent the collection of ancient pagan practices and folk beliefs professed by Kelts and other folk who have regular dealings with fey beings. This faith was once the dominant system of belief throughout Uropa, before the coming of successive waves

of polytheism and monotheism from the Near East. Central to the Old Ways is the belief in magic as a natural force, rather than as a supernatural evil, and a reverence for the natural world and the fey who are its emissaries and protectors. The beliefs of the Old Ways survive among nearly all Uropan in the form of superstitions about elves, fairies, and goblins.

The druids of Kelt lands form the organized priesthood of the Old Ways. They preside at gatherings to observe key moments in the passing of each year — chiefly the summer and winter solstices (Midsummer and Yule), and the spring and autumn equinoxes (May Day and Samhain). Rites are usually performed at natural sites in the open air, sometimes marked by a circle of standing stones that is said to channel and strengthen the living earth. These places of power are connected by an invisible network of ley lines, which bind the land in a sustaining web of power, not unlike the *medawaywin* of the First Ones faith. Between the cross-quarter days, as the ritual gatherings are called, the druids labor to protect the natural world from harm by thoughtless humans and unnatural monsters. This labor, called the Greening, is of particular significance in Albion, where the druids have only recently returned after a long absence. They also mediate between humans and fey, ensuring that the fey are given proper respect in exchange for good luck, health, and bountiful harvests.

The Witchlings of Uropa also follow the Old Ways, although they do not acknowledge the authority of the druids, and have few dealings with the fey. The emphasis of their faith is an active defense of all living beings from evil, by means of wresting power from evil outsiders and turning it to a good cause.

JUDAISM

Jewish minorities exist within several Uropan identities, most notably among Espaniards. They survive within a general climate of intolerance and persecution by both religious and secular forces. Like many other Uropan minorities, they look to the New World as a place of freedom to live and worship in peace. Synagogues — places of study and prayer — have been recently established in rough-and-tumble Nieu Amsterdam and in the Republic of Sophia, which allows free worship.

ROMAN CHURCH

The Roman Church has dominated Uropan religious life for over a thousand years. Once headed by a single pope, the Church has been administered by a Magisterium of high-ranking clerics since the Council of Constance in 1418 failed to resolve the Great Schism between rival claimants to the papacy in Avignon and Rome. The Church has faced a great challenge from Dissenter movements since the early 1500s, but remains strong in Français and Espaniard lands, despite the conversion of many northern Uropan to Dissenter faiths. Currently, the Roman Church is the official state religion of the empire of Felipe of España, and he is its foremost defender against both the Ottomans of the east and Dissenter groups like the Nederlanders. Aiding him are several orders of holy knights, including the Knights of Malta, who form the vanguard of his defenses against the east.

The Church and its allies currently pursue a policy of Counter-Dissent, whose foremost agents are the members of the Ignatian Order — clerics who are experts in theology, reason, science, and oratory. Next to the Ignatians, the two most prominent orders of the Church are the Friar Preachers, who travel the world to spread the word of their faith and offer salvation; and the Poor Brothers, who dedicate their lives to helping ease the suffering of all living things with prayer and healing.

In Northern Crown, the center of the Roman Church is at Havana on the island of Cuba, an Espaniard possession. The Archbishop of Havana is the highest-ranking cleric there; both the Friar Preachers and the Poor Brothers have large convents in the city as well. In the north, the Ignatians have a particularly strong presence, spreading out into First Ones lands from their headquarters in the Français royal city of Québec. Neither Dissenter-led Nieu Amsterdam nor the Puritan Commonwealth tolerates the presence of Roman Church members. Roman priests are subject to arrest if found in either of these lands. In Carolingia, the Roman faith is privately encouraged by the king and his brother, although the majority of the common folk remain Anglic.

ANGLIC CHURCH

The Anglic Church developed from Henry VIII's split with the Roman Church over his several marriages. It shares many aspects with the Roman faith, including a clergy of bishops and archbishops, but places the monarch rather than the pope at head of the church. Since Gloriana's return to the throne of Albion, the exiled Stuart king, Charles II of Carolingia, is generally acknowledged to be the head of the church, despite his personal Catholic sympathies. The highest-ranking Carolingian cleric is the Archbishop of Charles Town. Many Anglics remain in Albion, where they practice without persecution as a sizable minority. These Albion Anglics acknowledge the Archbishop of Canterbury, rather than King Charles, as their spiritual leader.

DISSENTERS

Many forms of Dissenter faith are found among Nederlanders and Français, with smaller pockets in other lands. They have arisen from dissatisfaction with the policies and structure

of the Roman Church, and this split has resulted in a century of war between the two sides that has devastated much of Uropa.

At the core of Dissenter faith is the idea of justification by faith: that people are redeemed by faith alone, rather than any good works they may do in life. Other common tenets of Dissenter groups include the practice of private study of holy texts, and the absence of priests, monks, and other full-time church officials. Within the general Dissenter movement are many smaller groups with differing practices and beliefs. The Puritans, described below, are among the more conservative.

PURITANS

Puritans include several Dissenter sects who believe in the complete absence of a clerical hierarchy, in favor of a direct relationship between worshipper and deity through silent prayer and extensive study of the scriptures. Some Puritan sects are separatists, wishing to isolate themselves from a sinful world, while others are militant, hoping to export their faith to new lands. In Northern Crown, militant Puritans are the majority in the

Commonwealth, but also have a presence among Nederlanders.

Puritans believe in strict adherence to a moral code governing nearly all aspects of daily life. They often speaking out against drinking, gambling, and other forms of amusement. Many Puritan sects have restrictive laws concerning speech, costume, and conduct; violations are punished by a monetary fine, or by the public humiliation of the stocks. Church attendance and a proscription against labor on the Sabbath are strictly enforced. The militant sects, especially, believe in evil as an active force in everyday life that appears in many forms to tempt or mislead the faithful; but the force of good is also quite real, revealing itself in miraculous signs and wonders that can appear at any time to strengthen one's belief and drive away evil.

DEISTS

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

CHAPTER FOUR

THE FIRST ONES

The next morning, with my audience still asleep in the longhouse, I, Okwaho, slip away, taking the gifts left for me in exchange for my tales: a pouch of corn meal, a soapstone pipe, a new pair of shoes, and a good shirt of trade cloth. As a final boon to my hosts, I sing the bickering crows to sleep to keep them out of the corn until the people return to their harvesting. The wolf manito who always walks unseen beside me laughs to see the birds tuck their heads beneath their black wings, their squabbles forgotten.

Beyond the fields, the forest waits, a place of tall pines above a brown carpet of soft needles. I find the trail, an ancient way that is just one thread in a great weaving that binds the People of the Place of Flint to our friends and enemies alike.

Feeling a growing sense of unease, I open my senses to the forest around me. No birds sing. Somewhere ahead, a squirrel scolds an unwelcome presence. The reek of burning matchcord fills the air. Unseen foes with guns have placed themselves upwind. Careless. They will fire when I reach the column of sunlight that pierces the forest gloom to cast a dappled glow upon the path, just ahead. I feel the manito bare its teeth and gather itself for a quick sprint towards the sound of the imminent shot. I calm it with a thought.

They are hungry, desperate souls, veterans of the wars of religion across the sea, who have come here to win gold, only to find themselves killing for a pair of shoes or a warm coat. They hear the savage approaching, see him framed in the light, and fire, spending their precious powder and shot. I fall with a soft thud. Running forward, muskets smoking, they stop at the edge of the sunlight. Stunned silence, then a babble of astonishment and fear. The body is gone. Had they shot a ghost?

I creep past them, mere yards away. The illusion I had quickly woven out of whispered song has served its purpose, to be dismissed before the bandits could touch it. But there is no time for self-congratulation.

"We must talk," says the manito, speaking the will of the Great Mystery in my mind. "The song of the living earth is troubled. From the southwest it calls, a cry for help. You have been chosen to hear this call, and to help the land find its voice again."

We walk south ...

This chapter is the second of two mini-sourcebooks included in this volume. It contains information about the First Ones — the original human inhabitants of Northern Crown — including their social structure, language, warfare, dwellings, clothing, religion, and other aspects of First Ones daily life. No single First Ones culture will share all the features described in this chapter, but many of them do have common traditions. The descriptions of the Cherokee, Mohawk, Ojibwa, and Shawnee in the Cultures chapter have additional information particular to those identities.

SOCIAL RANK

Many First Ones societies are much less stratified than their Uropan counterparts, but nevertheless, several distinctions of class are made within most First Ones groups. The two major class divisions are likely to be between the ruling family and the rest of the population. As in the Uropan social system, there is room for advancement within either the royal or common classes, but to rise above the dividing line between common

and royal is difficult. Fortunately, the divide is placed much higher in the social ladder, so that even commoners can hope to become respected leaders of their people — the rough equivalent of knightly rank in Uropan lands. The following section gives a generic First Ones system of social ranks. The terminology used is taken from several First Ones cultures of the northeast, but the actual names of the ranks, where present, vary greatly by region.

FIRST ONES SOCIAL RANKS

ROYAL CLASSES

Class	SocR
Great Sachem	41+
Sachem	26–40

COMMON CLASSES

Class	SocR
Sagamore	21–25
Sannops	1–20
Marginal	0

ROYAL CLASSES

Those of the royal classes of the First Ones are expected to be leaders of their clans, endowed with wisdom by their royal bloodline.

GREAT SACHEM

Extremely powerful sachems may have one or more lesser sachems under their authority. These great sachems often receive tribute from the lesser sachems in exchange for security and military aid. In other respects, they function as ordinary sachems.

SACHEM

The leader of a particular First Ones community is referred to here as the sachem (SAY-chem). Sachems hold absolute power by virtue of their 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. 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.

The sachem is the chief judicial authority of the people, settling disputes and meting out punishments to criminals. 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.

Contrary to popular Uropan belief, 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 territory.

COMMON CLASSES

Though not of royal blood, those of the common classes of the First Ones still play an important part in their culture, and can become respected members of the clan.

SAGAMORE

Each sachem has a group of advisors, called here sagamores (SAG-ah-mores). The sagamores are valued for their wisdom, courage, and leadership skills. Sagamores attract their own followers based on their personal reputation. Unlike the sachems' hereditary right to rule, sagamores retain their position only so long as their followers are satisfied with their leadership. In war, 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 is the common people of the tribe, known collectively as the sannops (SAN-ops). All sannops have land rights within the tribal area. Only strangers, unadopted captives, or refugees from other sachemdoms are excluded from the sannops.

MARGINAL

People who have been convicted of crimes, or who habitually break the trust of their neighbors, are exiled from the community. They wander from place to place, stealing or begging for food; they are welcome nowhere.

Other marginal individuals include captives or refugees from other nations who have not yet been adopted as members of the community.

SOCIAL RANK IN GAME PLAY

All First Ones PCs start with a social rank determined by the status of their character class within their own culture. This initial rank determines how they are expected to behave and be treated by others within their community.

OBLIGATION

All First Ones PCs have obligations to other characters based on their relative social rank. Characters of higher rank are expected to defend the persons and property of those of lower rank. They are also expected to provide food, clothing, and shelter for lower-ranking neighbors who are suffering from the loss of a head of household or a temporary shortage of food and other resources.

First Ones have an obligation to higher-ranking neighbors to show deference and respect, based on an acknowledgment of the superior wisdom and experience of the old, and of those born into ruling families. They also have an obligation to fight for their superiors, but only if the cause is just.

SOCIAL ADVANCEMENT

In First Ones communities, characters advance in social rank as they gain age and experience. Characters born into common classes, however, cannot rise to the royal class except through marriage.

- Each time First Ones PCs gain a character level, add +1 their SocR.
- When First Ones PCs reach SocR 25, they cannot advance further unless elevated to royal status by marriage to a sachem or to a sachem's sibling or child. Fortunately, the spouses of royal children are often taken from the sagamore class, so that most PCs stuck at SocR 25 can expect to receive an offer of royal marriage within a year or two if they have gained particular fame as adventurers or heroes of their community.

CLANS

First Ones culture includes many clans, the names and number of which vary greatly between individual nations and over time. A clan is composed of individuals who can trace their ancestry, usually through the female line, to a single legendary founder. Each one is named for a totem animal or concept that serves as the symbol of the clan. All members of a particular clan are considered brothers and sisters, so that marriage between members of the same clan is forbidden. Clans often possess mutual honor; if one clan member is insulted or harmed, he or she can rely on the entire clan for support. Within a single culture area — even one as large as the Five Nations Confederacy — travelers can expect a warm welcome from other members of their clan, even if they have never met before; initial reactions for NPCs of the same clan will automatically be improved by one step. In several First Ones cultures, including the Mohawk, a higher level of clan organization has developed, dividing the clans into two groups called moieties (MOY-eh-tees), which function as super-clans. Individuals are required to take marriage partners from members of the opposing moiety.

Sachems, like all First Ones, belong to a clan; it is not unusual for the clan of the local sachem to receive somewhat preferential treatment, compared to the others. Within a settlement, each clan has one or more longhouses, which serve not only as homes, but also as storehouses, meeting places, and hostels for traveling clan members.

Most First Ones clans are matrilineal (the Shawnee are an important exception). That means that when a marriage is arranged between clans, it is the groom who loses his native clan and comes to live with his wife's clan. Women do not change clan identity in this system, because it is through their line that the sacred heritage of a clan is maintained.

The division of the First Ones into animal clans in Northern Crown is not merely symbolic; when humans first appeared in Northern Crown, in the Uncounted Time, they were only one of many animal nations, most prominent of which were the Bears, Wolves, and Turtles. These three nations were the chief animal enemies of the icy wendigo — the evil giants of the far north — and when the First Ones appeared, the animal nations taught the newcomers how to find food and shelter, and how to defend themselves against the giants. Each animal nation adopted a different family of humans to teach and protect.



In this long-ago time, humans and animals could marry and produce children, and their descendants still carry the clan name and occasionally the powers of their animal ancestor.

A First Ones PC can purchase an animal ancestry as a feat, gaining some of the abilities of a bear, wolf, or turtle ancestor. Further abilities can be gained by purchasing advanced and heroic versions of these feats. See the Skills, Feats, & Combat chapter for more information.

IDEALS

This section gives a broad overview of the ideals cherished by many First Ones cultures. Characters who wish to be welcomed as members of a First Ones community must observe them faithfully. Those who do not will face a cold reception at best, and exile from their community in extreme cases.

CONSENSUS

Decisions in many First Ones communities are made through a process

of mutual inquiry. This involves asking probing or clarifying questions of other individuals or the group as a whole to bring about understanding and consensus. Adequate time is always given to reach a decision, and once made, the entire group supports it. The practice of arguing the merits of competing solutions to a problem through debate or persuasion is frowned upon, because it may not uncover the essential facts underlying the problem. This could lead to an ineffective solution and may create divisions within the group.

When confronted with a dispute, the community comes together not to adjudicate, but to reconcile the two parties. Who is right and who is wrong is less important than finding a solution both sides can agree upon. This often takes the form of restitution — a public apology, an exchange of gifts, or a cash payment.

Characters who fail to gain the consensus of their community before taking action will not receive support or recognition. Impulsive or rash actions are a mark of immaturity and a reckless, and a disrespectful attitude towards others. Bold leadership and heroics are not admired unless they serve the common good, as does the courage of raiders during battle.

GENEROSITY

The sharing of resources is a common method of cementing relationships between individuals and strengthening the community. Leaders are expected to give generously to members of the community in need. Strangers must be given a warm welcome by their hosts; they should never have to ask for a place to sleep or for a meal. Acts of generosity can take the form of a public display such as a feast, or a private gift of food, clothing, shelter, wampum, trade goods, Uropan money, or land. Generosity can also be expressed in deeds, rather than wealth; a well-told story, a piece of news, or some good advice all show generosity. Nothing is expected in return, but recipients of a gift will typically return the favor if they can afford to do so.

Characters who fail to give generously to others will find themselves unwelcome as guests and placed outside the community system of mutual support. This is tantamount to withdrawing from public life, and sends a message that you choose not to sustain your relationship with your neighbors.

HONESTY

In a culture without written records or contracts, spoken words carry added weight, and people are consistently held to account for what they say. A good person's word can always be relied upon. Promises are not made without careful thought, but once given they must be adhered to, even at great personal cost. Dishonest characters quickly lose the trust of the community — this is a quick path to shunning or exile.

HUMILITY

People of good character are expected to be humble, acknowledging their limited role within the greater community. They accept the judgment of their elders, deferring to the superior wisdom and experience of these people. Except for inherited royal titles, positions of authority and honor are conferred upon individuals by the community, based on the individual's ability and past achievements. People of good character do not conspicuously seek fame or power. It is considered immodest to boast about your deeds or to canvass for public office. Only raiders preparing for battle or recalling their victories are typically given license to brag about their prowess, since the target of their boast is the enemy, rather than their own people.

Characters who brag about their achievements, who show a hunger for power, or who value their own judgment above that of the community leadership can expect to lose any hope of official recognition for their abilities or accomplishments. Such characters are seen as renegades or fools. It is considered dangerous to reward someone for immodest behavior, because it weakens the cohesion of the community. Characters already in a position of leadership who fail to maintain a humble demeanor endanger their own position, since they commonly maintain their position only by the consensus of their own people.

EVIL & CHAOTIC FIRST ONES

The First Ones ideals of consensus, generosity, honesty, and humility clearly favor law over chaos, just as their

spiritual values of harmony, respect, and reverence are inimical to characters of evil alignment. Rather than committing evil acts openly, evil people are often duplicitous or treacherous, appearing to uphold the values and ideals of the community, while secretly working to bring discord and unhappiness to their neighbors. Even chaotic good characters may find themselves shunned by the community if their actions are not supported by consensus.

SPECIALIZED ROLES

Although the vast majority of First Ones are members of the sannops, working to clothe, feed, and house their community, specialized roles do exist for individuals with divine or arcane powers. Such talents are revered, for they may indicate the special favor of the creator. Those who receive these gifts may be allowed to freely pursue and develop them, rather than working at more mundane tasks.

First Ones characters who meet the prerequisites can purchase a specialized role in the community as a feat, giving them a +5 bonus to Social Rank. See the Skills, Feats, & Combat chapter for details.

THE SEXES

Like Uropan society, First Ones society distinguishes between male and female roles, with significant pressure to conform. Men are responsible for hunting, fishing, and the protection of the community from attack. 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 the Five Nations, women choose the representatives who attend meetings of the general confederacy. In many cultures, all clan leaders are women, and they are eligible to become sachems if the male line of succession fails.

Just like Uropan women PCs, First Ones women PCs are free to act as the player wishes — they don't need to be held to their traditional roles as described above.

DAILY LIFE

This section contains general information about First Ones shelter, clothing, food, pastimes, and the cycle of the year. Where significant differences are seen between the cultures of the north and the south, separate entries are given.

THE FIRST ONES' YEAR

Like all agricultural peoples living in a temperate climate, First Ones' culture is inexorably bound to the changing of the seasons. The community allocates its labor to take advantage of seasonal resources like game, forage foods, and crops, and acknowledges the importance of these resources with ceremonies and celebrations. This section gives an overview of the seasonal changes in a typical northern and southern community over the course of a single year.

THE NORTHERN YEAR

A central feature of First Ones life in the north is the seasonal migration of the community several times each year; the cycle of the seasons plays a major role in these movements. The migratory aspect of northern First Ones groups has a major effect on their role in the campaign. It is not always easy to find a particular community or individual. Characters may return to a First Ones settlement they visited previously, only to find it abandoned. Or they may unexpectedly encounter an entire community in transit, with the sachem and his family at the center of the group, protected by a bodyguard of pniese paladins, and a ring of scouts at the edge of the group, guarding against ambush by hostile groups.

WINTER

The community 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 spell-binding tales of the rakarota bards to pass the time until the weather improves.

SPRING AND SUMMER

The winter camp is abandoned, and the community moves to their fields to plant and tend the maize, beans, and squash that form the revered three sisters of First Ones agriculture. 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.

AUTUMN

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 community. This is the time of plenty, and time is taken to give thanks and to enjoy the land's bounty. As winter approaches, the community 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 spring returns.

THE SOUTHERN YEAR

In the south, where the growing season is longer, agriculture is more extensive, and the land is more productive, communities tend to establish permanent settlements rather than seasonal camps. The cycle of the seasons becomes more closely aligned to the agricultural cycle, rather than to the movements of game animals and the location of seasonal wild foods.

SPRING AND SUMMER

The agricultural cycle begins in spring, as the women break the rich soil of the river with wooden hoes tipped with blades of mussel-shell. The sacred crop of corn is planted. As the weather warms and summer arrives, the Green Corn Ceremony marks the new year with the emergence of the young corn stalks from the earth. Sacred places are repainted and cleaned by the males of the community, the village clergy lead the people in fasting and purifying themselves, and a sacred fire is lit to burn small ears of green corn. Boys forage along the riverbanks for turtles, wildfowl, and fish to supplement the community's food stores. Fish are caught in stone weirs or woven baskets, and pearls are harvested from shellfish and fashioned into beads.

AUTUMN

Three lunar cycles after the new year comes Big Chestnut Month, when the corn, left to dry on the cob, is harvested and placed in elevated granaries. Acorns and other nuts are also harvested. Wild turkeys begin to emerge from the forest to feed in the clearings, marking the start of hunting season. Ceremonies mark the completion of the harvest and ensure the return of the life-giving corn the following year.

WINTER

Mild weather allows outdoor activities to continue unabated. Houses are repaired with straw and mud to keep out the rain. Forage foodstuffs such as freshwater mussels are collected from nearby rivers. Hunters travel far into the mountains in search of game, sometimes bringing their families for extended expeditions. Youths and adults play games of chunky, hurling javelins at a wooden disk rolled along the ground, both for entertainment and to sharpen their hunting and fighting skills. At night, stories are told about heroes and legendary animals of the Uncounted Time: Panther, Owl, Turkey, Rattlesnake, Skunk, Opossum, and especially Rabbit, the trickster.



ESSENTIALS

The food, shelter, clothing, and monetary system of the First Ones may be quite unfamiliar to many readers; this section gives a brief summary.

FOOD

The First Ones enjoy a healthy, diverse menu of plants, including beans and squash, fresh and dried corn, and dried nuts and nut oils. Strawberries are a favorite sweet, and are sometimes mixed with cornmeal to make "strawberry bread." Likewise, cranberries can be combined with meal to make another form of sweet cake. In the Great Lakes region, wild rice is harvested; while in the south, fruit and nut trees are an important addition to the diet.

Shad, eel, and alewives are caught during spring runs along riverbanks near the sea. The ocean also yields shellfish of many kinds, which can be boiled, roasted, or smoked. Lakes and rivers provide sturgeon, catfish, turtles, and crawfish. Game meats include wildfowl, bear, wildcat, raccoon, moose, and deer. Dried moose tongues are a particular delicacy in the north.

Many First Ones cultures 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. Once cooked, food is eaten while reclining, without plates or utensils. For journeying, First Ones travelers carry a leather bag of dried cornmeal, which they mix with water to make porridge.

SHELTER

In the north, many First Ones 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 longhouse. The conical wigwam is found only in the far north. In the south, huts with straw roofs and walls of wattle and daub or woven reeds are built instead.

Round huts shelter one or two families around a central hearth for heating and cooking. A single smoke hole 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 deer-skin or woven reeds and bark.

The longhouse has two or more entrances, and two or more smoke holes. They are used more often in winter, as they are warmer and more capacious than the round hut. Ordinary longhouses might house three to four families. Ceremonial longhouses can be up to 200 feet long and 30 feet wide, holding a hundred or more people.

SETTLEMENTS

Within the walls of a First Ones settlement, you are likely to find many houses, 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; it is where councils are held, guests are received, and business is conducted.

The flexible nature of First Ones 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, leaving only the frame poles standing until the next great occasion.

Also within the settlement may be a gaming arbor 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 — a form of currency made of shell beads.

Somewhere near the settlement, one might find the hothouse. It is most commonly a small cave or cellar built into a hillside near a stream or pond. To use the hothouse, 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 house and plunge into the nearby stream, to cool off and stimulate the circulation.

In the south, towns are often larger, with dedicated religious districts featuring raised, four-sided mounds topped with shrines, and extensive earthworks around the perimeter.

CLOTHING AND ADORNMENT

The First Ones often use animal skins and furs for their clothing needs. Moose, bear, beaver, otter, fox, raccoon, and deer provide a source of material; wildcat is particularly prized. Their clothing is well-tailored and highly decorated with colorful patterns. Tailoring is a specialized activity, usually practiced by the women of the community. 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.

Male clothing may consist of a soft leather loincloth secured by a cord around the waist; thigh-high leggings of deerskin take the form of long stockings or chaps; shoes, called mocussinass, of moose leather; and a cape of deerskin, augmented in cold weather by a bracer of fur. A sachem or sagamore might wear a magnificent mantle embroidered with wild turkey feathers — the highest expression of the tailor's art. No man's outfit is complete without his embroidered tobacco bag, 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. A knife of flint or metal is often worn at the belt.

Women often wear a full-length deerskin robe 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 beadwork, either in geometric or anthropomorphic patterns. Cloth is a popular trade good offered by Uropan merchants, and the First Ones have adapted to these new materials to produce wool and linen garments to their liking.

Tattooing, branding, and face painting serve both a decorative and ritual function among First Ones people. 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. 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.

Both men and women wear earrings and pendants made of bone, stone, or shell. They also favor belts, collars, and bracelets intricately carved from animal shells or made from native copper, silver, and iron.

First Ones generally wear their hair long, with one or more braids, sometimes in a side-knot or topknot. Beadwork hats or 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 in many cultures, and often occurs as a mark of respect for a recently departed relative.

MONEY AND TRADE

The First Ones monetary system is based not on precious metals, but on wampum — a kind of bead made from the shells of small sea animals. There are actually two kinds of wampum: white wampum are made from the shells of periwinkles, or meteahock, while the more valuable black wampum are 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, Nieu Nederlands, and Vermont by Uropans and First Ones alike. The exchange rate is:

1 cp = 1 black wampum = 2 white wampum

Large numbers of beads are commonly woven into belts one fathom (six feet) long, for convenience in making large transactions. One fathom of white wampum beads (1000 beads) is worth 5 gp; a fathom of black beads is worth 10 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 a value of 100 gp or more!

In addition to wampum, beaver pelts are used as currency in the north, and buckskins in the south.

Uropan coinage is known as monéash (mon-ee-ASH) among the First Ones. It is not unusual to find a mix of wampum, shillings, livres, and guilders in a First Ones moneybag. Barter is also widespread, with guns, corn, iron tools, glass, pots and pans, and cloth as the most popular bartered goods.

LEISURE

Besides the pleasures of storytelling and the pursuit of craft specialties like embroidery and tattoo artistry, First Ones enjoy the following group leisure activities.

GAMES

Games form an important social activity in some First Ones cultures. Two principal games, especially popular in the northeast, are described here.

PUIM

Puim 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 according to a complex set of rules. The player who receives the most straws wins. Puim players often carry their straws through a hole in their ear as an advertisement that they are ready to take on all comers.

HUBBUB

In 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.

SPORTS

Two neighboring villages might meet at appointed seasons to engage in athletic contests. Among the sports practiced are 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. Sports also have an important spiritual aspect, sometimes being tied to religious celebrations.

In the south, a popular game is *chunky*, which requires the participants to cast a javelin through a rolling disk. In the north, lacrosse is popular, and is sometimes used to settle inter-clan disputes.

RELIGION

The central practice of First Ones' religious life is an ongoing exchange of prayer and guidance between the individual and the creator spirit, sometimes through the intercession of a personal manito spirit, fey being, dream article, or pawawka object, which acts as guide and guardian. This relation is a private one, requiring no assistance from the local powwow, who only intervenes if a person feel that the bond between him and his manito or sacred object has somehow been broken, and that he is in need of guidance to find it again.

THE MEDAWAYWIN

The chief responsibility of the individual in many First Ones cultures is the protection of what is called in this book the medawaywin (med-a-WAY-win). This is an Ojibwa word that can be interpreted as the sound resonance of the living earth. Often likened to the beat of a drum, or of a living heart, it permeates all life, bringing with it fertility, peace, and good health to all creatures. It also drives away evil creatures and misfortune. Only evil deeds and the destruction of the natural environment can harm the medawaywin. In places where the murder of innocent creatures has been perpetrated, where great suffering has occurred, or where plant and animal life have been wantonly destroyed or polluted, the medawaywin ceases to beat. In the most despoiled sites, evil creatures like the undead can enter the world to prey upon the living.

The monitoring of the health of the medawaywin is the responsibility of the powwow, who not only educate young First Ones about the importance of respecting the living earth, but also create effigy mounds to concentrate and strengthen the medawaywin. They use their divine spellcasting abilities to restore plant and animal life to damaged areas, to heal wounded creatures, and to drive off evil humans and monsters alike who threaten the natural order.

THE SPIRIT WORLD

Not unlike the Uropans, the First Ones believe that there is an unseen world of spirits adjacent to the visible world. This spirit world is the usual dwelling place of the many beings whose presence in the visible world can normally be only felt, not seen. It is not a remote dimension upon a distant plane, but a place contained within or superimposed upon the visible world that it sustains and empowers through the beat of the medawaywin.

THE GREAT MYSTERY

Many First Ones believe in a benevolent but remote creator spirit, referred to here as the Great Mystery, but known by many names across many cultures. Before the arrival of humans, according to a tale popular in the north, the animals of the world were threatened when some mischievous spirits caused a universal flood. Some of the animals survived by escaping to the Great Mystery's mountain, and received a spiritual association with him that has survived ever since.

In one version of the tale, the Great Mystery 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.

OTHER SPIRIT POWERS

The many spirit powers of the First Ones are best thought of as individual impulses or manifestations of the Great Mystery, rather than as gods in the Uropan sense. Dozens of spirit powers may be acknowledge by a particular culture, including the four cardinal directions (north, east, south, and west), the spirit of the house, and the spirit of women. There may also be a fire spirit, a sun spirit, a moon spirit, and a spirit of thunder and lightning, among others. Both good and bad fortune is attributed to the will of the spirits. They are sometimes appeased with feasting or dancing, or warded off with amulets or tattoos.

Each spirit does not have a particular priesthood; powwaws typically revere the spirit world as a whole, rather than devoting themselves to a single aspect of it. This reflects the understanding that all spirit powers are part of a single spirit that permeates the universe.

DEATH AND AFTERLIFE

When First Ones die, their spirit may follow the setting sun to the southwestern realm of the creator spirit. In one tradition, the spirit knocks upon the Great Mystery's door, and is received into his house if he has lived a good life, which includes supporting his community and revering the medawaywin. If the spirit of a criminal or bad person knocks, the creator simply replies, "Walk abroad," condemning the spirit to eternal wandering without rest.

To ease the journey, a dead person's family and friends may bury the corpse aligned to the southwest, along with 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 may stage a funeral banquet in memory of the deceased, cut their hair and paint their faces black in mourning, and engage in long rites of grieving.

CHAPTER FIVE

CORE CLASSES

An opponent as formidable as Lady Annalisa X requires a carefully composed fellowship of men and women of ability and courage to stand against her. Within three days, I have gathered together such a group from the local cadre of operatives. As we wind through the endless, rolling slopes of the Alleganies, I study my chosen companions, weighing their strengths against those of our enemy.

Born a Witchling, Emmaline Whatley escaped the noose of the Commonwealther witch-bunters by virtue of her bell-spawned imp, who, in the shape of a rat, chewed through her bonds upon the gallows, freeing her hands to cast a spell of invisibility and so flee her captors. Now pledged to fight tyranny in the service of my young nation, she spends much of the journey flying upon her witch's broom, far above our heads, ready to rain down a shower of poisoned arrows upon any bandits or raiders who should attempt to ambush us.

Estaban de Garcia y Orellana reins in his horse at the top of the ridge and scans the trail ahead. Espaniard by birth and soldier of fortune by inclination, he has followed the drum of war from the damp coasts of the Netherlands to the dazzling waters of the Carib Sea to the swamps of the Ogeechie Marches. Recruited from a Carolingian prison by one of my operatives, he now serves as the party's most deadly blade, his hand never more than a heartbeat away from the hilt of his long rapier — an unsportsmanlike but effective weapon, forged by Moorish bladesmiths and infused with enchantments that give its thrusts added bite and penetrating power. His silvered cuirass, momentarily revealed as a puff of wind throws back his gray cloak, gleams in the sunlight, mirroring the blue skies of this vast land.

"Devil take your carelessness, Garcia," says Jean Fournier, drawing rein beside him upon a spirited little chestnut mare. Having drawn a spyglass from his pocket, he surveys the horizon in vain for the pall of smoke that would mark the location of Logstown, where we plan to exchange our horses for a hired raft to take us down the Ohio. Fournier is our cloak-and-dagger man, a former Français agent now turned to the Sophian cause. A cheerfully profane little fellow, Fournier is also a practitioner of the evil eye, one of those folk "knacks" that our science is only beginning to understand. A family trait, it allows him to cloud the perceptions of our foes, read their minds, even force an enemy to obey Fournier's will. A useful talent, but doesn't exactly make one popular among one's friends.

"Admit it, we're lost," says the Espaniard. Yes, I sigh, inwardly, we should have hired a scout, but Nieu Amsterdam is not exactly the best place to hire wilderness guides. Time is pressing, and we are making but slow progress, while our foes' work proceeds apace ...

EXISTING CORE CLASSES

Except for barbarians, fighters, monks, rangers, and rogues, all standard d20 System core classes and NPC classes are appropriate for a *New World Adventures* campaign. Although hit dice, base saves, attack bonuses, and class abilities remain the same, the standard core classes have been given new roles more appropriate to the campaign setting. This chapter also presents seven new core classes unique to the campaign.

ADEPT

Adepts represent the majority of NPCs belonging to religious orders, and are capable of drawing upon limited divine powers that they find useful in the fulfillment of their duties as healers and protectors of the commu-

nity. They are often found as village priests and healers, or as wandering black friars or poor brothers. The adept class can also be used for self-taught spellcasters commonly found in rural areas, who have developed an innate spellcasting ability through trial and error. These characters can cast a few spells, without understanding the theoretical underpinnings of the art. Like other users of magic, adepts in lands with a strong religious authority may run the risk of arrest on suspicion of sorcery or witchcraft if they practice their art indiscreetly.

ARISTOCRAT

The aristocrat includes most NPCs belonging to the courtly classes, including gentry, knights, nobles, and members of the royal family. They may spend their time as members of the court, administrators, military leaders, or ambassadors, making full use of their class skills to advance their own standing, win influence, steal state secrets, and compete for lucrative appointments. Compared to their medieval

predecessors, they spend little time in armor, except at tournaments, which have become relatively bloodless pageants. A few bold individuals may make better use of their money and talents as explorers, traders, philosophers, or military commanders — the sort of aristocrat most likely to be encountered by player characters in the course of an adventure.

BARD

The bard character class has a broader interpretation in *New World Adventures* than in a medieval fantasy campaign. In an age where appreciation of the wordsmith's art has become widespread through printed books and popular plays, bards can find work as poets, storytellers, dramatists, actors, or wits, as well as wandering baladeers. Performance is still a key skill, but is just as likely to include oratory or acting as singing or playing an instrument.

Patrons are an important source of income and support for many bards. It's common to take money from

wealthy fans with the understanding that you will craft flattering poems or songs about them in return. Such arrangements amount to good public relations for the patron and a steady income for the bard. For bards who have no patron, wars and sieges can be quite profitable, offering large audiences of idle soldiers, and positions in the military bands that play a crucial role in maintaining morale and discipline. Dual class bard/soldiers are common in army camps and siege trains.

Because of the growing power of centralized authorities, whether civil or religious, bards often find themselves the targets of censorship on moral or political grounds. Theaters have been closed for long periods due to an unflattering portrayal of a public official; poets may find their works banned for indecent content by the Church. In extreme cases, performers are arrested and jailed as nuisances, or exiled from their homeland. These perils keep sharp-tongued or satiric bards on the move — some join companies of strolling players, some accompany military bands, and others simply leave town when the authorities take notice.

CLERIC

Clerics can take on the roles of spiritual teachers, community leaders, and defenders of humankind against evil. In Uropan lands, cleric characters are found among adherents of all major faiths. Puritan clerics represent particularly active and pious members of the local congregation; if they possess a degree in theology, they may be called doctors, but they do not hold any titles or require any special forms of address. Rabbis are well-schooled in the sacred laws of the Torah, but are also expected to know much about astrology, medicine, magic, and law. Their role in the community they serve is as advisor, scholar, and teacher. Among Cimarrons, n'anga clerics fill the roles of arbitrator, healer, seer, and ritual leader.

Some First Ones cultures have no cleric-class characters — many of the cleric's roles are filled by powwow druids instead, including the tasks of divine healing and spiritual teaching. Clerics are more common in the south, where the influence of solar religions from the southern continent have been stronger. The Cherokee culture is one example, and specifics for their clerics are in the Cherokee entry in the Cultures chapter.

Regardless of their faith, Uropan clerics of good alignment may choose from the following domains: Good, Healing, Knowledge, and Protection. Although the tenets of Uropan religions stress lawful good behavior, neutral good and chaotic good clerics have made their mark within the churches of Uropa, too, as conciliators and reformers, and have access to the same domains.

Uropan clerics of evil alignment, although they may sometimes infiltrate the ranks of the church, are invariably secret worshippers of evil outsiders, and do not receive their powers from the deity of Uropan religions. They do not serve an organized priesthood, but may congregate in small cells or cults within a single city or region. They choose from among the following domains: Death, Destruction, Evil, and Trickery.

Uropan cleric-class characters can be lawful good, neutral good, or chaotic good. There are no true neutral Uropan clerics, although characters of other alignments can be found in the church, as in any large organization.

COMMONER

In Uropan lands, commoner NPCs fill the roles of farmers, fishers, herders, unskilled workers, and servants. They typically belong to the marginal, laborer, or yeoman social classes. Many have made the dangerous voyage across the Atlantic Sea to Northern Crown, hoping to find freedom and opportunity there. The practice of indentured servitude leaves many commoners bound to their employers for years, leading to abuse, exploitation, and resentment. Indentured servants frequently run away to escape the terms of their service. As the economic power of cities and towns continues to grow, more commoners are leaving the traditional village life for better-paying jobs and the chance to rise above their humble social origins. Increasingly, commoners are being conscripted into militia armies, armed with pikes, and taught to fight in large units.

DRUID

The role of druid characters depends on their homeland. In Kelt lands and in Albion, druids are organized into traditional priesthoods that are virtually unchanged from ancient times, and which have maintained their own spiritual and political power. Here, druids will command the respect of the public; they are the established religion, with little

competition. Among First Ones, druid-class characters occupy the same role, although their organization is more akin to a master-apprentice system than to a priesthood. Druids fill the roles of spiritual advisors, healers, and defenders of the health of the natural world.

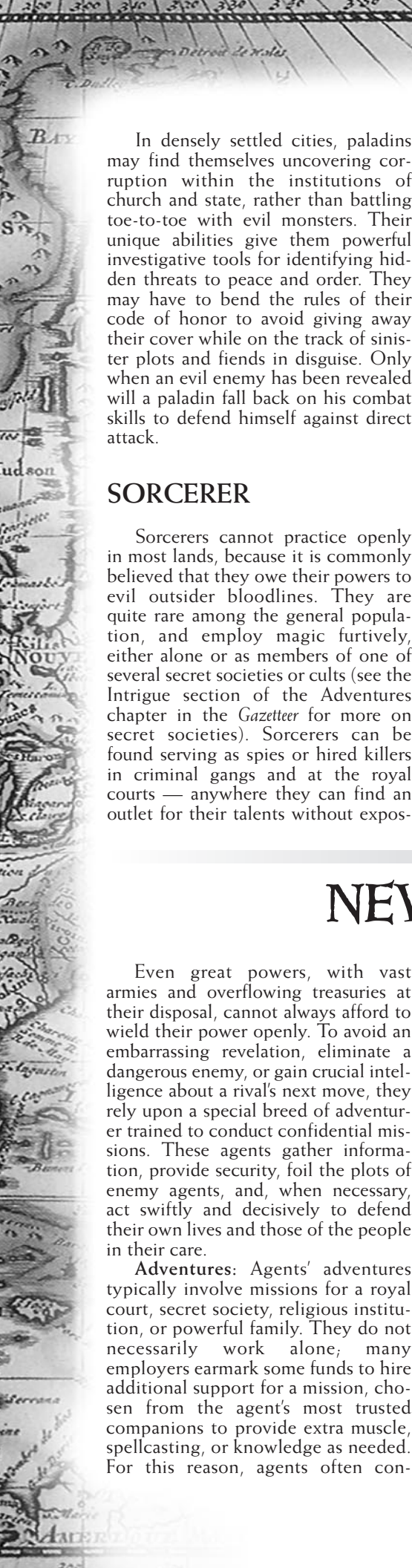
Outside of their homelands, many druids find themselves feared or persecuted. In lands with a majority of Roman Church or Dissenter worshippers, druids are considered heretics; they leave themselves open to arrest and execution if they declare their faith publicly. They avoid settling in these lands, but may visit them to establish secret druid sects, to defend the land from desecration, or to rescue other druids from captivity.

EXPERT

Expert NPCs occupy many specialized roles in Uropan cultures, including trained crafters, professionals, and merchants. Drawn from the tradesman and burgess classes, their ranks include physicians, traders, lawyers, bankers, mapmakers, fine artists, scholars, and artisans. The church also includes experts in their ranks, working as monks who have impressive skills in the Healing, Diplomacy, and Knowledge skills. Although proficient in simple weapons and light armor, experts are seldom called upon to fight. They do occasionally serve in the military as professional artillerists, cartographers, and engineers.

PALADIN

Paladins are found among characters with a particular zeal for seeking justice, rooting out hidden evils, and protecting the innocent. They are seldom called paladins by other characters, but are more commonly referred to as "soldiers of god" by Uropan and as "pniese" (puh-NEES-uh) by First Ones peoples. Paladins in *New World Adventures* do not necessarily belong to a clerical order; they are just as likely to be laypeople with a strong faith in the goodness of humankind, and a hatred of both disorder and tyranny. Common roles for paladin characters include religious reformers, inquisitors, secret operatives of the church, folk heroes, or outspoken critics of abuse and oppression. Their lawful good alignment often refers to their obedience to a higher moral authority rather than to the authority of the state or even the authority of church leaders.



In densely settled cities, paladins may find themselves uncovering corruption within the institutions of church and state, rather than battling toe-to-toe with evil monsters. Their unique abilities give them powerful investigative tools for identifying hidden threats to peace and order. They may have to bend the rules of their code of honor to avoid giving away their cover while on the track of sinister plots and fiends in disguise. Only when an evil enemy has been revealed will a paladin fall back on his combat skills to defend himself against direct attack.

SORCERER

Sorcerers cannot practice openly in most lands, because it is commonly believed that they owe their powers to evil outsider bloodlines. They are quite rare among the general population, and employ magic furtively, either alone or as members of one of several secret societies or cults (see the Intrigue section of the *Adventures* chapter in the *Gazetteer* for more on secret societies). Sorcerers can be found serving as spies or hired killers in criminal gangs and at the royal courts — anywhere they can find an outlet for their talents without expos-

ing themselves to risk of arrest by church authorities. Powerful First Ones sorcerers are called maunetu (MAW-neh-too); they are generally feared by their neighbors, but given a degree of respect and awe for their unusual powers.

WARRIOR

The warrior NPC can be found filling the common ranks of Uropan conscript armies, taking the same battlefield roles as soldier-class characters. They are most often from the laborer or yeoman social class.

WIZARD

Because they learn spells from the written word, rather than from infernal sources, wizards are generally more accepted by society than witches or sorcerers are. They often pursue wizardry as an academic subject, while holding a position at a university or by appointment to the royal court. Their attachment to great places of learning makes them less likely to travel or go adventuring, unless driven by great need or curiosity. Because they rely on books to learn spells, they are virtually unknown in First Ones lands.

NEW CORE CLASSES

This section introduces seven new core classes, giving players exciting opportunities to play characters not seen in traditional fantasy campaigns. Players who like rogues in standard d20 System games will enjoy the playing the agent, skilled in daring cloak-and-dagger missions and high-stakes contests of nerve and wit; and the rake, a swashbuckling professional duelist and scoundrel. Fans of barbarian characters can explore the raider, a ferocious combatant from a clan-based culture, whose battle prowess is enhanced with extraordinary abilities. Those who love the ranger class can become scouts, adept at exploring and fighting on the frontiers. Fighters have evolved into soldiers, professionals who specialize in a particular battlefield role, whether as members of the royal army or as hard-bitten mercenaries. A new spellcasting class, the witch, guards the magical legacy of the past, and the natural philosopher is a harbinger of a new age of reason, innovation, and scientific inquiry, wielding spell-like effects created by a scientific apparatus.

NEW CLASS: AGENT

Even great powers, with vast armies and overflowing treasuries at their disposal, cannot always afford to wield their power openly. To avoid an embarrassing revelation, eliminate a dangerous enemy, or gain crucial intelligence about a rival's next move, they rely upon a special breed of adventurer trained to conduct confidential missions. These agents gather information, provide security, foil the plots of enemy agents, and, when necessary, act swiftly and decisively to defend their own lives and those of the people in their care.

Adventures: Agents' adventures typically involve missions for a royal court, secret society, religious institution, or powerful family. They do not necessarily work alone; many employers earmark some funds to hire additional support for a mission, chosen from the agent's most trusted companions to provide extra muscle, spellcasting, or knowledge as needed. For this reason, agents often con-

tribute more than their share of adventuring opportunities as members of a group of player characters. Even between missions, agents may lend their services to adventuring parties in exchange for a stake in any wealth gained during the adventure. The rivalries that develop between enemy agents are often played out as adventures in their own right, as each agent seeks to expose or eliminate the other.

Characteristics: Agents possess the capacity to learn a wide range of skills and feats related to clandestine operations. They are proficient in a limited palette of weapons, mostly those worn in polite society or easily concealed, rather than those brandished on the battlefield. Although they are capable fighters, they prefer to strike unexpectedly from cover or concealment rather than face an opponent squarely. Their sneak attack ability allows them to inflict heavy damage against distracted or unaware tar-

gets. Agents avoid wearing armor because of its bulk and conspicuous appearance; they gain bonuses to their armor class through their extraordinary insight and ability to anticipate danger.

Alignment: Agents can belong to any alignment. Agents working for a good or evil cause may not necessarily share the alignment of their employers. Some may have a fanatical devotion to a good or evil cause, while others may be completely dispassionate about their work, maintaining a neutral alignment.

Background: With a unique mix of combat abilities and social skills, most agents are likely to have had a colorful early life. Many agents pick up the tools of the trade as peripheral members of courtly society, often as the illegitimate sons and daughters of royal or noble parents, who can become embroiled in plots and power games at a tender age. Other agents may receive rigorous training after

being selected for service by a religious order or secret society (see the Intrigue section of the Adventures chapter in the *Gazetteer* for more on secret societies). Often, agents begin their careers under the eye of a mentor, usually an older agent, who assigns their missions and oversees their training.

Other Classes: Perhaps of all core classes, agents are the least likely to form lasting alliances with others. They maintain an ambivalent stance toward other agents, who they can never fully trust due to the tenuous nature of loyalties within the world of confidential service. They admire the professionalism and discipline of soldiers, although they find their methods too direct, and may resent having to work alongside them despite the added security they provide. Natural philosophers and sorcerers often find themselves employed in a support position for agents in the field, supplying them with new inventions and magic items to give them an edge over the opposition — many agents seem to take a perverse delight in mishandling such expensive gear, much to the consternation of their support staff. Agents reserve much of their disdain for rakes, even though they travel in the same circles, because rakes do not

put their skills to practical use. Agents' disapproval for the rakish lifestyle disregards the fact that the two classes are often drawn from the same pool of disaffected aristocrats.



GAME RULE INFORMATION

Agents have the following game statistics:

Abilities: Charisma and Dexterity are key abilities for many of an agent's class skills. A high Dexterity also helps raise the armor class of agents, compensating for the fact that few of them wear armor.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The agent's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (any) (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level:

(8 + Int modifier) x 4.

Skill Points at Each Additional Level:

8 + Int modifier.

THE AGENT

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1	+0	+0	+1	+2	Insight +2 AC, slip away, sneak attack +1d6/30 ft.
2	+1	+0	+1	+3	Uncanny dodge
3	+2	+1	+2	+3	Bonus feat
4	+3	+1	+2	+4	Sneak attack +2d6
5	+3	+1	+3	+4	Bonus feat, insight +3 AC
6	+4	+2	+3	+5	Blend in, <i>undetectable alignment</i>
7	+5	+2	+4	+5	Bonus feat, sneak attack +3d6
8	+6/+1	+2	+4	+6	Improved uncanny dodge
9	+6/+1	+3	+5	+6	Bonus feat, insight +4 AC
10	+7/+2	+3	+5	+7	Sneak attack +4d6/40 ft.
11	+9/+4	+3	+6	+7	Bonus feat
12	+9/+4	+4	+6	+8	Improved critical (dagger)
13	+10/+5	+4	+7	+8	Bonus feat, sneak attack +5d6
14	+11/+6/+1	+4	+7	+9	Insight +5 AC
15	+12/+7/+2	+5	+8	+9	Bonus feat
16	+12/+7/+2	+5	+8	+10	Sneak attack +6d6
17	+13/+8/+3	+5	+9	+10	Bonus feat, hide in plain sight
18	+14/+9/+4	+6	+9	+11	Discreet attack
19	+15/+10/+5	+6	+10	+11	Bonus feat, sneak attack +7d6/50 ft.
20	+15/+10/+5	+6	+10	+12	Insight +6 AC

CLASS FEATURES

All the following are class features of the agent.

Weapon and Armor Proficiency: Agents are proficient in the the following weapons: dagger, rapier, smallsword, and all pistols. They are not prohibited from obtaining more weapon and armor proficiencies as they advance, but lose their insight AC bonus and sneak attack abilities if they wear armor.

Insight AC Bonus: At 1st level, agents gain a +2 insight bonus to AC, representing their ability to anticipate their opponent's moves and to quickly analyze and respond to danger. Agents who wear armor lose this ability.

At 5th, 9th, 14th, and 20th level, this bonus increases to +3, +4, +5, and +6, respectively.

Slip Away: Agents receive a +4 bonus to their Bluff check when attempting to distract observers in order to hide from them.

Sneak Attack: Agents who catch opponents when they are unable to defend themselves effectively from their attack can strike a vital spot for extra damage.

Agents' attacks deal extra damage any time their target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the agent flanks the target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three agent levels thereafter. Should the agent score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. This distance increases to 40 feet at 10th level and 50 feet at 19th level.

With an unarmed strike, agents can make a sneak attack that deals nonlethal damage instead of lethal damage. They cannot use a weapon that

deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Agents can sneak attack only living creatures with discernible anatomies — undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. Agents must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Agents cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

For agents who are multiclassed as rakes, the extra damage caused by their sneak attack does not stack with extra damage caused by the rake's craven attack class ability — if both class abilities apply to the same attack, only the ability that provides more dice of extra damage applies. For example, a 4th-level agent/1st-level rake would roll 2d6 extra damage as determined by his sneak attack ability rather than 1d6 extra damage determined by his craven attack ability.

For agents who are multiclassed as scouts, the extra damage caused by their sneak attack stacks with any extra sneak attack damage gained as a scout.

Uncanny Dodge (Ex): Starting at 2nd level, agents can react to danger before their senses would normally allow them to do so. They retain their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized.

Agents who already have uncanny dodge from a different class automatically gain improved uncanny dodge (see below) instead.

Bonus Feat: At 3rd level and every two levels thereafter, agents choose a bonus feat from the following list, pro-

vided they meet the prerequisites: Acrobatic, Agile, Alertness, Blindfight, Combat Expertise, Deceitful, Deft Hands, Diligent, Explosives, Gift of Tongues, Improved Disarm, Improved Grapple, Investigator, Iron Will, Manners, Negotiator, Nimble Fingers, Persuasive, Quick Draw, Stealthy, and Two Worlds.

Blend In (Ex): Agents of 6th level or higher can use the Hide skill indoors and in an urban environment, even if the terrain doesn't grant cover or concealment.

Undetectable Alignment (Ex): Agents of 6th level or higher are treated as being the subject of an *undetectable alignment* spell.

Improved Uncanny Dodge (Ex): Agents of 8th level or higher can no longer be flanked. This defense denies another agent the ability to sneak attack the agent by flanking, unless the attacker has at least four more agent levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the levels from the classes that grant uncanny dodge stack to determine the minimum agent level required to flank the character.

Improved Critical (dagger): At 12th level, agents are treated as having the Improved Critical feat when attacking with a dagger.

Hide in Plain Sight (Ex): While in an urban environment or indoors, an agent of 17th level or higher can use the Hide skill even while being observed.

Discreet Attack (Ex): At 18th level, an agent can make sneak attacks with Tiny or Small melee weapons without being observed. Anyone observing the agent (except for the target of the attack) must make a Spot check opposed by the agent's Bluff check in order to notice the attack. This ability applies to thrown attacks made by melee weapons as well as melee attacks.

NEW CLASS: NATURAL PHILOSOPHER

The natural philosopher character class represents the inquiring, scientifically-minded thinker who has come to challenge the wizard as the archetype of the learned person as the ancient world fades and age of reason begins. Natural philosophers use their understanding of the laws of nature to create extraordinary phenomena that duplicate or surpass the arcane and divine spells of the spellcasters of earlier eras.

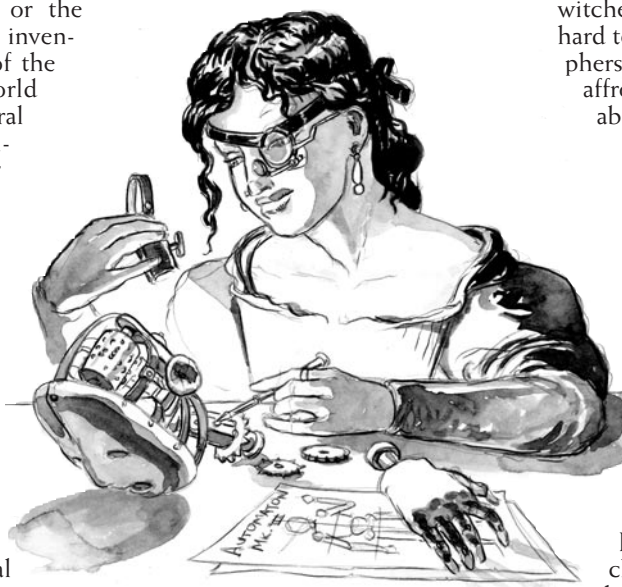
Natural philosophers may pursue the mysteries of the life force and the body, the secrets of matter, or the challenges of engineering and invention. As their understanding of the secrets of the natural world becomes more complete, natural philosophers may discover scientific means to travel to other planes, control the powers of the mind, predict the future, or confound the spells of divine and arcane magic.

Adventures: A natural philosopher adventures in the interests of knowledge and discovery, seldom solely for material gain or for fame, except for those who turn their genius to evil purposes. 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 put their scientific knowledge into action to improve the lives of common folk, in defiance of the interests of long-established power structures that equate any attempt to change the status quo with treason.

Characteristics: To the untrained eye, natural philosophers seem capable of duplicating some of the divine spells of clerics and the arcane spells of wizards and sorcerers, with miraculous feats of healing and divination, and control of the elements. But these phenomena are the product of their well-honed minds and scientific apparatus, rather than magical power. Natural philosophers also have the ability to turn undead creatures and resist magical spells, simply by the power of reason, which in *New World Adventures* can suppress magical forces.

Alignment: Natural philosophers may be of any alignment, but their rational minds tend to draw them strongly 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 self-taught from texts. Those with a social class of burgess or higher will have been to university, while characters of a lower social class will have learned what they know as an apprentice to a master of higher social class, or else learned on



their own from books or from trial and error.

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. Among these organizations are the Virtuosi, based in Sophia; the Royal Society, based in Carolingia; and the Uropan Society of Natural Philosophy, with its headquarters in Paris. (See the Philosophical Society Member feat.)

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 disdain them for trying to keep alive the traditions of the medieval past. They often enjoy debating clerics over philosophical matters. As for other classes, raiders, druids, and scouts may be admired for their understanding of the natural world, but 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 powers an affront to their own science-based abilities.

GAME RULE INFORMATION

Natural philosophers have the following game statistics:

Abilities: Intelligence is by far the most significant ability for natural philosophers. It determines the maximum level of the phenomena they can create, how many they can create per day, and the DC to resist them. Many of their class skills have Intelligence as their key ability.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The natural philosopher's class skills (and the key ability for each skill) are: Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Heal (Wis), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level:

(4 + Int Modifier) x 4.

Skill Points at Each Additional Level:

4 + Int Modifier.

CLASS FEATURES

All the following are class features of the natural philosopher.

Weapon and Armor Proficiency: Natural philosophers are proficient only with simple weapons. They have no armor or shield proficiency. They are not prohibited from learning any

weapon and armor feats as they advance.

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 their class level, to a maximum of SR 20.

Phenomena (Ex): Natural philosophers can create scientific phenomena using their understanding of the laws of nature. A phenomenon is an extraordinary ability that is equivalent to a standard d20 System arcane or divine spell, but is not magical in nature and interacts with psionics differently (as described in the Natural Philosopher Phenomena section, below). The number of phenomena natural philosophers can create is determined as though they were clerics of equivalent level (they don't receive bonus domain spells), but using their Intelligence rather than Wisdom to determine save DCs and bonus phenomena.

To create a phenomenon, natural philosophers must have a degree in the science to which the phenomenon belongs and an apparatus appropriate to the science (see Apparatus, below). They must have an Intelligence score equal to or higher than 10 + the level of the phenomenon. The DC for saving throws against a natural philosopher's phenomena is 10 + phenomenon level + the natural philosopher's Intelligence modifier. Natural philosophers do not require any material components listed under the standard d20 System description of the equivalent

spell, unless the components have a listed cost in gp. In this case, they need to spend the equivalent cost in materials from a lab supplies kit they carry with them.

Phenomena whose standard d20 System spell equivalent includes verbal components produce sound when created. The sound emanates from the scientific apparatus used, and is equivalent in volume to conversational speech. All phenomena are considered to have a somatic component, because the natural philosopher must manipulate the apparatus to produce them. The somatic component of a phenomenon takes the form of gestures made by the natural philosopher to activate the apparatus, and are apparent to anyone in view of the natural philosopher. The metascience feats Silent Apparatus and Subtle Apparatus can eliminate the need for sounds and gestures made during phenomena creation; see the Skills, Feats, & Combat chapter for details.

Natural philosophers can create a limited number of phenomena of each phenomenon level per day, equal to the number of spells cast by a cleric of equivalent level. In addition, they receive bonus phenomena per day if they have a high Intelligence score.

Natural philosophers need to calibrate their apparatus ahead of time in order to create phenomena. This requires one hour of uninterrupted work in a quiet environment. Time spent resting has no effect on whether natural philosophers can calibrate

their apparatus to create phenomena, but an apparatus requires at least 24 hours between calibrations in order to be recharged. An apparatus may be calibrated to create any phenomenon on the natural philosopher spell list, provided that the natural philosopher can create phenomena of that level and holds a degree in the science to which the phenomenon belongs, but the phenomena must be chosen ahead of time, during calibration.

Degrees: Natural philosophers can only create phenomena belonging to sciences in which they hold a degree. At first level, they can hold one degree in two of the following sciences, or else two degrees in a single science: Antimagic, Life and Death, Magnetism, Matter, Mentalism, and Physics. At 5th, 10th, 15th, and 20th level, natural philosophers gain an additional degree, which they can either apply to a new science or to gain an additional degree in a science they already have a degree in. There are no limits to the number of degrees natural philosophers may hold in one science. For each degree in excess of one held in a particular science, all level-dependent effects of phenomena belonging to that science, such as range, duration, and damage, are increased by one level, as if the natural philosopher were one class level higher.

Apparatus: To create the phenomena of a particular science they hold a degree in, natural philosophers need to possess an apparatus appropriate to

THE NATURAL PHILOSOPHER

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1	+0	+0	+0	+2	Two degrees, spell resistance, phenomena, 1 or 2 apparati
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Eligible for Craft Invention, turn undead
4	+2	+1	+1	+4	Bonus feat
5	+2	+1	+1	+4	Additional degree
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Bonus feat
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Additional degree
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Bonus feat
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	Additional degree
16	+8/+3	+5	+5	+10	Bonus feat
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Additional degree, bonus feat

that science. An apparatus is a handheld device capable of manipulating the forces associated with the science, but only in the hands of the natural philosopher who has constructed it and calibrated it beforehand. It weighs approximately one pound, and has 5 hit points and Hardness 10. It has a Break DC of 25. It is not a magic item, but rather a special kind of focus, with no inherent powers of its own. At 1st level, natural philosophers receive one apparatus for each science in which they have one or more degrees. As they master new sciences 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 phenomena of the associated science can be produced until a new one is built.

Turn Undead: As masters of the laws of nature, at 3rd level natural philosophers gain the ability to turn undead creatures, which are the embodiment of un-nature. Natural philosophers can turn undead as if they were clerics of two levels lower than their class level. They use their Intelligence modifier for turning checks rather than their Charisma modifier, however.

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, you 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 a degree in the appropriate science, 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 Invention Creation chapter later in this book, and the Inventions chapter in the *Northern Crown: Gazetteer*, for more information.

Bonus Feats: At 4th, 8th, 12th, 16th, and 20th levels, natural philosophers may choose a bonus feat from the following list: Cheap Invention, Fast Invention Repair, Hardened Invention, Increased Invention Damage, Increased Invention Hit Points, Increased Invention Speed, Invention Specialization, Science Specialization, Silent Apparatus, and Subtle Apparatus.

Natural Philosophers and Multiclassing: 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 contradiction.

NATURAL PHILOSOPHER PHENOMENA

The natural philosopher's phenomena are equivalent to the standard d20 System spells of the same name, regarding casting time, range, effect, duration, and saving throws, but are extraordinary abilities rather than spells. They are non-magical in nature, and not subject to spell resistance. Phenomena interact differently with psionic powers, however. Psionic powers interact with phenomena and phenomena interact with psionic powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability.

All phenomena belong to one of six known sciences:

Antimagic: This science attempts to unravel, dispel, and negate supernatural forces, including both magic spells and negative energy. Relatively few antimagic phenomena are available at low levels to budding antimages, but this science becomes increasingly potent at higher levels. It causes much distress to spellcasters, who can do little to counter its effects.

Antimagic phenomena require a Copernican clock as an apparatus — a metal sphere about the size of an apple, containing many dials, gears, and wheels. When the dials are set to the proper marks by a natural philosopher with a degree in antimagic, the motion of the gears can produce phenomena that can cancel or repel magic.

When creating a phenomenon with a verbal component, a Copernican clock ticks, whirrs, and chimes loudly for a length of time equal to the equivalent spell's casting time.

Antimagic phenomena that block spells, dispel magic, or provide protection against spells do not affect natural philosopher phenomena, even other antimagic phenomena. An *antimagic field* phenomenon, for example, does not prevent a natural philosopher from creating other phenomena within its area of effect. Antimagic phenomena that block magical scrying or divination attempts do not block the equivalent mentalism phenomena.

Life and Death: Natural philosophers who study life and death gain the power to heal and harm, in equal measure. The phenomena created by these scientists, often known as animators, duplicate the curing powers of divine magic but also include toxic effects, from clouds of poison gas to enfeebling rays. At the very highest

levels of study, this science offers the keys to life and death itself, allowing natural philosophers to restore the dead to life.

Natural philosophers who produce life and death phenomena use an apothecary of Chiron and Nessus as their apparatus, which looks like a wooden case with two compartments. One compartment is named for Chiron, the wise centaur of ancient myth, and contains a selection of salves, powders, and pills, which, in the proper dosage and sequence, can restore health and even life itself. The other, named for Nessus, the centaur whose poisoned blood slew Hercules, 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.

When creating a phenomenon with a verbal component, the liquids and oils contained in an apothecary of Chiron and Nessus bubble, steam, and seethe audibly for a length of time equal to the equivalent spell's casting time.

Magnetism: Magnetism is the science of galvanic forces, which include both magnetism and electricity. Students of magnetism, called galvanists, can cause the attraction or repulsion of two bodies of matter, shape and create protective or lifting forces around themselves, and wield the power of lightning like modern-day Jupiters. It is among the most ostentatious and awe-inspiring of the sciences, attracting characters with a mercurial or charismatic streak.

The apparatus used to create magnetism phenomena is the Galvanic belt: a leather harness 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.

When creating a phenomenon with a verbal component, a galvanic belt crackles and pops with static electricity for a length of time equal to the equivalent spell's casting time.

Matter: The science of matter is concerned with the properties of various substances — solid, liquid, and gaseous — as well as with their creation, transformation, and destruction. Natural philosophers who are trained in matter are commonly known as chymists. They consider it to be the most versatile of the known sciences, producing and controlling fire, heat, and cold; changing one substance to another; and even altering seemingly immutable properties of matter, such as mass.

The sympathetic fork serves as the apparatus to generate matter phenomena. This is 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, and 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 or alter its properties.

When creating a phenomenon with a verbal component, a sympathetic fork rings loudly in a clear tone for a length of time equal to the equivalent spell's casting time.

Mentalism: This science attempts to harness the powers of the mind to control the will of others, read their thoughts, and move matter by sheer mental force. It includes phenomena of both power and subtlety, enabling a mentalist to wield great power over the realm of the mind, even though their control over the physical world is quite limited compared to students of the other sciences.

Mentalism phenomena are not considered psionic powers, since they are

generated by a scientific apparatus, rather than by a creature's inherent psionic ability. Because they are not magical in nature, the mentalism phenomena *locate object*, *screwing*, and *greater screwing* are not blocked by spells or magic items that block magical screwing or divination. This makes them especially powerful tools in the hands of a trained mentalist. The vulnerability of the mentalist is that he has few defenses against the divinations and screwing of others, except for the 8th-level phenomenon *mind blank*. For this reason, mentalists often study antimagic as well.

Mentalists use a mesmeric cap as an apparatus to produce mentalism phenomena. This is 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.

When creating a phenomenon with a verbal component, a mesmeric cap emits a low-pitched humming noise for a length of time equal to the equivalent spell's casting time.

Physics: The youngest of the known sciences of natural philosophy, physics includes the study of light and sound, the manipulation of physical forces, and the alteration of the fabric of the universe itself. Relatively unimpressive at lower levels of study, physics pays off for persistent physicists, allowing them to teleport over vast distances, stop time, and even travel to other planes of existence.

The prismatic rod is used as an apparatus to create physics phenomena. This is a 12-inch 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.

When creating a phenomenon with a verbal component, a prismatic rod pulsates audibly for a length of time equal to the equivalent spell's casting time.

NATURAL PHILOSOPHER PHENOMENA

O-LEVEL PHENOMENA

ANTIMAGIC

Detect Magic Detects spells and magic items within 60 ft.

LIFE AND DEATH

Cure Minor Wounds Cures 1 point of damage.
Detect Poison Detects poison in one creature or small object.
Inflict Minor Wounds Touch attack, 1 point of damage.
Purify Food and Drink Purifies 1 cu. ft./level of food and water.
Touch of Fatigue Touch attack fatigues target.
Virtue Subject gains 1 temporary hp.

MAGNETISM

Know Direction You discern north.
Open/Close Opens or closes small or light things.

MATTER

Acid Splash Orb deals 1d3 acid damage.
Create Water Creates 2 gallons/level of pure water.

Mending
Ray of Frost

Makes minor repairs on an object.
 Ray deals 1d3 cold damage.

MENTALISM

Daze Humanoid creature of 4 HD or less loses next action.
Lullaby Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep.
Mage Hand 5-pound telekinesis.

PHYSICS

Ghost Sound Figment sounds.
Light Object shines like a torch.

1ST-LEVEL PHENOMENA

ANTIMAGIC

Detect Undead Reveals undead within 60 ft.
Erase Mundane or magical writing disappears.
Hide from Undead Undead can't perceive one subject/level.
Obscure Object Masks object against screwing.

LIFE AND DEATH

<i>Chill Touch</i>	One touch/level deals 1d6 damage and possibly 1 Str damage.
<i>Cure Light Wounds</i>	Cures 1d8 damage +1/level (max +5).
<i>Delay Poison</i>	Stops poison from harming subject for 1 hour/level.
<i>Inflict Light Wounds</i>	Touch deals 1d8 damage +1/level (max +5)
<i>Ray of Enfeeblement</i>	Ray deals 1d6+1 per two levels Str damage.

MAGNETISM

<i>Entropic Shield</i>	Ranged attacks against you have 20% miss chance.
<i>Hold Portal</i>	Holds door shut.
<i>Mage Armor</i>	Gives subject +4 armor bonus.
<i>Shocking Grasp</i>	Touch delivers 1d6/level electricity damage (max 5d6).

MATTER

<i>Detect Secret Doors</i>	Reveals hidden doors within 60 ft.
<i>Endure Elements</i>	Exist comfortably in hot or cold environments.
<i>Enlarge Person</i>	Humanoid creature doubles in size.
<i>Obscuring Mist</i>	Fog surrounds you.
<i>Produce Flame</i>	1d6 damage +1/level, touch or thrown.
<i>Pyrotechnics</i>	Turns fire into blinding light or choking smoke.
<i>Reduce Person</i>	Humanoid creature halves in size.

MENTALISM

<i>Cause Fear</i>	One creature of 5 HD or less flees for 1d4 rounds.
<i>Command</i>	One subject obeys selected command for 1 round.
<i>Comprehend Languages</i>	You understand all spoken and written languages.
<i>Confusion, Lesser</i>	One creature is <i>confused</i> for 1 round/level.
<i>Hypnotism</i>	Fascinates 2d4 HD of creatures.
<i>Remove Fear</i>	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
<i>Sleep</i>	Puts 4 HD of creatures into magical slumber.
<i>Unseen Servant</i>	Invisible force obeys your commands.

PHYSICS

<i>Alarm</i>	Wards an area for 2 hours/level.
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<i>Burning Hands</i>	1d4/level fire damage (max 5d4).
<i>Color Spray</i>	Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.
<i>Feather Fall</i>	Objects or creatures fall slowly.
<i>Floating Disk</i>	Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
<i>Ventriloquism</i>	Throws voice for 1 min./level.

2ND-LEVEL PHENOMENA

ANTIMAGIC

<i>Misdirection</i>	Misleads divinations for one creature or object.
<i>See Invisibility</i>	Reveals invisible creatures or objects.

LIFE AND DEATH

<i>Bull's Strength</i>	Subject gains +4 to Str for 1 min./level.
<i>Bear's Endurance</i>	Subject gains +4 to Con for 1 min./level.
<i>Cat's Grace</i>	Subject gains +4 to Dex for 1 min./level.
<i>Cure Moderate Wounds</i>	Cures 2d8 damage +1/level (max +10).
<i>Death Knell</i>	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
<i>False Life</i>	Gain 1d10 temporary hp +1/level (max +10)
<i>Gentle Repose</i>	Preserves one corpse.
<i>Inflict Moderate Wounds</i>	Touch attack, 2d8 damage +1/level (max +10).
<i>Remove Paralysis</i>	Frees one or more creatures from paralysis or <i>slow</i> effect.

MAGNETISM

<i>Hold Person</i>	Paralyzes one humanoid for 1 round/level.
<i>Levitate</i>	Subject moves up and down at your direction.
<i>Spider Climb</i>	Grants ability to walk on walls and ceilings

MATTER

<i>Chill Metal</i>	Cold metal damages those who touch it.
<i>Fog Cloud</i>	Fog obscures vision.
<i>Gust of Wind</i>	Blows away or knocks down smaller creatures.
<i>Heat Metal</i>	Make metal so hot it damages those who touch it.

Make Whole Repairs an object.

Resist Energy Ignores 10 (or more) points of damage/attack from specified energy type.

Soften Earth and Stone Turns stone to clay or dirt to sand or mud.

Warp Wood Bends wood (shaft, handle, door, plank).

MENTALISM

Calm Emotions Calms creatures, negating emotion effects.

Detect Thoughts Allows "listening" to surface thoughts.

Find Traps Notice traps as a rogue does.

Owl's Wisdom Subject gains +4 to Wis for 1 min./level.

Scare Panics creatures of less than 6 HD.

Touch of Idiocy Subject takes 1d6 points of Int, Wis, and Cha damage.

PHYSICS

Blur Attacks miss subject 20% of the time.

Darkness 20-ft. radius of supernatural shadow.

Protection from Arrows Subject immune to most ranged attacks.

Scorching Ray Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

Shatter Sonic vibration damages objects or crystalline creatures.

Silence Negates sound in 15-ft. radius.

Sound Burst Deals 1d8 sonic damage to subjects; may stun them.

3RD-LEVEL PHENOMENA

ANTIMAGIC

Arcane Sight Magical auras become visible to you.

Dispel Magic Cancels spells and magical effects.

Invisibility Purge Dispels invisibility within 5 ft./level.

Nondetection Hides subject from divination, scrying

LIFE AND DEATH

Contagion Infects subject with chosen disease.

Cure Serious Wounds Cures 3d8 damage +1/level (max +15).

Heroism Gives +2 bonus on attack rolls, saves, skill checks.

Inflict Serious Wounds Touch attack, 3d8 damage +1/level (max +15).

Ray of Exhaustion Ray makes subject exhausted.

Remove Blindness/Deafness Cures normal or magical conditions.

Remove Disease Cures all diseases affecting subject.

Restoration, Lesser Dispels magical ability penalty or repairs 1d4 ability damage.

MAGNETISM

Fly Subject flies at speed of 60 ft.

Lightning Bolt Electricity deals 1d6/level damage.

MATTER

Continual Flame Makes a permanent, heatless torch.

Meld into Stone You and your gear merge with stone.

Protection from Energy Absorb 12 points/level of damage from one kind of energy.

Stinking Cloud Nauseating vapors, 1 round/level.

Stone Shape Sculpts stone into any shape.

Water Breathing Subjects can breathe underwater.

Wind Wall Deflects arrows, smaller creatures, and gases.

MENTALISM

Blindness/Deafness Makes subject blinded or deafened.

Confusion Subjects behave oddly for 1 round/level.

Crushing Despair Subjects take -2 on attack rolls, damage rolls, saves, and checks.

Fear Subjects within cone flee for 1 round/level.

Deep Slumber Puts 10 HD of creatures to sleep.

Locate Object Senses direction toward object (specific or type).

Suggestion Compels subject to follow stated course of action.

Zone of Truth Subjects within range cannot lie.

PHYSICS

Blink You randomly vanish and reappear for 1 round/level.

Daylight 60-ft. radius of bright light.

Deeper Darkness Object sheds supernatural shadow in 60-ft. radius.

Displacement Attacks miss subject 50%.

Sculpt Sound Creates new sounds or changes existing ones.

Searing Light Ray deals 1d8/two levels damage, more against undead.

4TH-LEVEL PHENOMENA

ANTIMAGIC

<i>Detect Scrying</i>	Alerts you of magical eavesdropping.
<i>Globe of Invulnerability, Lesser</i>	Stops 1 st - through 3 rd -level spell effects.
<i>Halt Undead</i>	Immobilizes undead for 1 round/level.
<i>Spell Immunity</i>	Subject is immune to one spell per four levels.

LIFE AND DEATH

<i>Cure Critical Wounds</i>	Cures 4d8 damage + 1/level (max +20).
<i>Inflict Critical Wounds</i>	Touch attack, 4d8 damage + 1/level (max +20).
<i>Neutralize Poison</i>	Immunizes subject against poison, detoxifies venom in or on subject.
<i>Poison</i>	Touch deals 1d10 Con damage, repeats in 1 min.
<i>Rage</i>	Subject gains +2 to Str and Con, +1 on Will saves, -2 to AC.
<i>Restoration</i>	Restores level and ability score drains.
<i>Vampiric Touch</i>	Touch deals 1d6/two levels damage; caster gains damage as hp.

MAGNETISM

<i>Resilient Sphere</i>	Force globe protects but traps one subject.
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MATTER

<i>Air Walk</i>	Subject treads on air as if solid (climb at 45-degree angle).
<i>Control Water</i>	Raises or lowers bodies of water.
<i>Giant Vermin</i>	Turns centipedes, scorpions, or spiders into giant vermin.
<i>Rusting Grasp</i>	Your touch corrodes iron and alloys.
<i>Shrink Item</i>	Object shrinks to one-sixteenth size.
<i>Wall of Ice</i>	<i>Ice plane</i> creates wall with 15 hp + 1/level, or <i>hemisphere</i> can trap creatures inside.

MENTALISM

<i>Discern Lies</i>	Reveals deliberate falsehoods.
<i>Modify Memory</i>	Changes 5 minutes of subject's memories.
<i>Repel Vermin</i>	Insects, spiders, and other vermin stay 10 ft. away.

Scrying
Sending

Tongues

PHYSICS

<i>Dimension Door</i>	Teleports you short distance.
<i>Dimensional Anchor</i>	Bars extradimensional movement.
<i>Invisibility</i>	Subject is invisible for 1 min./level or until it attacks.
<i>Rainbow Pattern</i>	Lights fascinate 24 HD of creatures.
<i>Shout</i>	Deafens all within cone and deals 5d6 sonic damage.
<i>Zone of Silence</i>	Keeps eavesdroppers from overhearing conversations.

5TH-LEVEL PHENOMENA

ANTIMAGIC

<i>Break Enchantment</i>	Frees subjects from enchantments, alterations, curses, and petrification.
<i>Disrupting Weapon</i>	Melee weapon destroys undead.
<i>Spell Resistance</i>	Subject gains SR 12 + level.

LIFE AND DEATH

<i>Plant Growth</i>	Grows vegetation, improves crops.
<i>Raise Dead</i>	Restores life to subject who died as long as one day/level ago.
<i>Slay Living</i>	Touch attack kills subject.
<i>Waves of Fatigue</i>	Several targets become fatigued.

MAGNETISM

<i>Hold Monster</i>	As <i>hold person</i> , but any creature.
<i>Wall of Force</i>	Wall is immune to damage.

MATTER

<i>Cone of Cold</i>	1d6/level cold damage.
<i>Fabricate</i>	Transforms raw materials into finished items.
<i>Fire Shield</i>	Creatures attacking you take fire damage; you're protected from heat or cold.
<i>Gaseous Form</i>	Subject becomes insubstantial and can fly slowly.
<i>Solid Fog</i>	Blocks vision and slows movement.
<i>Wall of Stone</i>	Creates a stone wall that can be shaped.

MENTALISM

<i>Command, Greater</i>	As <i>command</i> , but affects one subject/level.
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<i>Dominate Person</i>	Controls humanoid telepathically.
<i>Mind Fog</i>	Subjects in fog get -10 to Wis and Will checks.
<i>Suggestion, Mass</i>	As <i>suggestion</i> , plus one subject/level.
<i>Telekinesis</i>	Moves object, attacks creature, or hurls object or creature.
<i>True Seeing</i>	Lets you see all things as they really are.

PHYSICS

<i>Invisibility, Greater</i>	As <i>invisibility</i> , but subject can attack and stay invisible.
<i>Passwall</i>	Creates passage through wood or stone wall.
<i>Plane Shift</i>	As many as eight subjects travel to another plane.
<i>Teleport</i>	Instantly transports you as far as 100 miles/level.

6TH-LEVEL PHENOMENA

ANTIMAGIC

<i>Globe of Invulnerability</i>	As <i>lesser globe of invulnerability</i> , plus 4 th -level spell effects.
<i>Dispel Magic, Greater</i>	As <i>dispel magic</i> , but +20 on check.

LIFE AND DEATH

<i>Antiplant Shell</i>	Keeps animated plants at bay.
<i>Blight</i>	Withers one plant or deals 1d6/level damage to plant creature.
<i>Harm</i>	Deals 10 points/level damage to target.
<i>Heal</i>	Cures 10 points/level of damage, all diseases and mental conditions.

MAGNETISM

<i>Chain Lightning</i>	1d6/level damage; 1 secondary bolt/level each deals half damage.
<i>Interposing Hand</i>	Hand provides cover against one opponent.

MATTER

<i>Acid Fog</i>	Fog deals acid damage.
<i>Control Weather</i>	Changes weather in local area.
<i>Disintegrate</i>	Makes one creature or object vanish.
<i>Repel Wood</i>	Pushes away wooden objects.
<i>Wind Walk</i>	You and your allies turn vaporous and travel fast.

MENTALISM

<i>Animate Objects</i>	Objects attack your foes.
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<i>Antilife Shell</i>	10-ft. field hedges out living creatures.
<i>Feeblemind</i>	Subject's Int and Cha drop to 1.
<i>Telepathic Bond</i>	Link lets allies communicate.

PHYSICS

<i>Invisibility Sphere</i>	Makes everyone within 10 ft. invisible.
<i>Shout, Greater</i>	Devastating yell does 10d6 sonic damage; stuns creatures, damages objects.
<i>Sympathetic Vibration</i>	Deals 2d10 damage/round to free-standing structure.

7TH-LEVEL PHENOMENA

ANTIMAGIC

<i>Antimagic Field</i>	Negates magic within 10 ft.
<i>Spell Turning</i>	Reflect 1d4+6 spell levels back at caster.
<i>Undeath to Death</i>	Destroys 1d4 HD/level undead (max 20d4).

LIFE AND DEATH

<i>Heroism, Greater</i>	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
<i>Regenerate</i>	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
<i>Restoration, Greater</i>	As <i>restoration</i> , plus restores all levels and ability scores.
<i>Waves of Exhaustion</i>	Several targets become exhausted.

MAGNETISM

<i>Forceful Hand</i>	Hand pushes creatures away.
<i>Repulsion</i>	Creatures can't approach you.

MATTER

<i>Cloudkill</i>	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
<i>Destruction</i>	Kills subject and destroys remains.
<i>Freezing Sphere</i>	Freezes water or deals cold damage.
<i>Stoneskin</i>	Ignore 10 points of damage per attack.
<i>Transmute Mud to Rock</i>	Transforms two 10-ft. cubes per level.
<i>Transmute Rock to Mud</i>	Transforms two 10-ft. cubes per level.

MENTALISM

Insanity Subject suffers continuous *confusion*.
Scrying, Greater As *scrying*, but faster and longer.

PHYSICS

Phase Door Creates an invisible passage through wood or stone.
Teleport, Greater As *teleport*, but no range limit and no off-target arrival.
Teleport Object As *teleport*, but affects a touched object.

Moment of Prescience

You gain insight bonus on single attack roll, check, or save.

PHYSICS

Dimensional Lock Teleportation and interplanar travel blocked for one day/level.
Ethereal Jaunt You become ethereal for 1 round/level.
Reverse Gravity Objects and creatures fall upward.
Sunbeam Beam blinds and deals 4d6 damage.
Temporal Stasis Puts subject into suspended animation.

8TH-LEVEL PHENOMENA

ANTIMAGIC

Protection from Spells Confers +8 resistance bonus.
Spell Immunity, Greater As *spell immunity*, but up to 8th-level spells.

LIFE AND DEATH

Circle of Death Kills 1d4/level HD of creatures.
Clone Duplicate awakens when original dies.
Horrid Wilting Deals 1d6/level damage within 30 ft.

MAGNETISM

Forcecage Cube or cage of force imprisons all inside.
Grasping Hand Hand provides cover, pushes, or grapples.
Hold Person, Mass As *hold person*, but all within 30 ft.

MATTER

Earthquake Intense tremor shakes 5-ft./level radius.
Iron Body Your body becomes living iron.
Minor Creation Creates one cloth or wood object.
Polar Ray Ranged touch attack deals 1d6/level cold damage.
Wall of Fire Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage.

MENTALISM

Demand As *sending*, plus you can send *suggestion*.
Discern Location Reveals exact location of creature or object.
Mind Blank Subject is immune to mental/emotional magic and *scrying*.

9TH-LEVEL PHENOMENA

ANTIMAGIC

Mage's Disjunction Dispel magic, disenchant magic items.

LIFE AND DEATH

Finger of Death Kills one subject.
Resurrection Fully restore dead subject.

MAGNETISM

Crushing Hand Large hand provides cover, pushes, or crushes your foes.

MATTER

Fire Storm Deals 1d6/level fire damage.
Implosion Kills one creature/round.
Major Creation As *minor creation*, plus stone and metal.

MENTALISM

Astral Projection Projects you and companions onto Astral Plane.
Foresight "Sixth sense" warns of impending danger.

PHYSICS

Etherealness Travel to Ethereal Plane with companions.
Gate Connects two planes for travel or summoning.
Teleportation Circle Circle teleports any creature inside to a designated spot.
Time Stop You act freely for 1d4+1 rounds.

NEW CLASS: RAIDER

Raiders are specialist fighters, adapted for conducting warfare across the vast forests and mountains of Northern Crown and other wild places of the world. They form the core of the fighting force of many clan-based cultures, from the sea-raiders of Vinland to the Kelt renegadoes of the Mountains of Smoke to the most celebrated warriors of the First Ones. Skilled in brutal melee combat, ambush tactics, and wilderness travel, they draw courage and strength from the company of other like-minded adventurers, working themselves into a rage prior to battle and using rituals to gain combat abilities that seem almost magical in nature.

Adventures: Raiders may enter a life of adventure to remove a stain of dishonor upon themselves or their clan, to eliminate an enemy of their people, or simply to gain a reputation as a force to be reckoned with. They seldom accept employment for money, but will gladly associate with characters who they respect for their strength, courage, or wits.

Characteristics: Raiders share many characteristics with the barbarians of the ancient world, from their ability to enter into a state of rage, to their uncanny ability to avoid being taken unawares. They also possess some of the features of the rangers of earlier times, including the ability to track their foes and to move without hindrance through rough terrain. Uniquely, through the ritual of the wardance, raiders can temporarily gain extraordinary combat abilities that mimic the benefits of certain spells. They also have the ability to frighten creatures through their fearsome appearance.

Alignment: Raiders can belong to any alignment, but tend toward chaos because of the importance they place on individual deeds of valor.

Background: From childhood, raiders are trained in the arts of wilderness travel and swift and stealthy movement, while also learning to heighten the senses of vision and hearing, and harness their rage to enhance their physical abilities. Their loyalty to their comrades and to their clan is reinforced through trials of bravery, endurance, and combat skill, and rewarded with a position of honor

within their culture. By early adulthood, they have been honed into members of the main offensive force of their people, and are often identified by distinctive clothing and adornment.

Other Classes: Raiders respect the wilderness skills of scouts, but have little patience with their penchant for mapping, diplomacy, and quiet observation. Soldiers can gain acceptance from raiders if they display courage in battle, but raiders often consider soldiers' use of heavy armor to be dishonorable. Druids are venerated by raiders for their knowledge of the natural



world and their ability to harness and control the forces of nature, but other classes are usually dismissed as weak and cowardly, unless this is disproved through demonstrations of their physical courage.

GAME RULE INFORMATION

Raiders have the following game statistics:

Abilities: A high Strength and Dexterity is helpful in enhancing a raider's fighting ability, while a good Constitution score helps buffer the raider against the many physical threats faced in warfare and wilderness travel. Raiders' class skills include a wide range of key abilities, notably Strength, Dexterity, Intelligence, and Wisdom.

Alignment: Any.

Hit Die: d12.

CLASS SKILLS

The raider's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level:

$(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level:

$4 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the raider.

Weapon and Armor

Proficiency: A raider is proficient with all simple weapons and light armor. Raiders who wear heavy or medium armor lose the following class abilities: fast movement, endurance, uncanny dodge, improved uncanny dodge, quiet movement, woodland stride, and swift tracker.

Fast Movement (Ex): A raiders' land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying the raider's speed because of any load carried or armor worn.

Illiteracy: Raiders do not automatically know how to read and write. Raiders may spend 2 skill points to gain the ability to read and write all languages they are able to speak.

A raider who gains a level in any other class that does not have illiteracy automatically gains literacy. Any other characters who gain a raider level do not lose the literacy they already had.

Rage (Ex): Raiders can fly into a rage a certain number of times per day. In a rage, raiders temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but they take a -2 penalty to Armor Class. The increase in Constitution increases raiders' hit points by 2 points per level, but these hit points go away at the end of the rage when their Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, raiders cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, and Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can they cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. They can use any feat they have except Combat Expertise, item creation feats, and metamagic feats.

A fit of rage lasts for a number of rounds equal to 1 round + the raider's (newly improved) Constitution modifier. Raiders may prematurely end their rage. At the end of the rage, raiders lose the rage modifiers and restrictions and become fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless they are a 17th-level raider, at which point this limitation no longer applies; see below).

Raiders can fly into a rage only once per encounter. At 1st level they can only use their rage ability once per day. At 4th level and every four levels thereafter, they can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but raiders can do it only during their action, not in response to someone else's action.

Endurance (Ex): At 2nd level, raiders gain Endurance as a free feat.

Uncanny Dodge (Ex): At 2nd level, raiders retain their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized. Raiders who already have uncanny dodge from a different class automatically gain improved uncanny dodge (see below) instead.

Quiet Movement (Ex): At 3rd level, when moving at a speed greater than one-half but less than full speed, raiders do not suffer the usual -5 penalty to Move Silently skill checks. They suffer only a -10 penalty to move silently while running or charging, and suffer only a -2 penalty to move silently while crossing even very noisy surfaces.

Wardance (Ex): At 4th level, raiders may engage in a ritual to temporarily gain additional combat abilities. A wardance may take the form of a dance, chant, oath, or other ritual observance. It takes one hour to complete a wardance, during which time the raider must not be interrupted. At the end of a

wardance, a raider chooses one of the following abilities, which may be activated once as a standard action at any time within one full day of the wardance. Although similar to the spells of the same name, they are considered extraordinary abilities rather than spell-like effects. A raider may engage in a wardance once per day.

Jump: When this ability is activated as a standard action, you gain a +10 enhancement bonus on Jump checks for one minute multiplied by your class level.

Remove Fear: When this ability is activated as a standard action, you gain a +4 morale bonus against fear effects for 10 minutes. If you are under the influence of a fear effect when activating this ability, that effect is suppressed for the duration of the spell.

True Strike: When you activate this ability as a standard action, your next single attack roll (if it is made within one hour) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Improved Uncanny Dodge (Ex): At 5th level and higher, raiders can no longer be flanked. This defense denies an agent or scout the ability to sneak attack raiders by flanking them, unless the attacker has at least four more agent or scout levels than the target has raider levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to

THE RAIDER

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1	+1	+2	+2	+0	Fast movement, illiteracy, rage 1/day
2	+2	+3	+3	+0	Endurance, uncanny dodge
3	+3	+3	+3	+1	Quiet movement
4	+4	+4	+4	+1	Wardance, rage 2/day
5	+5	+4	+4	+2	Improved uncanny dodge
6	+6/+1	+5	+5	+2	Track, woodland stride
7	+7/+2	+5	+5	+3	Damage reduction 1 (vs. weapons & natural attacks only)
8	+8/+3	+6	+6	+3	Improved wardance, rage 3/day
9	+9/+4	+6	+6	+4	Swift tracker
10	+10/+5	+7	+7	+4	Damage reduction 2 (vs. weapons & natural attacks only)
11	+11/+6/+1	+7	+7	+5	Greater rage
12	+12/+7/+2	+8	+8	+5	Greater wardance, rage 4/day
13	+13/+8/+3	+8	+8	+6	Damage reduction 3 (vs. weapons & natural attacks only)
14	+14/+9/+4	+9	+9	+6	Blindsense 30 ft.
15	+15/+10/+5	+9	+9	+7	Nerve-shaking gaze
16	+16/+11/+6/+1	+10	+10	+7	Damage reduction 4 (vs. weapons & natural attacks only), rage 5/day
17	+17/+12/+7/+2	+10	+10	+8	Tireless rage
18	+18/+13/+8/+3	+11	+11	+8	Frightening gaze
19	+19/+14/+9/+4	+11	+11	+9	Damage reduction 5 (vs. weapons & natural attacks only)
20	+20/+15/+10/+5	+12	+12	+9	Mighty rage, rage 6/day

determine the minimum level a rake or scout must be to flank the character.

Track: At 6th level, raiders gain Track as a free feat.

Woodland Stride (Ex): At 6th level, raiders may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect them.

Damage Reduction (Ex): At 7th level, a raider gains damage reduction. Subtract 1 from the damage the raider takes each time damage is dealt from a weapon or a natural attack. At 10th level, and every three raider levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Improved Wardance (Ex): At 8th level, raiders receive two abilities following the completion of a wardance instead of one. They can choose two different abilities or the same one twice. Raiders add the following abilities to the abilities available to them:

Bear's Endurance: Upon activation of this ability as a standard action, you gain greater vitality and stamina. You get a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. This ability lasts for one round multiplied by your class level. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bull's Strength: Upon activation of this ability as a standard action, you become stronger, gaining a +4 enhancement bonus to Strength and adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

This ability lasts for one round multiplied by your class level.

Heroism: Upon activating this ability as a standard action, you gain great bravery and morale in battle, receiving a +2 morale bonus on attack rolls, saves, and skill checks. This ability lasts for one round multiplied by your class level.

Swift Tracker (Ex): Beginning at 9th level, raiders can move at their normal speed while following tracks without taking the normal -5 penalty. They take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Greater Rage (Ex): At 11th level, raiders' bonuses to Strength and Constitution during their rage each increase to +6, and their morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Greater Wardance (Ex): At 12th level, raiders receive three abilities following the completion of a wardance instead of two, chosen from the list of abilities gained from their Wardance and Improved Wardance class abilities, plus the following additional abilities:

Barkskin: Upon activating this ability as a standard action, you gain a +4 enhancement bonus to your existing natural armor bonus. The enhancement bonus provided by *barkskin* stacks with your natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. This ability lasts for one round multiplied by your class level.

Protection from Arrows: Upon activating this ability as a standard action, you gain damage reduction 10/magic against ranged weapons. (This ability doesn't grant you the ability to damage creatures with similar damage reduction.) Up to 50 points of damage can be prevented. This ability lasts for one round multiplied by your class level.

Blindsense (Ex): At 14th level, raiders gain blindsense, an ability that lets raiders notice things they cannot see, but without the precision of blindsight. Raiders usually do not need to

make Spot or Listen checks to notice and locate creatures within range of their blindsense ability, provided that they have line of effect to that creature. Any opponent the raider cannot see has total concealment (50% miss chance) against the raider, and the raider still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a raider with blindsense. Raiders with blindsense are still denied their Dexterity bonus to Armor Class against attacks from creatures they cannot see. Blindsense works to a range of 30 feet.

Nerve-shaking Gaze (Ex): At 15th level, raiders can shake opponents within 30 feet by making a gaze attack. Raiders with this ability can actively attempt to use their gaze as an attack action. The raider chooses an opponent within 30 feet, and that opponent must attempt a Fortitude save at DC 14 each round he is subject to the gaze attack, at the beginning of the opponent's turn. Opponents who fail to save against the gaze attack become shaken as long as they are in the raider's presence, taking a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Tireless Rage (Ex): At 17th level and higher, raiders no longer become fatigued at the end of their rage.

Frightening Gaze: At 18th level, targets of a raider's gaze attack become frightened in addition to becoming shaken, fleeing from the raider as quickly as they can. They can choose the path of their flight. Once they are out of sight of the raider, they can act as they want. If they see the raider again, they must make a new saving throw during their turn to avoid the effects of the raider's gaze. Characters unable to flee can fight (though they are still shaken).

Mighty Rage (Ex): At 20th level, raiders' bonuses to Strength and Constitution during their rage each increase to +8, and their morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

NEW CLASS: RAKE

Rakes are stylish masters of civil combat. The dueling ground is their battlefield; elegant blades and slender pistols are their weapons. Railed against from the pulpit, shunned by decent citizens, but adored as dashing scoundrels by their admirers and patrons, rakes are colorful and controversial adventurers of the new age.

Adventures: A life of dueling and gambling holds the promise of adventure for many young rakes. They may be forced into the company of other adventurers to thwart a common enemy, evade the law, or simply to find new opportunities for pleasure and profit.

Characteristics: Rakes are skilled in the use of weapons that can be worn as accessories to fashionable garb, and they would never be seen wearing armor in public. Their class abilities help them gain advantages on the dueling ground, survive the stray blade or shot, and make their way in the world by cheating, dissembling, hiding, and stretching the truth. Outside of combat, rakes gain significant bonuses to skills related to deception and disguise.

Alignment: Rakes can be good, neutral or evil, but must be chaotic, since society as a whole frowns upon dueling and carousing. Regardless of their alignment, they strive to do as little work as possible, preferring to sponge off wealthy friends and relations, win at cards and other forms of gambling, and take employment as professional duelists, receiving substantial pay as stand-ins for aggrieved parties whose courage and combat skills are lacking. Good rakes, often called gallants, use their skills to protect the honor of innocent victims and to put bullies, swindlers, and other villains out of commission. Neutral rakes tend to put their abilities to use to advance in rank and wealth, without particularly enjoying the rakish lifestyle; they see it merely as a way of positioning themselves to take advantage of opportunity. Evil rakes, known as cads, enjoy the basest pleasures of the tavern and tabling den, and treat dueling as another forbidden pastime to be savored. They have no regard for human life, except their own.

Background: Rakes may come from any level of society, but regardless of their actual social rank, they strive to seem as elegant, fashionable,

the company of a rake for long, unless they see some hope of reforming their ways. Although they share an interest in fighting, rakes and soldiers do not often get along with one another, because of the rake's lack of discipline or sense of duty. Rakes may secretly admire agents' cool exterior and competence, but often ridicule them as humorless and drab.



GAME RULE INFORMATION

Rakes have the following game statistics:

Abilities: Charisma is important to a rake's social skills, while Strength and Dexterity are key attributes for combat skills. While a high Wisdom score helps rakes sense the deceptions of other rakes, considered actions and forethought are not hallmarks of their character.

Alignment: Any chaotic.
Hit Die: d8.

CLASS SKILLS

The rake's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Tumble (Dex).

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

Skill Points at Each Additional Level:
4 + Int modifier.

and prosperous as possible. Most rakes find the rakish lifestyle at an early age, learning to talk their way into high society and out of trouble, to master the sword and pistol, and to parlay their skills and charms into cash.

Other Classes: Bards ply their trade in many of the same low places that rakes frequent, giving them a certain sympathy. Few clerics will abide

CODE OF HONOR

Everything a rake does is informed by a code of honor with three major tenets

- First, rakes must strive to look fashionable and attractive at all times.
- Second, no rake can refuse an opportunity to enjoy food, drink, cards, or good company, at the risk of being called soft or prudish.
- Third, any insult to a rake's character, personal appearance, compe-

tence, or social standing must be answered with a challenge to settle the matter with swords or pistols at the earliest opportunity.

Even rakes whose hearts are kind and without malice are vulnerable to worldly temptations and cannot let insults go unanswered.

CLASS FEATURES

All the following are class features of the rake.

Weapon and Armor Proficiency: Rakes are proficient in the the following weapons: broadsword, dagger, cutlass, rapier, saber, smallsword, wheel-lock belt pistol, and snaphance pistol. They are not forbidden from gaining additional armor and weapon proficiencies as they advance. When wearing armor, rakes lose their just a scratch and craven attack class abilities.

Fencing or Guns: Rakes can choose Fencing or Guns as as a free feat at 1st level.

Fortune my Mistress: At 1st level, rakes receive a +2 bonus to the following skills: Bluff, Disguise, Forgery, Perform, and Sleight of Hand.

Just a Scratch: At 1st level, rakes who suffer lethal damage can convert some or all of it to nonlethal damage. Rakes can convert an amount of lethal damage equal to their rake class level + their Dexterity modifier. This ability can be used once per day, against the damage from a single damage roll.

At 5th, 9th, 14th, and 20th level, rakes gain an extra use of this ability per day.

Craven Attack: At 1st level, rakes inflict an extra 1d6 damage against flat-footed opponents. The damage bonus applies to melee attacks and ranged attacks within 30 feet of the opponent. At 4th, 7th, 10th, 13th, 16th, and 19th level, the extra damage

increases to 2d6, 3d6, 4d6, 5d6, 6d6, and 7d6, respectively.

Dueling Style: At 2nd level, the rake may choose between two dueling styles. The pistols duelling style gives the rake Hair Trigger and Point Blank Shot as free feats. The fencing dueling style gives the rake Quick Draw and Weapon Specialization as free feats; the Weapon Specialization feat can be applied to any single melee weapon.

Sworn Enemy: At 2nd level, the rake can choose an individual humanoid creature as a sworn enemy. The rake gains a +1 bonus to attack and +2 to damage against the chosen creature. The rake can not choose a different sworn enemy until one full day after the sworn enemy is slain.

At 8th level, the rake gains an additional use of this ability, allowing the rake to have up to two sworn enemies at one time.

Dirty Trick: At 3rd level, rakes choose one of the following underhanded fighting techniques.

Blinding Attack (Ex): The rake can temporarily blind an opponent with a direct hit on a successful splash weapon attack. The vessel used must contain an eye irritant, such as salt, pepper, alcohol, or sand. The rake must declare the blinding attack ahead of time. If the attack hits, no damage is inflicted, but the target must make a Reflex save at DC 14 or be blinded for 1d4 rounds.

Blinded creatures take a -2 penalty to Armor Class, lose their Dexterity

bonus to AC (if any), move at half speed, and take a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to blinded creatures.

Rakish Stance (Ex): On the rake's turn, before taking any actions, the rake can choose to adopt a risky combat stance in order to receive a bonus to melee attack rolls. A rake who adopts a rakish stance can take no actions other than attack actions, loses any Dexterity bonus to AC, but receives a +2 bonus to melee attack rolls. The attack bonus and the loss of any Dexterity bonus to AC last until the beginning of the rake's next turn.

Foul Blow (Ex): When the rake makes a successful unarmed attack upon a humanoid opponent of Large size or smaller, the rake can temporarily sicken the opponent rather than inflict damage. The rake must declare a foul blow before the attack roll is made. If successful, the opponent can avoid being sickened by making a Fortitude save at DC 14. The effects of a foul blow last for 1d4 rounds. Creatures which are immune from critical hits are also immune to this ability. A sickened creature takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

THE RAKE

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1	+1	+0	+1	+0	Craven attack +1d6, Fencing or Guns feat, just a scratch 1/day, fortune my mistress
2	+2	+0	+1	+0	Dueling style, sworn enemy 1
3	+3	+1	+2	+1	Dirty trick 2
4	+3	+1	+2	+1	Craven attack +2d6
5	+4	+2	+3	+1	Just a scratch 2/day
6	+5	+2	+3	+2	Dirty trick 2
7	+6/+1	+3	+4	+2	Craven attack +3d6
8	+6/+1	+3	+4	+2	Sworn enemy 2
9	+7/+2	+4	+5	+3	Dirty trick 3, just a scratch 3/day
10	+8/+3	+4	+5	+3	Craven attack +4d6
11	+9/+4	+5	+6	+3	Advanced sworn enemy
12	+9/+4	+5	+6	+4	Dirty trick 4
13	+10/+5	+6	+7	+4	Craven attack +5d6
14	+11/+6/+1	+6	+7	+4	Just a scratch 4/day
15	+12/+7/+2	+7	+8	+5	Dirty trick 5
16	+12/+7/+2	+7	+8	+5	Craven attack +6d6
17	+13/+8/+3	+8	+9	+5	Scarring attack
18	+14/+9/+4	+8	+9	+6	Dirty trick 6
19	+15/+10/+5	+9	+10	+6	Craven attack +7d6
20	+15/+10/+5	+9	+10	+6	Just a scratch 5/day

Judicious Retreat (Ex): Once per day, as a free action, the rake can increase his or her base land speed by 10 feet for one round per class level. The rake need not actually retreat to make use of this ability.

Opportunist (Ex): Once per round, the rake can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rake's attack of opportunity for that round. Even a rake with the Combat Reflexes feat can't use the

opportunist ability more than once per round.

Twist the Blade (Ex): On a successful melee hit, the rake can choose to inflict pain on an opponent by using another available attack action. The opponent must make a Fortitude save at DC 10 + the damage inflicted, or suffer a -2 penalty to attacks and AC for 1d4 rounds.

At 6th, 9th, 12th, 15th, and 18th level, the rake gains an additional technique from the list.

Advanced Sworn Enemy: At 11th level, the rake's attack bonus against a sworn enemy increases to +2, and the damage bonus increases to +4.

Scarring Attack: At 17th level, a rake who makes a critical hit can choose to inflict one point of permanent Charisma damage against a humanoid opponent, instead of inflicting normal damage.

Ex-Rakes: Rakes who cease to be of chaotic alignment retain their class abilities, but can no longer advance as rakes.

NEW CLASS: SCOUT

Lone travelers in the wilderness, scouts have evolved from the rangers of earlier ages. They've lost the spellcasting abilities of their predecessors, but gained new powers of concealment and combat. They are equally comfortable serving as guides for an army on the march, or as pathfinders blazing a trail for a party of frontier settlers.

Adventures: Scouts typically serve as the eyes and ears of an adventuring party, using their skills to steer the party around the hidden dangers of the wilderness. Many young scouts get their first taste of adventure as guides or skirmishers for regular troops passing through unfamiliar territory. Scouts of a less military bent may become involved in efforts to expand the settled lands of their own culture, bringing them into conflict with neighboring peoples who see scouts as spies and harbingers of invasion.

Characteristics: Living in the wild for months at a time, scouts develop a rapport with wild animals. Skilled fighters, they develop an extraordinary ability to use terrain to boost their defenses, and to make sneak attacks against enemy sentries and scouts. They also possess advanced skills in communicating with local inhabitants despite language barriers, and in gathering useful information from the terrain itself.

Alignment: Scouts can belong to any alignment.

Background: Scouts almost invariably come from frontier regions, where they have had opportunities to improve their skills from an early age as hunters, trappers, traders, and trailblazers. They usually hail from small settlements, and possess a limited understanding of urban culture.

Other Classes: Scouts share many characteristics with raiders, and often form adventuring parties with them.



Soldiers are respected by scouts for their combat skills, and druids are often revered by scouts for their divine powers over nature. Rakes are particularly disliked by scouts as being silly fops with no common sense. Although at first glance natural philosophers might seem to have little in common with scouts, their shared curiosity about the natural world often leads them to join forces to explore the wilderness.

GAME RULE INFORMATION

Scouts have the following game statistics:

Abilities: Scouts find both Strength and Dexterity useful for many of their class skills and combat abilities. A high Intelligence score aids their Knowledge and Search skills, while a good Wisdom score aids several other class skills including Heal, Listen, Spot, and Survival.

Alignment: Scouts can belong to any alignment.

Hit Die: d10.

CLASS SKILLS

The scout's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level:

(6 + Int modifier) x 4.

Skill Points at Each Additional Level:

6 + Int modifier.

CLASS FEATURES

All the following are class features of the scout.

Weapon and Armor Proficiency:

A scout is proficient with light armor, guns, all simple weapons, plus the following martial weapons: handaxe and throwing axe. Scouts who wear medi-

um or heavy armor lose the quiet movement, sneak attack, wildshield, and woodland stride class abilities.

Concealment +10 (Ex): Scouts gain a +10 bonus when they have concealment against ranged attacks, resulting in a 30% miss chance under normal concealment and a 60% miss chance when under total concealment.

At 10th level, a scout's concealment bonus increases to +20, resulting in a 40% miss chance when he has concealment and a 70% miss chance when he has total concealment.

Recon (Ex): By studying tracks and the local environment, watching the movements and gestures of people, and analyzing the condition and arrangement of nearby dwellings, settlements, and natural features for 1d4+1 hours, scouts can make a Gather Information check without speaking to anybody, albeit at a -4 penalty.

Track: Scouts gain Track as a bonus feat at 1st level.

Wildshield +1 (Ex): While wearing no armor or light armor, scouts receive a +1 AC bonus and a +1 Reflex save bonus in any natural terrain. This bonus stacks with any wildshield bonus gained from the scout's culture.

At 3rd, 6th, 9th, 12th, 15th, and 18th level, a scout's wildshield AC bonus increases to +2, +3, +4, +5, +6, and +7, respectively. The Reflex save bonus remains at +1.

Combat Style (Ex): At 2nd level, a scout must select one of three combat styles to pursue: archery, sharpshoot-

ing, or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

Scouts who select archery are treated as having the Rapid Shot feat, even if they do not have the normal prerequisites for that feat.

Scouts who select sharpshooting are treated as having the Point Blank Shot and Precise Shot feats.

Scouts who select two-weapon combat are treated as having the Two-Weapon Fighting feat, even if they do not have the normal prerequisites for that feat.

The benefits of a scout's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Quiet Movement (Ex): At 2nd level, when moving at a speed greater than one-half but less than full speed, scouts do not suffer the usual -5 penalty to Move Silently skill checks. They suffer only a -10 penalty to move silently while running or charging, and suffer only a -2 penalty to move silently while crossing even very noisy surfaces.

Wild Empathy (Ex): At 2nd level, scouts can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. Scouts roll 1d20 and add their scout level and their Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude

of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the scout and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The scout can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but with -4 penalty on the check.

Blaze (Ex): At 3rd level, while moving at one-half speed, a scout can mark a path through any natural terrain that is not noticeable to anyone except the scout and the scout's allies unless they make a Spot check at DC 20 plus the scout's class level. The scout can choose to make marks that last one week, one year, or permanently.

At 13th level, the scout can use this ability while moving at full speed.

Improved Cover (Ex): At 3rd level, scouts gain a +8 bonus to AC and a +4 bonus to Reflex saves when under cover, rather than the usual +4 bonus and +2 bonus, respectively. When under cover, they gain the improved evasion class ability against any attack to which the Reflex save bonus applies. Furthermore, scouts gain a +10 bonus to Hide checks when under cover.

Animal Companion (Ex): At 4th level, a scout gains an animal companion selected from the following list:

THE SCOUT

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1	+1	+2	+2	+0	Concealment +10, recon, track, wildshield +1
2	+2	+3	+3	+0	Combat style, quiet movement, wild empathy
3	+3	+3	+3	+1	Blaze (half speed), improved cover, wildshield +2
4	+4	+4	+4	+1	Animal companion
5	+5	+4	+4	+2	Endurance, sneak attack +1d6/30 ft.
6	+6/+1	+5	+5	+2	Improved combat style, wildshield +3
7	+7/+2	+5	+5	+3	Woodland stride
8	+8/+3	+6	+6	+3	Sneak attack +2d6, swift tracker
9	+9/+4	+6	+6	+4	Gift of tongues, wildshield +4
10	+10/+5	+7	+7	+4	Concealment +20, sneak attack 60 ft.
11	+11/+6/+1	+7	+7	+5	Combat style mastery, sneak attack +3d6
12	+12/+7/+2	+8	+8	+5	Improved Recon, Wildshield +5
13	+13/+8/+3	+8	+8	+6	Camouflage, blaze (full speed)
14	+14/+9/+4	+9	+9	+6	Sneak attack +4d6
15	+15/+10/+5	+9	+9	+7	Wildshield +6
16	+16/+11/+6/+1	+10	+10	+7	Hide in plain sight
17	+17/+12/+7/+2	+10	+10	+8	Sneak attack +5d6
18	+18/+13/+8/+3	+11	+11	+8	Wildshield +7
19	+19/+14/+9/+4	+11	+11	+9	Sneak attack 100 ft.
20	+20/+15/+10/+5	+12	+12	+9	Sneak attack +6d6

black bear, dog, eagle, hawk, horse (light or heavy), lynx, owl, pony, or wolf. This animal is a loyal companion that accompanies the scout on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the scout's effective druid level is one-half his scout level (rounded down). A scout may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his scout level. Like a druid, a scout cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Endurance: A scout gains Endurance as a bonus feat at 5th level.

Sneak Attack: At 5th level, scouts who catch opponents when they are unable to defend themselves effectively from their attack can strike a vital spot for extra damage.

A scout's attacks deal extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the scout flanks the target. This extra damage is 1d6 at 5th level, and it increases by 1d6 every three scout levels thereafter. Should the scout score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. This distance increases to 60 feet at 10th level and 100 feet at 19th level.

With an unarmed strike, scouts can perform a sneak attack that deals nonlethal damage instead of lethal damage. They cannot use a weapon that deals lethal damage to deal nonlethal

damage in a sneak attack, not even with the usual -4 penalty.

Scouts can sneak attack only living creatures with discernible anatomies — undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. Scouts must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

For scouts who are multiclassed as agents or rakes, the extra damage caused by their sneak attack stacks with any extra sneak attack damage gained as an agent and any craven attack damage gained as a rake.

Improved Combat Style: At 6th level, scouts who chose the archery or sharpshooting combat style at 2nd level are treated as having the Shot on the Run feat, regardless of whether they meet the usual prerequisites. Scouts who chose the two-weapon fighting style gain Improved Two-Weapon Fighting as a free feat regardless of the usual prerequisites.

As before, the benefits of a scout's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Woodland Stride (Ex): Starting at 7th level, scouts may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or

suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect them.

Swift Tracker (Ex): Beginning at 8th level, scouts can move at their normal speed while following tracks without taking the normal -5 penalty. They take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Gift of Tongues: Scouts gain Gift of Tongues as a free feat at 9th level.

Combat Style Mastery (Ex): At 11th level, scouts who selected the archery or sharpshooting combat style at 2nd level are treated as having the Improved Precise Shot feat, even if they do not have the normal prerequisites for that feat.

Scouts who selected two-weapon combat at 2nd level are treated as having the Spring Attack feat, even if they do not have the normal prerequisites for that feat.

As before, the benefits of a scout's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Improved Recon: At 12th level, scouts can use their Recon ability without a -4 penalty.

Camouflage (Ex): Scouts of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, scouts of 16th level or higher can use the Hide skill even while being observed.

NEW CLASS: SOLDIER

Dogs of war, freebooters, king's men — known by many names, soldiers are the masters of combat in the new age. The generalist fighters of the old order have been supplanted by trained specialist soldiers, each with a particular role to play, from mounted dragoons who spoil and plunder deep in enemy territory, to musketeers who stand firm and give withering fire in the face of a cavalry charge.

Far from the undisciplined hordes of earlier ages, soldiers follow a strict hierarchy of command that is only partly determined by one's place in the social order. A high social rank may help a soldier obtain an officer's commission in the royal army, but skill, courage, and the respect of one's troops are needed to avoid death or disgrace. Given enough luck, guts, and sheer will, a low social rank is no bar to advancement to the highest levels of command. But soldiers can expect to make many enemies along the way, and not only upon the opposing side of the battlefield. Living in a world of violent conflict, soldiers tend to settle their differences with whatever tools are at hand.

Adventures: Soldiers often take to adventuring as a way of turning their military training to their own fame and profit, especially during the long months or years between major battles, when the only alternatives to adventuring are either monotonous sentry duty or a criminal career as a bandit or pillager. Military units are often decommissioned between wars, giving their members plenty of time to strike out on their own, or to lend their blades and bullets to an adventuring party in need of trained combatants.

Characteristics: Soldiers are the combat specialists of Northern Crown. Although other classes may be adept at fighting, soldiers excel at it, to the exclusion of other endeavors. Their bonus feats allow them to improve and refine their fighting ability faster than other classes, while their high hit point totals make them more likely to survive physical threats.

Alignment: Soldiers can belong to any alignment. Some soldiers fight for a

noble cause, others to slake a thirst for violence and mayhem. But many soldiers, especially those jaded and disillusioned by the harsh realities of their trade, fight merely to advance their

life as indentured servants, apprentices in trade, or younger children with poor financial prospects. Some may even be on the run from the law; recruiters ask few questions, and armies are usually on the move, making the capture of fugitives difficult.

Other Classes: Soldiers are used to the company of other soldiers, with all other classes running a distant second. They look down upon raiders as untrained clods, but may still offer them grudging respect for their courage and strength. Scouts, too, are looked upon by soldiers with a mix of disdain for their skulking tactics and admiration for their marksmanship. Trained to rely on powder, steel, and muscle, soldiers don't often place much faith in either magic or new inventions; they regard spellcasters as dabblers in esoteric, unreliable arts, and natural philosophers as eccentrics or cranks.



GAME RULE INFORMATION

Soldiers have the following game statistics:

Abilities: Strength is important for soldiers, enhancing their melee attack and damage, but Dexterity is also valuable for its benefit to armor class and ranged attacks. A high Constitution enables soldiers to gain hit points faster and to resist disease and hardship on the march. As soldiers gain experience, Charisma becomes increasingly useful for its role in leading troops and conducting truces and parleys.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The soldier's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level:

(2 + Int modifier) x 4.

Skill Points at Each Additional Level:

2 + Int modifier.

social position, gain wealth, and secure some measure of fame that may endure beyond their own imperiled lives. The initial alignments of soldiers are more susceptible to change than those of most other classes — the experience of battle has unpredictable effects upon the human heart, awakening a sense of the value of human life in some, while sundering others from any feelings of compassion for their fellow creatures. The senseless carnage of war often fosters ambivalence in soldiers' attitudes towards matters of right and wrong, leaving them more loyal to their commander and fellow soldiers than to any civilian code of conduct.

Background: Most soldiers begin their careers as raw recruits, having joined a royal army or mercenary company for the promise of steady food and board, a few silver coins, and a new uniform. Often they are leaving behind a less-than-successful civilian

CLASS FEATURES

All the following are class features of the soldier.

Weapon and Armor Proficiency: A soldier is proficient with light armor, guns, and all simple and martial weapons.

Military Training: At 1st level, soldiers receive training as a particular troop type. They receive a free suite of gear, one or more bonus feats, and a unique class ability.

Choose one of the following troop types: dragoon, greatsword, grenadier, halberdier, hussar, musketeer, or royal guard.

DRAGOON

These soldiers function as mounted infantry, riding to the battle and shooting from horseback, but dismounting for melee combat. They are used to scout, forage, and make raids on enemy camps. They have a reputation as the rowdiest and most bloodthirsty of all soldiers. In times of peace, they often resort to pillaging or banditry to survive.

Gear: Light warhorse (includes bit and bridle, riding saddle, and saddlebags), matchlock caliver, broadsword, and buff coat.

1st-level Bonus Feats: Mounted Shot, Weapon Focus (matchlock caliver)

Saddle-crafty: Dragoons making a Ride skill check to attempt a fast mount or dismount or to use their mount as cover receive a +4 competence bonus to their skill check.

GREATSWORD

Also called double-pay men, greatswords are hired to do the dangerous work of breaking up enemy pike units simply by wading into them and hacking away at the pike shafts. They are also employed to guard the company colors from capture. This occupation attracts characters of great courage or recklessness — greatswords seldom live to old age.

Gear: Greatsword and buff coat.

1st-level Bonus Feats: Greatsword, Weapon Focus (greatsword)

Reckless Courage: Greatswords receive a +4 bonus to Will saves made to avoid fear effects.

GRENADIER

Grenadiers are trained to use hand grenades on the battlefield. This dangerous occupation attracts characters of great daring and nerves of steel; they are often used as assault troops against enemy trenches and other fixed positions.

Gear: Satchel with 4 grenades, matchlock caliver, and breastplate.

1st-level Bonus Feats: Exotic Weapon Proficiency (grenade), Medium Armor Proficiency

Steady Hands: Grenadiers receive a +2 bonus to Dexterity checks.

HALBERDIER

These infantry are armed with halberds or other polearms. They are used as shock troops or guards.

Gear: Halberd and breastplate.

1st-level Bonus Feats: Medium Armor Proficiency, Polearms

Defensive Training: Halberdiers receive a +1 adjustment to their Polearm shield bonus to AC against melee attacks.

HUSSAR

Hussars, also called lancers, are professional cavalry troops. They are used for battlefield charges against enemy cavalry and infantry, but they are of limited value against well-directed pikes. Hussars are known for their colorful uniforms and for their skill in riding.

Gear: Light warhorse (includes bit and bridle, riding saddle, and saddlebags), saber, light lance, and cuirass with tassets.

1st-level Bonus Feats: Heavy Armor Proficiency, Mounted Combat

Cavalry Training: Hussars receive a +4 bonus to Ride checks when attempting to control their mount in battle, leap, spur their mount, or make a soft fall.

MUSKETEER

Musketeers are infantry armed with a large musket, fired from a forked rest. They are the key offensive weapon of most military companies, but are vulnerable to cavalry attack unless protected by pike units.

Gear: Matchlock musket with rest, plug bayonet, broadsword (or rapier), and breastplate.

1st-level Bonus Feats: Medium Armor Proficiency, Point Blank Shot

Fix Bayonets: Musketeers can fix or remove a plug bayonet from a musket barrel as a free action.

ROYAL GUARD

Royal guards, although armed as musketeers, belong to an elite unit under the control of a member of a royal family, or a high-ranking religious official such as a cardinal. Their missions include personal protection of nobles and their agents, and armed escort. They wear distinctive uniforms with plumed hats, wide-cuffed boots, and square cassock-type cloaks.

Gear: Light warhorse (includes bit and bridle, riding saddle, and saddlebags), snaphance musketoon, broadsword (or rapier), and breastplate.

1st-level Bonus Feats: Medium Armor Proficiency, Fencing

Royal Authority: Royal guards receive a +2 bonus to Diplomacy and Intimidate skill checks. They may reroll once when making Diplomacy checks on an NPC in service of the same royal family or high-ranking official.

Bonus Feats: At 2nd level, soldiers receive a bonus feat. Each troop type has a list of bonus feats from which to choose, which can be added to the general list of bonus feats available to all soldiers. Additional bonus feats are available at 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and

THE SOLDIER

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1	+1	+2	+0	+0	Military training
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+2	+1	
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+3	+2	
8	+8/+3	+6	+3	+2	Bonus feat
9	+9/+4	+6	+4	+3	
10	+10/+5	+7	+4	+3	Bonus feat
11	+11/+6/+1	+7	+5	+3	
12	+12/+7/+2	+8	+5	+4	Bonus feat
13	+13/+8/+3	+8	+6	+4	
14	+14/+9/+4	+9	+6	+4	Bonus feat
15	+15/+10/+5	+9	+7	+5	
16	+16/+11/+6/+1	+10	+7	+5	Bonus feat
17	+17/+12/+7/+2	+10	+8	+5	
18	+18/+13/+8/+3	+11	+8	+6	Bonus feat
19	+19/+14/+9/+4	+11	+9	+6	
20	+20/+15/+10/+5	+12	+9	+6	Bonus feat

20th level. Soldiers must meet all normal prerequisites to receive a bonus feat. Those marked with asterisks are feats for which soldiers ignore the usual restriction that only fighters can take them.

The following bonus feats are available to all soldiers regardless of troop type: Blindfight, Both Barrels, Dodge, Greater Weapon Focus*, Greater Weapon Specialization*, Hair Trigger, Improved Critical, Improved Unarmed Strike, Improved Grapple, Improved Initiative, Improved Trip, Leadership, Point Blank Shot, Power Attack, Ranged Disarm, Rapid Reload, Ricochet, Stunning Fist, Surefire, Take Aim, Weapon Focus, Weapon Specialization*.

The following feats are available only to particular troop types:

Dragoon: Animal Affinity, Endurance, Great Fortitude, Mobility, Run, Self-Sufficient, Shot on the Run, Toughness, Track

Greatsword: Cleave, Combat Expertise, Diehard, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Overrun, Improved Sunder, Mobility, Spring Attack, Whirlwind Attack

Grenadier: Diehard, Far Shot, Exotic Weapon Proficiency (hand mortar), Great Fortitude, Iron Will, Lightning Reflexes, Run, Toughness

Halberdier: Cleave, Combat Expertise, Diehard, Great Cleave, Improved Bull Rush, Improved Overrun, Mobility, Toughness

Hussar: Quick Draw, Mounted Shot, Ride-by Attack, Spirited Charge, Trample, Weapon Finesse

Musketeer: Far Shot, Improved Precise Shot, Precise Shot

Royal Guard: Combat Expertise, Combat Reflexes, Greater Two-Weapon Fighting, Improved Disarm, Improved Feint, Improved Two-Weapon Fighting, Mobility, Quick Draw, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Whirlwind Attack

NEW CLASS: WITCH

Dressed in black and accompanied by her hell-spawned imp, the witch is a member of an ancient sisterhood said to reach back to the dawn of humankind, when arcane knowledge was wrested from powerful and dangerous outsiders by sheer will rather than learned from books. Although not necessarily evil, witches certainly traffick with evil to gain their powers, either using their willpower to force evil outsiders to give them arcane spellcasting ability, or signing infernal compacts to gain even more power in exchange for one's soul.

Witches are organized into enclaves of anywhere from a handful to several thousand witches in size. Each enclave is ruled by a coven of powerful witches led by an elder known as the coven mother. The coven trains younger witches and manages the affairs of the enclave. Although lawful in alignment, witches are often considered a threat to the safety of humankind because of the dangerous nature of their business.

Adventures: Witches usually choose quests that will benefit their community as a whole; for example, rescuing a captive witch, avenging some harm done to a coven member, or containing 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 witch on a mission; she uses

her magic to confuse, delay, and distract, then chooses her foe's most vulnerable moment to attack.



Characteristics: Witches are spellcasters. Like wizards, they memorize spells ahead of time, but they learn them not from a book but from their imp. They are able to use all magic items, and can learn any of the item creation feats open to other spellcasters.

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 with a limited range of weapons, but wear no armor.

Alignment: Witches may be of any lawful alignment, whether good, neutral, or evil. This is reflected in the hierarchy of the coven, where a well-defined order of seniority is 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: Witches revere the living earth and place an emphasis on the responsibilities of humans as her children. Only evil witches are said to worship the outsiders who grant them their powers; witches of neutral or good alignment do not become willing servants of evil.

Background: Most 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 witches often find a mentor in an older witch, who guides them through their first attempts to harness the powers of the infernal realm, and sponsors their admission into the coven.

Cultures: The world's great Witchling enclaves are on the coast of Northern Crown at Naumkeag, and in the witch-kingdom of the Scots. Smaller covens exist in Albion, the Kelt lands, France, and many other

places, usually in secret for fear of persecution. Among the Cherokee, witches are also generally an unwelcome presence; unlike Uropan witches, they generally operate alone and have only slightly different class abilities. See the Cherokee culture description for more information.

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, witches are agreeable to working with other classes as long as those characters 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 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, such as 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 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 multi-class witch/wizard.

GAME RULE INFORMATION

Witches have the following game statistics:

Abilities: Wisdom determines the maximum level of spells a witch can cast, her bonus spells, and the DC of saving throws against her spells. The number of spells she knows, and the number she can cast per day are determined according to the rules for wizard-class characters, substituting Wisdom for Intelligence. Because witches have some fighting and stealth ability, Strength and Dexterity are also valuable.

Alignment: Any lawful.

Hit Die: d4.

CLASS SKILLS

The witch's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (any) (Int), Move Silently (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at 1st Level:

(2 + Intelligence modifier) x 4.

Skill Points at Each Additional Level:

2 + Intelligence modifier.

CLASS FEATURES

All of the following are class features of the witch.

Weapon and Armor Proficiency: Witches have proficiency in the following weapons: quarterstaff, shortspear, dagger, shortbow, and longbow. They are not proficient with armor or shields, although they are not prohibited from attaining additional armor or weapon proficiencies as they advance in level. When wearing any armor, witches are subject to arcane spell failure.

Spells: A witch casts arcane spells, limited to a certain number per day as determined by her class level; these are equal to a wizard of equivalent level. She memorizes 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 witch must have a Wisdom score of at least 10 + the spell's level. Her bonus spells are based on her Wisdom score. The number of spells she knows is limited to those imparted to her by her imp (see below). The DC for saving throws against a witch's spells is 10 + spell level + the witch's Wisdom modifier.

Witches must meet the verbal, material, and somatic component requirements for all spells they cast. Their magical focus, if one is listed in the spell description, is always an ordi-

THE WITCH

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1	+0	+0	+0	+2	Spells, summon imp, black garb +1
2	+1	+0	+0	+3	Share spells, empathic link (1 mi.)
3	+1	+1	+1	+3	<i>Cause fear</i>
4	+2	+1	+1	+4	Empathic link (5 mi.)
5	+2	+1	+1	+4	black garb +2
6	+3	+2	+2	+5	<i>Disguise self</i> (at will)
7	+3	+2	+2	+5	Bonus feat
8	+4	+2	+2	+6	Empathic link (10 mi)
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	black garb +3
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Empathic link (20 mi.)
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	Bonus feat
15	+7/+2	+5	+5	+9	Black garb +4, slow aging
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Black garb +5, bonus feat

IMPS

Imps have the Outsider (Evil, Extraplanar, Lawful) type, but otherwise have the same statistics as a normal animal of the kind whose form they take (see below), with the following changes:

Hit Dice: For effects related to hit dice, imps have the hit dice of the witch who they serve, or their normal total, whichever is greater.

Hit Points: Imps have 3 hit points per HD of the witch.

Armor Class: Use the AC of the normal animal, with a natural armor bonus to AC tied to the witch's class level, as indicated on the Imp Special Abilities table.

Attacks: Imps use the base attack bonus of the witch, or the attack bonus of a normal animal of their type, whichever is greater. Damage is equivalent to that of a normal animal of their type.

Saving Throws: Use the witch's base saving throws or the saving throws of the normal animal, whichever are greater.

Abilities: Imps have the Strength, Dexterity, Constitution, and Charisma of a normal animal of their type, with Intelligence 14, and Wisdom 14.

Skills: Use the skills of the normal animal, with the following bonuses: Bluff +2, Escape Artist +2, Hide +2, Jump +2, Move Silently +2, Sense Motive +2.

Normal Animal Form: Although appearing as an erinyes devil when encountered elsewhere, on the Material Plane imps normally take the physical form of a Tiny or Small animal. Allowed animal forms include cat, dog, eagle, hawk, lizard, monkey, owl, rat, raven, tiny or small viper, and weasel. Imps are always black in color, with yellow or green eyes.

Improved Evasion (Ex): All imps possess the ability to take no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, and to take only half damage on a failed save. A helpless imp (such as one that is unconscious or paralyzed) doesn't gain this benefit.

Invisibility (Sp): As a standard action, imps can become invisible at will, as a spell-like ability. If hit with *holy water*, an invisible imp becomes visible for 1d3 rounds.

Speech: All imps can speak the witch's native language.

Detect Thoughts (Sp): Once per day, when the witch reaches 3rd level, the imp gains the ability to detect the thoughts of nearby minds, including the witch's mind. This is similar to the spell *detect thoughts*, as if cast by the witch herself regarding duration and save DC. Imps often use this spell-like ability to benefit the witch, whispering in her ear to give her insights into the thoughts of both her friends and enemies. When the witch reaches 13th level, the imp can use this ability at will.

Alternate Animal Form (Su): When the witch reaches 3rd level, the imp gains the ability to assume the form of another single Tiny or Small animal at will, chosen from the list of imp forms. The imp in alternate form retains its hit points, natural armor AC bonus, Intelligence, Wisdom, saves, and skill bonuses and special abilities, but uses the attacks, base AC, move, Strength, Dexterity, Constitution, and Charisma of a normal animal of the type chosen. When the witch reaches 5th and 8th level, an additional alternate form is chosen.

Flying Ability (Su): When the witch reaches 5th level, the imp gains the ability to fly at 60 ft. per round, with Perfect maneuverability.

Greater Form (Su): When the witch reaches 11th level, the imp can take the form of a single type of Medium or Large animal. The duration of the form is ten minutes per witch class level of the witch. The imp retains its hit points, saving throws, skill bonuses, Intelligence, Wisdom, and special abilities, but uses the AC, attack bonus, weapons, movement rate, damage, Strength, Dexterity, Constitution, Charisma, and extraordinary abilities of the greater form. The following list indicates the appropriate stats to use for the imp's greater form.

Normal Form	Greater Form
Cat	Leopard
Dog	Wolf
Eagle	Giant eagle
Hawk	Giant eagle
Lizard	Giant lizard
Monkey	Ape
Owl	Giant owl
Rat	Dire rat
Raven	Giant eagle
Viper	Large viper
Weasel	Dire weasel

Polymorph (Sp): When the witch attains 16th level, the imp can *polymorph* itself once per day as a spell-like ability. It can transform itself into any animal of Large size or smaller, as if it were a sorcerer of equivalent class level to the witch.

Erinyes Form (Su): When the witch attains 20th level, the imp can assume the form of an erinyes devil once per day, for up to one hour.

IMP SPECIAL ABILITIES

Witch Class	Natural	
Level	Armor	Special
1-2	+1	Normal animal form, improved evasion, <i>invisibility</i> , speech
3-4	+1	<i>Detect thoughts</i> 1/day, alternate animal form 1
5-7	+2	Flying ability, alternate animal form 2
8-10	+2	Alternate animal form 3
11-12	+3	Greater form 1/day
13-15	+4	<i>Detect thoughts</i> at will
16-19	+4	<i>Polymorph</i> 1/day
20	+5	Erinyes form 1/day

nary broom (or a *broom of flying*, if they possess one).

Witches can use all magic items, and can learn item creation feats. Although they can create and use scrolls if they purchase the Scribe Scroll feat, they cannot add a spell from a scroll or spellbook to their repertoire of known spells.

Summon Imp: At 1st level, a witch attracts a lawful evil outsider called an imp, which she uses in lieu of a spell book to memorize spells. The imp is not summoned, but sent willingly from the infernal realm to tempt the young witch to follow the path of evil in exchange for more power. It will remain with her as long as she remains a witch; she cannot dismiss it voluntarily. At first level, the imp knows all 0-level witch cantrips and four 1st-level witch spells. As the witch advances in level, the imp imparts new spells to her, at the rate of two new spells per level, as chosen by

the witch. This is the only way a witch gains access to new spells — she cannot learn them from other spellcasters, or from books or scrolls, unless she is multiclassed as a wizard.

Imps should be under the control of the GM rather than the player controlling the witch. They usually obey the witch's bidding, but take every opportunity to persuade the witch to accept evil in exchange for greater power. A witch who becomes evil gains the spellcasting abilities of a witch one level higher than her actual class level, regarding any level-dependent spell effects, such as range, duration, and damage. She also gains access to certain spells that are off-limits to witches of good or neutral alignment. An evil witch's imp acquires abilities as if the witch were one level higher than her actual class level.

A witch can only have one imp at a time. 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 100 gp multiplied by the witch's class level, and a loss of 50 XP multiplied by 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.

Black Garb: At 1st level, a witch dressed entirely in black gains a +1 bonus to AC. This bonus is lost if her clothing is hidden beneath clothing of a different color, if she wears armor, or if she uses *disguise self*, *alter self*, or *polymorph* to make her clothes appear to be a different color. At 5th, 10th, 15th, and 20th levels, the bonus increases to +2, +3, +4, and +5, respectively.

WITCH SPELL LIST

Witches' spells relate to the living world, healing and harming, illusions and disguise, flight, emotional and mental control, perceiving hidden things and keeping secrets, darkness, and protection from evil creatures. Few witch spells cause damage directly, but must be employed with subtlety, patience, and guile to be used for offense.

The witch spell list is drawn from standard d20 System bard, cleric, druid, and wizard/sorcerer lists, but regardless of the source, witch spells are considered arcane rather than divine spells. Spells marked "(E)" are only accessible to witches of evil alignment. Spells marked "(U)" are new spells described in the Magic chapter of this book and are available only to Uropan witches. Spells marked "(F)" are new spells available only to First Ones witches.

0-Level: *Daze*, *detect magic*, *detect poison*, *disrupt undead*, *fizzle* (U), *ghost sound*, *lullaby*, *message*, *read magic*, *touch of fatigue* (E)

1st Level: *Bane*, *bless*, *cause fear*, *chill touch*, *charm animal*, *charm person*, *command*, *comprehend languages*, *cure minor wounds*, *curse water* (E), *darkness*, *delay poison*, *detect undead*, *disguise self*, *doom* (E), *erase*, *faerie fire*, *feather fall*, *hideous laughter*, *hypnotism*, *inflict minor wounds* (E), *lesser confusion*, *mound*, *obscuring mist*, *pass without trace*, *protection from chaos/evil*, *protection from good* (E), *remove fear*, *sanc-tuary*, *see invisibility*, *silence*, *silent image*, *sleep*, *summon monster I*, *unseen servant*, *ventriloquism*

2nd Level: *Alter self*, *animal messenger*, *backfire* (U), *blindness/deaf-ness*, *calm emotions*, *cat's grace*, *consecrate*, *cure light wounds*, *daze monster*, *death knell* (E), *desecrate* (E), *detect thoughts*, *gentle repose*, *giboul touch* (E), *inflict light wounds* (E), *eagle's splendor*, *enthrall*, *fog cloud*, *glitterdust*, *gust of wind*, *hold person*, *hypnotic pattern*, *invisibil-ity*, *knock*, *levitate*, *minor image*, *neutralize poison*, *obscure object*, *owl's wisdom*, *poison* (E), *recover poison* (F), *scare*, *spectral hand*, *suggestion*, *summon monster II*, *summon swarm*, *tongues*, *touch of idiocy*, *unde-tectable alignment*, *web*, *whispering wind*

3rd Level: *Animate shadow* (U), *arcane sight*, *bestow curse*, *clairaudi-ence/clairvoyance*, *command undead* (E), *confusion*, *cure moderate wounds*, *deep slumber*, *fear*, *fly*, *halt undead*, *haste*, *hold animal*, *inflict moderate wounds* (E), *invisibility sphere*, *magic circle against chaos/evil*, *magic circle against good* (E), *major image*, *phantom steed*, *remove curse*, *remove paralysis*, *lesser restoration*, *scrying*, *slow*, *soft body* (F), *spike growth*, *summon monster III*, *tiny hut*, *tongues*, *vampiric touch* (E), *wind wall*

4th Level: *Arcane eye*, *bacon's detonator* (U), *black tentacles*, *call lightning*, *charm monster*, *contagion* (E), *crushing despair*, *death ward*, *detect scrying*, *discern lies*, *dismissal*, *dominate person*, *enervation* (E), *lesser geas*, *hallucinatory terrain*, *hold monster*, *greater invisibility*, *phantasmal killer*, *lesser planar ally* (E), *modify memory*, *secure shelter*, *sending*, *shadow conjuration*, *spider climb*, *summon monster IV*, *zone of silence*

5th Level: *Blight* (E), *break enchantment*, *contact other plane*, *dispel chaos/evil*, *dispel good* (E), *dream*, *false vision*, *feeblemind*, *insect plague*, *mark of justice*, *mirage arcana*, *nightmare* (E), *persistent image*, *plant growth*, *prying eyes*, *mage's private sanctum*, *lesser planar binding*, *remove disease*, *restoration*, *seeming*, *shadow evocation*, *summon monster V*, *telekinesis*

6th Level: *Animate dead* (E), *animate objects*, *baleful polymorph* (E), *banishment*, *circle of death* (E), *greater command*, *control weather*, *eye-bite* (E), *forbiddance*, *geas/quest*, *guards and wards*, *mislead*, *planar ally*, *planar binding*, *polymorph*, *permanency*, *shadow walk*, *summon monster VI*, *true seeing*, *veil*

7th Level: *Greater arcane sight*, *banishment*, *blasphemy* (E), *control undead* (E), *dictum*, *horrid wilting* (E), *insanity* (E), *mind blank*, *pro-ject image*, *greater scrying*, *screen*, *sequester*, *summon monster VII*

8th Level: *Demand*, *dimensional lock*, *discern location*, *greater planar ally*, *greater planar binding*, *greater prying eyes*, *scintillating pattern*, *shield of law*, *summon monster VIII*, *temporal stasis*, *unholy aura* (E)

9th Level: *Dominate monster*, *energy drain* (E), *foresight*, *gate*, *regen-erate*, *shapechange*, *summon monster IX*, *wail of the banshee*, *weird*

Share Spells (Ex): At 2nd level, a witch gains the ability to share spells with other witches within 5 feet.

Empathic Link with Other Witches (Ex): At 2nd level, a witch gains an empathic link with other witches in her coven with a range of up to one mile. At 4th level, 8th level, and 12th level, the range increases to 5, 10, and 20 miles, respectively.

Cause Fear (Sp): At 3rd level, a witch can *cause fear*, as if casting the spell of the same name, as a spell-like ability. The save DC is 10 + the witch's Charisma modifier. The witch can use this power once per day multiplied by her class level. She can spend any number of uses of this ability simultaneously, to affect more than one creature in the same round. This an an exception to the normal casting time of this spell.

Disguise Self (Sp): At 6th level, a witch can cast *disguise self* upon herself at will, as a spell-like ability, with the following limitations: she cannot disguise herself as a member of another humanoid race, and she cannot appear as a member of the opposite sex.

Bonus Feats (Ex): A witch gains a bonus feat at 7th level, and one additional bonus feat at 14th and 20th levels. These feats are drawn from the following: Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, Widen Spell

Slow Aging (Ex): At 15th level, a witch begins to age much more slowly than ordinary humans, according to the following schedule: Middle Age, 70 years; Old, 100 years; Venerable, 200 years. Maximum age becomes 200 years + 1d100 years. Her ability mod-

ifiers due to age still accrue as each category is reached, as described in standard d20 System rules.

Ex-Witches: Witches who cease to be of lawful alignment lose their share spells and empathic link with other witches class abilities, but may continue to advance as witches. They lose membership in whatever coven of witches to which they belong, and may not join another. The initial reaction of Witchling NPCs towards them is automatically decreased by one step.

A witch who changes to a chaotic alignment, most commonly by disobeying her elders or harming another witch, loses all spells and class abilities, loses her imp, is exiled from her coven, and cannot gain levels as a witch until she is readmitted. The initial reaction of Witchling NPCs towards them is automatically decreased by two steps.

CHAPTER SIX

PRESTIGE CLASSES

That night, as we sit around the glow of my lantern, with the darkness pressing in close, the others fortify themselves with tales of heroic deeds done by the legendary men and women of the age. A big land engenders big heroes, like Bunyan, the woodsman with his mighty axe and faithful blue ox.

Estaban describes first-hand narratives of the battlefield heroics of brave officers and bold sea captains. Then Jean spins a bawdy tale or two, shot through with blustering fools and deadly fencers. Emmaline breaks her long silence to relate her knowledge of the sowers — the wandering healers who transform the wilds into orchards whose fruit possess remarkable virtues. My own contribution is culled from my scientific expeditions in the west, and the rough characters I met while drifting down the waters of the Ohio or wandering through the Mountains of Smoke — river brawlers, frontier wanderers, legends in their own time.

I think that's what draws many of us here, to these shores; the hint that in this place lies the possibility of great destiny even for one of humble beginnings ...

EXISTING PRESTIGE CLASSES

Several existing d20 System prestige classes can be adapted to a *New World Adventures* campaign, with the following modifications.

ARCANE TRICKSTER

Arcane tricksters can be found among the criminal gangs of large Uropan cities, the spy rings of royal courts, and the operatives of Witchling covens. They sometimes work as stage magicians or swindlers.

ARCHMAGE

Archmages occupy the most prestigious positions at Uropan universities, usually holding a doctorate in arcane studies, with the title of Professor Emeritus. Many archmages serve as advisors to the royal courts of Uropa. To have made magic their life's work, they need to have dwelled in an environment where the pursuit of arcane arts is at least tolerated, or else to have secured a powerful patron who can protect them from the agents of the church. They represent the epitome of the "natural magician," opposed to witches and sorcerers who draw their powers from infernal sources.

ASSASSIN

Assassins possess the same abilities as described under standard d20 rules. Many are drawn from the agent class; they are employed by the royal courts of Uropa. Other assassins serve individual masters, and a few are independent specialists willing to work for anyone who dares to employ them.

BLACKGUARD

In *New World Adventures*, blackguards have the same powers described in the standard d20 rules. They are usually called fiends, or simply the damned. They represent evil humans who have sworn to serve the infernal realm, having signed a pact in their own blood in exchange for dark powers.

HIEROPHANT

Powerful religious leaders may become members of the hierophant class. Their powers are identical to those described under standard d20 System rules. They typically occupy senior positions of great responsibility in the Roman Church or among Kelt or First Ones druids.

HORIZON WALKER

Known as rovers, horizon walkers are found among First Ones scouts, and less commonly among Uropan who have traveled extensively in the wilderness.

LOREMASTER

Loremasters are common in the universities of Uropa, and at the Royal Academy of Carolingia. They are called learned doctors or scholars emeritus. They possess the same abilities ascribed to loremasters in other campaign worlds.

SHADOWDANCER

The shadowdancer class is limited to female characters with the Witchling identity. They are called furies, and are used as the elite guardians of the coven, under the command of the coven mother. Furies are employed as spies, messengers, and avengers, using their combat and stealth abilities to avoid detection or capture.

THAUMATURGIST

Because the summoning of a planar ally usually requires the possession of an illegal sorcerous black book, most thaumaturgists in Northern Crown are drawn from the sorcerer character class. They must pursue their work in secret, for fear of discovery by religious authorities or superstitious neighbors.

NEW PRESTIGE CLASSES

The *New World Adventures* campaign introduces nine new prestige classes, each representing a heroic archetype in American lore. The frontier legend is a larger-than-life trailblazer and

backwoods traveler, possessing impressive skills in overland navigation, negotiation, and survival. The sea captain commands an ocean-going fighting ship, and is skilled in naval warfare, navigation, and the duties of leadership, whether his crew is made up of scurvy pirates or crack seamen. The officer prestige class is the dry-land counterpart of the sea captain, commanding a company of soldiers, either mercenaries or royal troops. Sowers are masters of growing wondrous fruits and trees with divine pow-

ers for the benefit of humankind, while firebrands are fervent followers of a noble cause who can stir common folk into action. Tall tale heroes wield hammers and axes against mountain and forest, to carve settlements out of the wilderness. The falstaff is a knavish buffoon with powers to induce mayhem and laughter, and the fencing master is a dedicated student of the art of sword combat. The wild brawler is an ornery hellraser, skilled in unarmed fighting and imbued with chaotic energy.

NEW PRESTIGE CLASS: FALSTAFF

Falstaffs are characters who elevate bad behavior, unhealthy living, and disrespect for all that is honorable to a truly heroic level. The Shakespearean figures of Sir John Falstaff (who gives his name to the class) and Sir Toby Belch are perfect role models for these characters — weak-willed, disruptive, blustering, but somehow likeable and charismatic. They have a legendary reputation for wreaking havoc and making life complicated for friends and enemies alike. Their fortitude is unmatched, their willpower pathetic. In First Ones lands, falstaffs are known as clowns; their penchant for foolery is seen as a divine gift for exposing the foibles of humankind, and they are often the subject of legend and lore.

Rakes are well suited to becoming falstaffs, because they are already disposed toward unseemly behavior. Bards, too, are appropriate candidates for the falstaff class, due to their penchant for public performance and an unsettled lifestyle.

Hit Die: d6.



REQUIREMENTS

To become a falstaff, a character must meet these criteria:

Alignment: Chaotic good or chaotic neutral

Base Fortitude Save: +2.

Skills: 6 ranks Bluff, 4 ranks Perform (any), plus 4 ranks in at least two of the following skills: Disguise, Escape Artist, Forgery, Intimidate, or Tumble.

CLASS SKILLS

The falstaff's class skills (and the key ability for each skill) are Appraise (Dex), Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Tumble (Dex).

Skill Points at Each Level:
6 + Int modifier.

THE FALSTAFF

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1st	+0	+2	+0	0	Corpulence, circle of mayhem (5 ft.)
2nd	+1	+3	+0	0	Blunder, inspiring binge
3rd	+2	+4	+1	-1	Fortune's fool (DR 1/—)
4th	+3	+5	+1	-1	Dogsbodies
5th	+3	+5	+2	-1	Shared mayhem
6th	+4	+6	+2	-2	Bedlam
7th	+5	+6	+3	-2	Collateral damage
8th	+6	+7	+3	-2	Circle of mayhem (10 ft.)
9th	+6	+8	+4	-3	Fortune's fool (DR 2/—)
10th	+7	+8	+4	-3	Greater collateral damage

CLASS FEATURES

All of the following are class features of the falstaff prestige class.

Weapon and Armor Proficiency: Falstaffs retain the weapon and armor proficiencies of whatever core classes they were before becoming falstaffs.

Corpulence: At 1st level, a falstaff's appetite for food, drink, and indolence begins to make a mark on his appearance and mobility. His base speed decreases by 5 ft. His weight increases by 30%, giving him a natural armor bonus of +1 to AC and a +1 bonus to Intimidate skill checks. He also receives a one-time gain of 3 hit points.

Circle of Mayhem (Su): At 1st level, falstaffs create a circle of mayhem centered around themselves, with a radius of 5 ft. All attack rolls, saves, and skill checks made by any creatures within the circle suffer a -1 penalty. Only falstaffs are immune from this effect. This ability functions continuously, even against the will of the falstaff. At 8th level, the radius of the circle increases to 10 ft.

Blunder: At 2nd level, falstaffs receive a +2 bonus to bull rush and grapple checks, due to their increased girth and density.

Inspiring Binge: At 2nd level, falstaffs gain a +2 attack bonus during any round in which they eat or drink as a move-equivalent action. To engage in a fortifying binge, falstaffs must have one hand free to hold a drinking vessel or morsel of food with a minimum weight of three pounds.

Fortune's Fool (Su): At 3rd level, falstaffs gain damage reduction as a supernatural ability, due to the disrupting effects of their chaotic personality. Initial damage reduction is 1/—; at 9th level, it increases to 2/—.

Dogsbodies: At 4th level, falstaffs attract a group of mangy hangers-on called dogsbodies. The number of dogsbodies is equal to the falstaff's Charisma ability modifier, with a minimum of one. Dogsbodies are 1st-level commoner NPCs with a Social Rank of 0. They do not count against the total number of followers the falstaff may attract due to possessing the Leadership feat.

Dogsbodies are retainers, rather than servants; they follow the falstaff out of loyalty, whether the falstaff wants them or not. The falstaff has no obligation to pay them a wage; they are grateful to accept the falstaff's leftover food, castaway garments, and rusty old weapons. In return, they act as drinking companions, bodyguards, messengers, spies, and fall guys. They receive 25% of the falstaff's experience points (this is in addition to the falstaff's XP, rather than being subtracted from it), and can advance in character levels, but only as commoners. Slain dogsbodies are not replaced.

Shared Mayhem: At 5th level, one of the falstaff's dogsbodies, chosen by the controlling player, gains the 5-ft. circle of mayhem ability. Once bestowed, this ability cannot be transferred to another dogsbody unless the first one is slain.

Bedlam (Su): At 6th level, the falstaff's bumbling ways become so comical

that they can reduce nearby characters to disabling fits of laughter. Any time the falstaff rolls a natural 1 on an attack roll or on any skill check with Dexterity, Strength, or Charisma as the key ability, any humans within 30 ft. must make a Will save at a DC of 10 + the falstaff's class level. Those who fail to save become dazed for one round.

Collateral Damage (Ex): Upon reaching 7th level, falstaffs who miss an enemy when making a melee or ranged attack can choose to inflict damage upon a single enemy within 5 ft. of their intended target. This ability inflicts one point of damage per falstaff class level of the falstaff. Falstaffs can inflict collateral damage at least once per day, depending on their Dexterity score:

Dexterity	Uses Per Day
1-3	5
4-6	4
7-9	3
10-12	2
13+	1

Greater Collateral Damage (Ex): Upon reaching 10th level, falstaffs' collateral damage ability applies to all enemies within 5 ft. of the intended target, not just a single enemy.

Ex-Falstaffs: Falstaffs who cease to be chaotic good or chaotic neutral lose their class abilities and cannot gain new levels as falstaffs. Should their alignment revert to chaotic good or chaotic neutral, they regain any falstaff class abilities they lost and may resume gaining levels as falstaffs.

NEW PRESTIGE CLASS: FENCING MASTER

Although the art of fencing is known to many, only a select few have made mastery of the art their life's work. These fencing masters strive to perfect their skill with the sword, acquiring such facility that their blade becomes an extension of their will, giving them almost supernatural abilities.

Fencing masters may work as teachers of promising young fencers, as elite guards, or simply as wandering duelists, always seeking opponents worthy of them. They tend to enjoy fencing for its own sake, spurning positions of authority that might limit their opportunities to practice their art.

Most commonly, soldiers are drawn towards the life of the fencing master. But given the prevalence of dueling and swordplay in Northern

Crown, nearly any character with the Fencing feat can be drawn to serious study of the blade.

Hit Die: d10.

REQUIREMENTS

To become a fencing master, a character must meet these criteria:

Base Attack Bonus: +6.

Feats: Fencing, Two-Weapon Fighting, Weapon Finesse (the weapon must be one to which the Fencing feat applies), plus at least one of the following feats: Combat Expertise, Quick Draw, or Two-Weapon Defense.

CLASS SKILLS

The fencing master's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Jump (Str), Ride (Dex), Sense Motive (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level:
2 + Int modifier.

CLASS FEATURES

All of the following are class features of the fencing master prestige class.

Weapon and Armor Proficiency: Fencing masters retain the weapon and armor proficiencies of whatever character classes they possessed before

becoming fencing masters, plus the following weapons: dagger, rapier, long rapier, saber, broadsword, smallsword, and cutlass.

Improved Fencing: At 1st level, the penalty to attack rolls when the fencing master employs a fencing move is reduced by one. At 4th, 7th, and 10th levels, the penalty to hit for all fencing moves is reduced by an additional point. If the penalty for a move is adjusted to higher than +0, treat it as +0. This ability stacks with any benefit gained from the Signature Move feat.

Favored Blade: At 1st level, fencing masters develop an affinity for a single fencing weapon in their possession. It must be of masterwork quality or better. When attacking with their favored blade, fencing masters gain a +1 bonus to attack and damage rolls. This bonus stacks with any magical enhancements already possessed by the weapon.

If their favored blade is lost or destroyed, fencing masters can try to establish an affinity for another masterwork blade by using it for a minimum of one week. At the end of the week, they can make a Wisdom check at DC 20; success indicates that a new favored blade has been found.

At 4th and 7th levels, the favored blade bonus increases to +2 and +3, respectively.

AC Bonus: At 2nd level, fencing masters gain a +1 insight bonus to AC while holding with any weapon to which they can apply the Fencing feat. At 5th and 8th level, the bonus increases to +2 and +3 respectively.

Bonus Feat: At 2nd, 5th, and 8th level, fencing masters receive a bonus feat from the following list: Acrobatic, Blind-Fight, Combat Expertise,



Combat Reflexes, Dodge, Greater Two-Weapon Fighting, Improved Disarm, Improved Feint, Improved Two-Weapon Fighting, Mobility, Quick Draw, Signature Move, Spring Attack, Two-Weapon Defense, Whirlwind Attack. The fencing master must meet all prerequisites before selecting one of these feats.

Ranged Fencing Attack: At 3rd level, all fencing weapons can become thrown ranged weapons in the hands of the fencing master. This ability is often used to kill a fleeing foe or aid a threatened ally, when no other weapons are handy. Regardless of the weapon, it has a range increment of 10 ft., with five range increments. It inflicts the same amount of damage as it does when used as a melee weapon.

Secret Move: At 3rd level, fencing masters develop a secret move that they can employ against an unsuspecting foe. A secret move can only be used once ever on a particular opponent, and must be declared beforehand. Only fencing weapons apply. Using a secret move doubles the critical threat range of the weapon for one attack only.

At 6th and 9th level, fencing masters develop an additional secret move, which, like their first secret move, can each be used only once per opponent.

Expanded Fencing: At 6th level, fencing masters can apply the Fencing feat to any light or one-handed slashing or piercing weapon, instead of being restricted to the list of ordinary fencing weapons.

Fence with Anything: At 10th level, fencing masters can apply the Fencing feat to any light or one-handed weapon. They can also apply the Fencing feat to nearly any solid object they can hold in one hand, such as a chair leg, fireplace tool, tennis racket, stick, or fishing rod. Regardless of the object, it will inflict 1d4 points of piercing damage, with a critical threat range of 20/x3.

THE FENCING MASTER

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1 st	+1	+1	+0	0	Improved fencing +1, favored blade +1
2 nd	+2	+1	+1	0	AC bonus +1, bonus feat
3 rd	+3	+2	+1	0	Secret move 1, ranged fencing attack
4 th	+4	+2	+2	0	Improved fencing +2, favored blade +2
5 th	+5	+3	+2	+1	AC bonus +2, bonus feat
6 th	+6	+3	+3	+1	Secret move 2, expanded fencing
7 th	+7	+4	+3	+1	Improved fencing +3, favored blade +3
8 th	+8	+4	+4	+2	AC bonus +3, bonus feat
9 th	+9	+5	+4	+2	Secret move 3
10 th	+10	+5	+5	+2	Improved fencing +4, fence with anything

NEW PRESTIGE CLASS: FIREBRAND

Every great cause has its heroes — men and women who become living symbols of the struggle to achieve a noble goal, who proclaim their ideals proudly in the face of scorn and hostility. These firebrands have the fervor to rally supporters to their cause, and to gather strength and courage from the force of their own convictions. In the fight for their cause — whether it is a nation, a faith, or an idea — firebrands are always on the front lines, often literally, for this is an age in which differences of opinion are settled on the battlefield. A firebrand might fight for the ideal of liberty for all humankind, or for the advancement of a particular faith; for the inhabitants of a single settlement, or for the honor of a king or queen.

Firebrands are typically drawn from the ranks of ordinary soldiers, clerics, and paladins serving a particular cause — most often one that challenges the established political, social, or religious order. Natural philosophers with ambitious plans to create a better society also take the role of firebrands, transforming their ideas into action. Bards who use their class abilities to inspire action in others sometimes rise to the position of firebrand, having a natural affinity for being at the center of attention.

Hit Die: d10.

REQUIREMENTS

To become a firebrand, a character must meet these criteria:

Alignment: Any non-neutral.

Base Will Save: +5.

Feats: Iron Will, Leadership.

Special: The character must be committed to a cause that has at least 100 adherents, as judged by the GM. Adherents are defined as characters

equality among their fellow citizens. The only restrictions are that the cause can't be a moneymaking scheme, or a grab for power that doesn't involve a fundamental change in government. The GM has final say.



whose full-time occupation is the advancement or preservation of a particular person, group, faith, or idea. The residents of a small First Ones village, for example, work towards the cause of their own safety and prosperity. The court of King Charles II is committed to the cause of the king's continued good health and prosperity. The Puritans of Boston dedicate their lives to the cause of creating a heavenly city on earth. The freethinkers of Sophia work and fight for the cause of

CLASS SKILLS

The firebrand's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Profession (Wis), and Sense Motive (Wis).

Skill Points at Each Level:

2 + Int modifier.

CLASS FEATURES

All of the following are class features of the firebrand prestige class.

Weapon and Armor

Proficiency: Firebrands retain the weapon and armor proficiencies of whatever character classes they possessed before becoming firebrands.

Fervor (Ex): At 1st level, firebrands can draw upon their fervor to their cause to fight their enemies with extra vigor. Once per day, they can voluntarily enter a state of fervor during their own turn, as a free action. A state of fervor lasts for 1 round + 1 round per class level of the firebrand. While in fervor, a firebrand can make one extra attack when making a full attack action, using the firebrand's full base attack bonus, plus any appropriate modifiers. The firebrand also gains a +2 bonus to checks made on skills with Charisma as the key modifier.

A state of fervor can't be ended prematurely, unless all enemies of the firebrand have been vanquished or driven

THE FIREBRAND

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1 st	+1	+0	+0	+1	Fervor 1/day, rallying cry (30 ft.)
2 nd	+2	+0	+0	+2	Detect adherents
3 rd	+3	+1	+1	+2	Banner
4 th	+4	+1	+1	+3	Gather allies (1 st level)
5 th	+5	+2	+1	+3	Fervor 2/day
6 th	+6	+2	+2	+4	Rallying cry (60 ft.)
7 th	+7	+3	+2	+4	Gather allies (2 nd level)
8 th	+8	+3	+2	+5	Oriflamme
9 th	+9	+4	+3	+5	Fervor 3/day
10 th	+10	+4	+3	+6	Gather allies (3 rd level)

out of sight. Once the fervor has passed, the firebrand suffers a -2 penalty to Strength and Dexterity for one hour.

At 5th and 9th level, firebrands can enter a state of fervor two and three times per day, respectively.

Rallying Cry (Ex): A 1st-level firebrand gains the ability to utter a rallying cry, once per day per class level. The firebrand and any allies within 30 ft. gain a +1 bonus to attack and damage rolls. The effect lasts for one round multiplied by the firebrand's class level.

At 6th level, the range of a firebrand's rallying cry increases to 60 ft.

Detect Adherents (Ex): At 2nd level, firebrands acquire the ability to detect fellow adherents within 60 ft, as a standard action. This ability functions within line of sight only.

Banner (Ex): When firebrands reach 3rd level, they may create a banner that symbolizes their cause, to inspire their allies. Making the banner costs 100 gp in materials and one full week of work. No skill checks are required to create it. The finished banner can be of any shape, with a minimum dimension of 2 feet x 3 feet. It weighs 5 pounds, including its 5-foot staff tipped with a spearpoint, and has 10 hit points and a Hardness of zero. It has a Break DC of 23.

While holding a banner, the range of a firebrand's Rallying Cry and

Oriflamme abilities is doubled. When the banner is flourished by the firebrand as a full-round action, all allies within 60 feet receive a +4 bonus to saving throws against fear for one minute.

A banner is considered a two-handed weapon. If used as a melee weapon, it deals 1d6 points of damage of piercing damage, with a critical threat range of 20/x3. Firebrands are treated as having the Weapon Focus feat while attacking with a banner.

If a banner is captured, the firebrand can't create another one, but must recover it. A destroyed banner can't be replaced until the firebrand gains another class level.

Gather Allies (Ex): At 4th level, once per day, firebrands can temporarily convince NPCs to become their allies. To gather allies, firebrands expend one use of their rallying cry ability (see above). One or more 1st-level NPCs within range of the rallying cry can then be chosen by the firebrand to become allies for one hour per class level of the firebrand. Only good-aligned NPCs can be gathered by a firebrand of good alignment, while evil firebrands can gather only evil NPCs. The maximum number of allies that can be gathered is equal to the firebrand's Charisma modifier, with a minimum of one.

Allies gathered using this ability do not count towards followers gained through the firebrand's Leadership feat, but are bound by the same rules that apply to ordinary followers regarding the limits of their loyalty and the treatment they expect from the firebrand.

At 7th level and 10th level, the firebrand gains the ability to gather 2nd-level and 3rd-level NPCs, respectively.

Oriflamme (Ex): When firebrands attain 8th level, they become oriflammes — living symbols of their cause. Their mere presence on the field of battle gives their allies courage and fervor. When the firebrand enters a state of fervor, all allies within 10 feet at the time the fervor ability is activated gain the benefits of fervor, which last as long as the firebrand's own fervor. They suffer the usual penalties once the fervor ends.

Ex-Firebrands: Firebrands who become neutral, or who give up their cause or begin working against it, lose their firebrand class abilities and cannot gain new levels as a firebrand, even if they subsequently rejoin their cause. Firebrands who gain final victory for their cause may continue to advance as firebrands, as long as they do not act to undermine the cause they had championed.

NEW PRESTIGE CLASS: FRONTIER LEGEND

All cultures have heroes who seek the unknown, braving danger and hardship to expand the knowledge and reach of their culture, to find paths through the wild, to establish contact with new peoples, and to test their limits against the challenge of surviving in an unforgiving natural environment. They work as pathfinders, diplomats, surveyors, naturalists, and traders, sometimes in the employ of less-adventurous travelers, but more commonly alone or with others of their kind. They love the freedom of a life lived literally and figuratively on the edge.

Uropan, First Ones, and Nyamban tales feature heroes who trek into the unknown, often upon a quest for the betterment or security of their people. Whatever their motives, all frontier legends develop the same crucial skills: the ability to win the trust of strangers and wild animals; mastery of wilderness survival skills, including resistance to extremes of temperature and the effects of hunger and thirst; and an uncanny sense of direction. Often living side by side with wild creatures,

they develop a kinship with them, gaining their trust and respect. In time, they acquire an aura of rugged strength that enhances their social interactions with others.

Scouts are perhaps best suited to become frontier legends, because they already possess many of the skills needed to meet the criteria for the class, but raiders, bards, and natural philosophers can also be drawn to a larger-than-life existence on the border of the unknown. Few character classes are opposed to the aims of frontier legends, except druids, who fear that the ills of civilization will follow in their footsteps.

Hit Die: d10

REQUIREMENTS

To become a frontier legend, a character must meet these criteria:

Diplomacy: 2 ranks.

Knowledge (Nature): 6 ranks.

Survival: 6 ranks.

Feats: Endurance, Gift of Tongues, Track.

CLASS SKILLS

The frontier legend's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level:

6 + Int modifier.

CLASS FEATURES

All of the following are class features of the frontier legend prestige class.

Weapon and Armor Proficiency: Frontier legends retain the weapon and armor proficiencies of whatever character classes they possessed before becoming frontier legends.

Toughness: At 1st level, frontier legends receive Toughness as a free feat.

Unerring Direction Sense (Ex): At 1st level, frontier legends can always tell where true north is. Using this ability is a standard action.

Wildshield (Ex): At 1st level, a frontier legend receives a +1 AC bonus and a +1 Reflex save bonus in one of the following terrains, chosen by the player: forest, marsh, hills, mountain, or plains. If he has already received this ability for a particular terrain as a culture bonus, he cannot stack it by selecting the same terrain a second time.

At 3rd, 5th, 7th, and 9th level, frontier legends choose an additional terrain to apply to this ability.

Bonus Feat: At 2nd level, frontier legends receive a bonus feat from the following list: Alertness, Animal Affinity, Athletic, Great Fortitude, Negotiator, Persuasive, Self-Sufficient, Stealthy, Surefire, or Weatherproof. At 4th, 6th, 8th, and 10th level, they choose an additional bonus feat from the same list.

Internal Map: At 2nd level, frontier legends are less likely to become lost in difficult terrain. Frontier legends are always considered to have a map when determining the DC of Survival checks to determine whether they have become lost. If they do become lost, they receive a +4 bonus to Survival checks made to determine whether they recognize it, and to set a new course subsequently.

Second Impression: At 2nd level, frontier legends can reroll a failed Bluff or Diplomacy check once per encounter. This ability cannot be applied to Bluff rolls used to make feints in combat.

Animal Staredown (Su): At 3rd level, frontier legends gain a gaze attack that causes an animal to cower. This is an attack action that affects a single animal within 30 feet. The animal receives a Will save DC 14 to avoid the effect. A cowering animal is frozen and can take no actions. It receives a penalty of -2 to AC and

no longer subject to the frontier legend's gaze attack.

Shrug off Damage (Ex): At 4th level, once per day, frontier legends can ignore damage from a single attack of any kind, up to one point of damage per character level; this is a limited form of damage reduction.

Short Rations: At 4th level, frontier legends become inured to thirst and starvation. They need only a half gallon of water and one-half pound of decent food per day in normal climates. They can go for two days without water, plus a number of hours equal to their Constitution score.

They can go without food for 4 days. They also receive a +4 bonus to Constitution checks made to avoid nonlethal damage from thirst and starvation.

Animal Kinship (Su): At 5rd level, frontier legends engender a sense of kinship in a particular species of animal, chosen from the following list: black bear, lynx, panther, or wolf. The chosen animal type will not attack the frontier legend or any of the legend's allies within 30 feet, unless the animal is subject to attack, grapple, or any other attempt to harm or restrain it by the frontier legend or any of the legend's allies. If frontier legends with this ability or their allies are attacked by enemies, all animals of the chosen type within sight will attack the frontier legend's enemies until the enemies are slain or the frontier legend calls off their attack.

Long March: At 6th level, frontier legends gain a +4 bonus to Constitution checks made to avoid nonlethal damage from marching longer than normal during a single day's travel.

At 9th level, this ability also applies to any allies traveling with the frontier legend.



loses any Dex bonus. The effect lasts as long as the frontier legend continues to spend an attack action each round meeting the animal's gaze, plus 1d4 rounds after the gaze is broken. If an affected animal is subject to an attack, grapple, or any other attempt to harm or restrain it, the effect is instantly cancelled and the animal is

THE FRONTIER LEGEND

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1 st	+1	+2	+1	0	Unerring direction sense, toughness, wildshield 1
2 nd	+2	+3	+1	0	Bonus feat, internal map, second impression
3 rd	+3	+3	+2	0	Wildshield 2, animal staredown
4 th	+4	+4	+2	0	Bonus feat, shrug off damage, short rations
5 th	+5	+4	+3	+1	Wildshield 3, animal kinship
6 th	+6	+5	+3	+1	Bonus feat, long march (self)
7 th	+7	+5	+4	+1	Wildshield 4, rugged aura +1, wild detection
8 th	+8	+6	+4	+2	Bonus feat, sense frontier dangers
9 th	+9	+6	+5	+2	Wildshield 5, long march (allies)
10 th	+10	+7	+5	+2	Bonus feat, neverlost, rugged aura +2

Rugged Aura: At 7th level, frontier legends receive a +1 circumstance bonus to Charisma-based skills when they are in any terrain to which they have applied the Wildshield ability. This bonus increases to +2 at 10th level.

Wild Detection: At 7th level, frontier legends double the maximum distance at which they can use a Spot check to detect the presence of others in any terrain to which they have applied their Wildshield ability. The

GM rolls the dice indicated under d20 System rules for determining the maximum Spot distance in the terrain at hand, and simply doubles the result for the frontier legend.

Sense Frontier Dangers (Ex): At 8th level, frontier legends always spot an avalanche or forest fire at the maximum range possible, unless they roll a natural 1 on their Spot check. Likewise, they always spot quicksand unless a natural 1 is rolled on their

Survival check, which they receive regardless of their movement rate when they encounter the quicksand.

Neverlost: At 10th level, frontier legends automatically succeed in Survival checks to avoid becoming lost, unless they roll a natural 1. If lost, they automatically recognize it after one hour of random travel, unless they roll a natural 1 on their Survival roll.

NEW PRESTIGE CLASS: OFFICER

Officers are commanders of troops on the battlefield, skilled in the art of war. They draw soldiers to their banner by the strength of their personal reputation, and keep them together by virtue of their confidence and prowess in matters of strategy, tactics, and supply, and by the promise of glory and gold. Officers may either be commissioned by their 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 their source of pay dries up, they may even become bandit leaders, plundering and robbing to keep their soldiers fed and happy until the drums of war beat again.

Soldiers are most likely to become officers, but paladins, raiders, and rakes 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.

Hit Die: d10



REQUIREMENTS

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

Base Attack Bonus: +6.

Profession (Military): 6 ranks.

Ride: 4 ranks.

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

Money: 5,000 gp minimum to purchase commission.

CLASS SKILLS

The officer's class skills (and the key ability for each skill) are: Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Profession (Soldier) (Wis), Ride (Dex), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the officer prestige class.

Weapon and Armor Proficiency:

An officer is proficient with all simple and martial weapons and armor.

THE OFFICER

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1 st	+1	+2	+1	0	Commission, leadership bonus
2 nd	+2	+3	+1	0	SocR +1, charmed life (<i>light fortification</i>)
3 rd	+3	+3	+2	0	Inspire courage +1, bonus feat
4 th	+4	+4	+2	0	SocR +2, aura of command +1
5 th	+5	+4	+3	+1	Battle sense, bonus feat
6 th	+6	+5	+3	+1	SocR +3, charmed life (<i>medium fortification</i>)
7 th	+7	+5	+4	+1	Life in armor, bonus feat
8 th	+8	+6	+4	+2	SocR +4
9 th	+9	+6	+5	+2	Inspire courage +2, bonus feat
10 th	+10	+7	+5	+2	SocR +5, aura of command +2

Commission: Upon attaining their first class level, officers obtain 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 5,000 gp. Officers with a courtly social rank (SocR 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 can assemble a fighting company. The officer'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. The maximum company size for officers is equal to their Leadership score x 10. If some of the subordinate NPCs are also of the officer prestige class, the maximum size of the company is equal to the sum of all their Leadership scores x 10. In this way, a single PC can command an entire army, given enough officers.

Leadership Bonus: An officer receives a +1 Leadership bonus until his commission is lost or sold.

Social Rank Bonus: At 2nd level, officers receive an extra +1 bonus to their Social Rank to represent the heightened prestige of being a military commander. They receive an additional +1 bonus to Social rank at 4th, 6th, 8th, and 10th level.

Charmed Life (Su): At 2nd level, officers are treated as if they were wearing armor with the *light fortification* ability, applied to ranged attacks only. When a critical hit or sneak attack is scored on the officer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. At 6th level, this ability becomes equivalent to *medium fortification* (75% chance that the critical hit or sneak attack is negated).

Inspire Courage (Su): At 3rd level, officers acquire the bard class ability inspire courage, but it is only applied to members of their own company who can hear them speak. Initially, the bonus to morale, attack, and damage is +1; it increases to +2 at 9th level.

Aura of Command: At 4th level, officers receive a +1 bonus to all skills

with Charisma as the key ability when making skill checks against members of the officer, soldier, and warrior character classes. At 10th level, this bonus increases to +2.

Bonus Feat: At 3rd, 5th, 7th, and 9th level, officers receive a bonus feat from the list of bonus feats available to the soldier character class. Officers with one or more levels in the soldier class may choose from the list of feats available to all soldier-class characters, or from the list of feats particular to their own troop type; officers with no class levels as soldiers may only choose from the list of feats available to all soldier-class characters.

Battle Sense (Ex): Starting at 5th level, officers can sense when they are in an enemy's sights and react accordingly. They retain their Dexterity bonus to AC when attacked unawares or flat-footed by any ranged weapon, excluding spells and spell-like abilities.

Life in Armor (Ex): At 7th level, officers become immune to the fatigue effects of sleeping in medium and heavy armor. They also receive a +1 reduction to armor check penalties. If the reduction would make the check penalty higher than +0, treat it as +0.

NEW PRESTIGE CLASS: SEA CAPTAIN

The sea captain commands an ocean-going ship-of-war, whether it flies the flag of his own nation or the skull-and-crossbones of the pirate. He is in the select company of Drake, Frobisher, Kidd, and Teach — the famed sea commanders of many nations. While any character with sufficient training can captain a merchant ship or small craft, only sea captains 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 captain is a formidable and professional fighter.

Soldiers, not surprisingly, are the most common aspirants to this class, but rakes and even raiders may sometimes become sea captains. Other character classes, except for the occasional paladin, seldom aspire to this position.

Hit Die: d10



REQUIREMENTS

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

Base Attack Bonus: +6.

Profession (sailor): 8 ranks.

Feats: Leadership 10+, Artillery.

CLASS SKILLS

The sea captain's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (geography) (Int), Profession (sailor) (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level:
4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sea captain prestige class.

THE SEA CAPTAIN

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1 st	+1	+2	+1	0	Ship command, sense weather, weapon focus 1
2 nd	+2	+3	+1	0	SocR +1
3 rd	+3	+3	+2	0	Weapon focus 2, expert gunnery +1
4 th	+4	+4	+2	+1	SocR +2
5 th	+5	+4	+3	+1	Weapon focus 3, lion at sea +1
6 th	+6	+5	+3	+1	SocR +3
7 th	+7	+5	+4	+1	Weapon focus 4, expert gunnery +2
8 th	+8	+6	+4	+2	SocR +4
9 th	+9	+6	+5	+2	Weapon focus 5, lion at sea +2
10 th	+10	+7	+5	+2	SocR +5

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

Ship Command: Upon attaining 1st level as a sea captain, the character becomes captain of a ship. This can happen in one of two ways. First, the sea captain can build or buy a ship. The cost for a sailing ship is 10,000 gp; for a warship, 25,000 gp. Second, the sea captain may receive a commission in a trading company or in the navy of a particular nation, by presenting credentials before a board of directors or to the admiralty. A ship will be assigned according to seniority — new captains get the oldest or smallest ships.

Once the ship is purchased, built, or assigned, the sea captain may hire a crew. Whether the sea captain owns the ship or is simply its commander, the crew is paid out of the captain's

own pocket. The sea captain's cohort and followers must be included in the ship's crew, usually as its officers. As the sea captain's Leadership score increases, more of the crew may become followers.

Bonus Weapon Focus Feat: As they ply their trade, sea captains become adept at many of the ship-fighter's favorite weapons. At 1st, 3rd, 5th, 7th, and 9th levels, they acquire 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, and longspear.

Sense Weather (Ex): This 1st-level ability allows a sea captain to know if the weather will change significantly in the next 12 hours. Upon request, the GM 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.

Social Rank Bonus: At 2nd level, sea captains receive an extra +1 bonus to their Social Rank to represent the heightened prestige of being a naval commander. They receive an additional +1 bonus to Social rank at 4th, 6th, 8th, and 10th level.

Expert Gunnery: At 3rd level, sea captains give a +1 attack bonus to any artillery fired from their ship while they are aboard. At 7th level, this bonus increases to +2.

Lion at Sea: At 5th level, sea captains receive a +1 bonus to all skills with Charisma as a key ability while they are on board their own ship. At 9th level, this bonus increases to +2.

NEW PRESTIGE CLASS: SOWER

Along the dusty roads and crooked paths of Northern Crown they wander, dressed in simple garb, carrying only a gnarled staff and a burlap pouch filled with seeds and fruit of divine power, which can sustain, heal, and guard the innocent. Their words bring peace and reconciliation between neighbors; the folk of the country value their wisdom, kindness, and impartiality as settlers of disputes and bearers of a message of hope and comfort. They are known as appleseeds or waypreachers by the farmers and wanderers who receive their aid, but they prefer to be called sowers — those who plant the seeds of a better future that they themselves may not live to see.

The most common aspirants to this class are druids and clerics. Occasionally, a druid will decide that rather than defending a sacred grove

from trespassers, it is more satisfying to use the powers of nature to help humankind, and by doing so, perhaps increase people's appreciation for the natural world. Disaffected clerics may become sowers as a way to take their divine gifts directly to the people, rather than waiting for the people to come to their church.

Hit Die: d6.

REQUIREMENTS

To become a sower, a character must meet these criteria:

Alignment: Lawful good or neutral good.

Skills: 4 ranks in Diplomacy, 4 ranks in Heal, 6 ranks in Profession (farmer).

Spells: Able to cast 3rd-level divine spells.

CLASS SKILLS

The sower's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), and Sense Motive (Wis).

Skill Points at Each Level:
2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sower prestige class.

Weapon and Armor Proficiency: Sowers retain the weapon and armor proficiencies of whatever character classes they possessed before becoming

ing sowers, with the addition of the quarterstaff. They cannot use their sower class features while wearing medium or heavy armor or carrying metal weapons.

Spells per Day: Sowers belonging to a character class with divine spellcasting abilities continue to gain additional spells as they advance as sowers, as if they had gained a level in their previous divine spellcasting class. They do not gain any other benefits of their former class, however, such as base attack bonus, saves, or other class abilities.

Harmless Appearance: at 1st level, sowers lose whatever social rank they possessed, becoming Social Rank 0 (marginal). They do not gain +1 to their Social Rank when they gain a level. However, they get a +4 bonus to Diplomacy checks because of their harmless, humble appearance.

Create Divine Apples: At 1st level, a sower can imbue an ordinary apple with divine power, turning it into a wondrous item. A *divine apple* can contain any single divine spell known by the sower, which targets one or more creatures. Any choices that the caster of the spell would usually make when casting it are made when the *divine apple* is created, including setting the caster level and which variation of the spell is to be cast (if more than one is listed).

To become the target of a *divine apple*, a creature must bite it and swallow at least one bite, which takes a standard action. If the spell affects more than one creature, additional targets can bite the apple to gain its effects, but the duration of the spell is considered to start when the first target bites it. A *divine apple* can be shared among no more than six targets,

regardless of the usual limitations of the spell's area or number of targets.

Creating a *divine apple* has no material cost, but does cost the sower 1 XP multiplied by the spell level, multi-



plied by the caster level. Any XP cost normally associated with casting the spell is added to the XP cost. A sower can make one *divine apple* per day.

Once used, *divine apples* become ordinary ones, and cannot be imbued with further divine spells. They have a "shelf life" of 30 days, after which time they wither and lose the divine spell they contained.

Faint conjuration; CL 1st; sower level 1+

Staff: At 1st level, sowers can cut a quarterstaff of ordinary apple wood to use as their divine focus. Any apple-wood quarterstaff gains a +1 magical enhancement bonus to attack and damage when used by the sower. At 5th level, the bonus increases to +2.

Create Divine Tree: At 2nd level, sowers can cause an apple seed to grow into a tree that produces divine apples, which is itself a wondrous item. To create a *divine tree*, sowers first create a *divine apple* containing a 0-level or 1st-level spell. Rather than being eaten, the apple is cut open and a single seed is extracted; the *divine apple* immediately loses the divine spell it contained, but the seed retains its potency indefinitely. When planted, it will produce a tree whose fruit are *divine apples* that each contain an identical spell to the apple from which the seed was taken.

Planting a *divine tree* costs 2 XP multiplied by the spell level, multiplied by the caster level (in addition to the cost of the *divine apple*). It can only be planted in areas with a natural power level of normal or better (see the Magic chapter). Planting the seed takes one minute. It must be watered with one quart of pure water created by a *create water* spell.

The tree takes at least one full year to bear fruit. Normally, it will produce a single *divine apple* in the first September following one full year of growth. Additional *divine apples* are produced according to the schedule below. Divine apples remain potent for up to one year if not picked, but once picked they wither and are destroyed after 30 days.

THE SOWER

LEVEL	BAB	FORT	REF	WILL	SPECIAL	DIVINE SPELLCASTING
1 st	+0	+2	+0	+2	Create <i>divine apple</i> , staff +1, harmless appearance	+1 level of existing class
2 nd	+1	+3	+0	+3	Create <i>divine tree</i> (1 st level)	+1 level of existing class
3 rd	+1	+3	+1	+3	<i>Tree of good</i>	+1 level of existing class
4 th	+2	+4	+1	+4	<i>Tree of healing</i>	+1 level of existing class
5 th	+2	+4	+1	+4	Staff +2	+1 level of existing class
6 th	+3	+5	+2	+5	Create <i>divine tree</i> (2 nd level)	+1 level of existing class
7 th	+3	+5	+2	+5	<i>Tree of peace</i>	+1 level of existing class
8 th	+4	+6	+2	+6	<i>Greater tree of good</i>	+1 level of existing class
9 th	+4	+6	+3	+6	Create <i>divine tree</i> (3 rd level)	+1 level of existing class
10 th	+5	+7	+3	+7	<i>Tree of wonders</i>	+1 level of existing class

Age	Divine Apples per Year
1 year	1
2–3 years	1d4 per year
4–6 years	1d6 per year
7–100 years	2d6 per year

If a *plant growth* or *prayer* spell is cast upon the seed at the time of planting, the resulting seedling will undergo the equivalent of 1 year's growth in one day, producing 1 *divine apple*. It will not produce more until the September following its second year of growth. Additional *plant growth* or *prayer* spells have no effect on its growth rate.

At 6th and 9th levels, sowers gain the ability to create *divine trees* that produce apples imbued with 2nd- and 3rd-level spells, respectively.

Faint conjuration (1st-level spells), moderate conjuration (2nd- or 3rd-level spells); CL 2nd (1st level), 6th (2nd level), 9th (3rd level); sower level 2+ (1st level), 6+ (2nd level), 9+ (3rd level)

Tree of Good: At 3rd level, sowers can imbue an ordinary tree with the power to guard an area against the forces of evil, turning it into a wondrous item. The tree must be at least 20 feet high and one foot in diameter. To activate the tree's powers, the sower spends 200 XP and one full day in meditation within sight of the tree. At the end of this time, the tree becomes the center of a permanent *magic circle against evil*, focused outward against evil creatures. The spell lasts until the tree is cut down or destroyed by fire, which takes a minimum of 200 hp worth of damage plus 10 hp multiplied by the caster level. Its caster level is equivalent to the class level of the sower at the time it was created.

Trees of good are often created by sowers to encourage settlement and to

provide refuge to travelers. They may also be placed near a watering hole or foraging area to give animals protection against evil monsters and marauding humans.

Faint conjuration; CL 3rd; sower level 3+

Tree of Healing: At 4th level, sowers can transform an ordinary tree into a wondrous item called a *tree of healing*, which helps to restore hit points to those who take shelter beneath its boughs. The requirements, activation time, and XP cost are the same for those of a *tree of good* (see above). Once activated, the tree allows creatures of good or neutral alignment to heal at the rate of 2 hit points per character level per day of rest. To gain this benefit, they must not stray further than 30 feet from the tree while resting.

Trees of healing are often placed in town centers, hospices, and sickhouses. In the wild, they are situated in areas where hunters pass by, to help injured creatures recover from wounds.

Faint conjuration; CL 4th; sower level 4+

Tree of Peace: At 7th level, sowers can transform an ordinary tree into a wondrous item called a *tree of peace*, which prevents violence and destruction in its immediate environment. The requirements, activation time, and XP cost are the same for those of a *tree of good* (see above). A *tree of peace* generates a *calm emotions* spell as a permanent area effect, with a radius of 30 feet. Targets may make a Will save to negate the effect when they first enter the spell area.

Faint conjuration; CL 7th; sower level 7+

Greater Tree of Good: At 8th level, sowers can create a wondrous item called a *greater tree of good*, which

functions as a *tree of good* (see above), but costs 500 XP to create and has a radius of 30 feet.

Moderate conjuration; CL 8th; sower level 8+

Tree of Wonders: At 10th level, sowers can transform an ordinary tree into a wondrous item called a *tree of wonders*, which can manifest one of several divine powers at the will of the sower who created it. The requirements and activation time are the same for those of a *greater tree of good* (see above), but with a cost of 1000 XP.

Once created, a *tree of wonders* creates the one of the following spells as a permanent, ongoing effect, centered on itself, as if it were the target of a *permanency* spell: *plant growth* (crop improvement variant), *daylight*, *zone of truth*, or *dispel magic*. The sower can change the effect as a free action, but must be in physical contact with the tree to do so. The effect cannot be changed more than once per day.

Moderate conjuration; CL 10th; sower level 10

Note: *Divine apples*, *divine trees*, *trees of good*, *trees of healing*, *trees of peace*, *greater trees of good*, and *trees of wonders* are magic items uniquely available to sowers to create. The caster level of a *divine apple* is set by the sower at the time it is created, similar to a potion, scroll, or wand. A sower's trees are considered minor wondrous items with the statistics given in their entries.

Ex-Sowers: Sowers who cease to be lawful good or neutral good lose their sower class abilities and cannot gain new levels as sowers. If they subsequently return to lawful good or neutral good alignment, they regain their class abilities and may continue to advance as sowers.

NEW PRESTIGE CLASS: TALL TALE HERO

The lore of many cultures includes tall tales of heroes of legendary size and strength who stride through the wilderness, undertaking great labors to tame the wild lands so that their people can have room to grow and prosper. Some are said to owe their impressive stature to a bloodline of giants, or to divine favor. Whatever their origin, these tall tale heroes seem to appear when a particular culture is poised to expand into the unknown, or when it is under threat of attack. Their unusual abilities sometimes do not manifest until adulthood,

when they continue to grow in height and weight beyond their peers. Lacking any worthy challenge to their abilities among the farms or towns of their birth, and shunned by ordinary folk, they take to the frontiers where they can accomplish great labors and earn the awe and gratitude of the people.

Working as woodcutters or stonecutters, tall tale heroes chop down forests, carve roads through mountains, and clear the fields of plow-shattering stones, acting as a vanguard for the farmers and builders who follow in

their wake. Among the First Ones, tall tale heroes were instrumental in defeating the stone giants who once kept humankind in thrall. The marks of their victory can still be seen upon the land, in the odd terrain features that are said to be the remains of the stone giants they slew to protect their people.

Tall tale heroes are not universally admired, even among their own people, who are frightened by their size and strength. Druids find tall tale heroes particularly upsetting and threatening as enemies of the natural

order, and the First Ones consider Uropan tall tale heroes to be a threat to the natural power of the earth because they mar the land with roads, mines, and clearings.

Tall tale heroes arise among commoners, scouts, raiders, and soldiers, all of whom have the high Fortitude saves required. Raiders and scouts are especially likely, because of their knowledge of the wilderness.

Hit Die: d12.

REQUIREMENTS

To become a tall tale hero, a character must meet these criteria:

Base Fortitude Save: +5.

Skills: 6 ranks in one of the following Profession skills: lumberjack, miner.

Feats: Cleave, Endurance, Power Attack.

CLASS SKILLS

The tall tale hero's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Profession (lumberjack or miner, Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level:

2 + Int modifier.

CLASS FEATURES

All of the following are class features of the tall tale hero prestige class.

Weapon and Armor Proficiency: Tall tale heroes retain the weapon and armor proficiencies of whatever character classes they possessed before becoming tall tale heroes. They also gain proficiency in a single martial weapon, determined by their material foe (see below).

Because of their great size, tall tale heroes cannot easily wear medium or heavy armor. Check penalties for these types of armor are increased by 2 when worn by tall tale heroes. They



lose their *heavy lifting*, *clobber*, and *stonecrush/timberfell* abilities unless they are wearing no armor or Light armor.

Growth Spurt: At 1st level, tall tale heroes grow to 7 feet in height, with a weight of 400 pounds. They receive a +1 natural armor bonus to AC and a one-time bonus of 1d12 hit points.

At 4th level, tall tale heroes grow to 8 feet in height, with a weight of 550 pounds, becoming Large creatures with a 10-foot reach and an AC and attack modifier of -1, grapple modifier

of +4, and a Hide modifier of -4 due to size. Any armor or clothing that they wore previously will no longer fit them, at this point. At 7th level, their size increases again, to 9 feet in height and a weight of 700 pounds. Finally, at 10th level, tall tale heroes reach 10 feet in height and 900 pounds in weight.

Heavy Lifting (Ex): Tall tale heroes gain this extraordinary ability at 1st level. It gives them the carrying capacity of a character with a Strength score 4 points higher than their actual strength, but only when applied to lifting, carrying, and dragging objects.

At 3rd, 5th, 7th, and 9th levels, the carrying capacity of tall tale heroes increases to +5, +6, +7, and +8 Strength respectively.

Material Foe: When tall tale heroes reach first level, they choose one of two natural materials that will become the focus of their labors: stone or wood.

Stone: Tall tale heroes who choose stone as their material foe are usually builders of roads through the wilderness; those who see the imposing barriers of mountains and cliffs as battlements that must be breached to enable their community to claim the new lands beyond. They also clear potential farmland of boulders and other rocky obstacles. For them, there is no greater pleasure than to turn harsh, unyielding rock into useful stone for building the roads, bridges, walls, and houses that will advance the frontiers of their culture.

Tall tale heroes who elect to take stone as their material foe gain proficiency with the heavy pick, if they do not already have it. This weapon allows them to use their clobber ability (see below).

Wood: Wood is the foe of tall tale heroes who wish to carve their way through the impenetrable forests that

THE TALL TALE HERO

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1 st	+1	+2	+0	+0	Material foe, growth spurt (7 ft./400 lbs.), heavy lifting +4
2 nd	+2	+3	+1	+0	Clobber +1d12, stonecrush/timberfell 1/day
3 rd	+3	+3	+1	+1	Heavy lifting +5, healthy appetite +2d8
4 th	+4	+4	+1	+1	Growth spurt (8 ft./550 lbs.)
5 th	+5	+4	+2	+1	Heavy lifting +6, clobber +2d12
6 th	+6	+5	+2	+2	Stonecrush/timberfell 2/day, mighty companion animal
7 th	+7	+5	+2	+2	Growth spurt (9 ft./700 lbs.), heavy lifting +7
8 th	+8	+6	+3	+2	Clobber +3d12
9 th	+9	+6	+3	+3	Heavy lifting +8, healthy appetite +3d8
10 th	+10	+7	+3	+3	Growth spurt (10 ft./900 lbs., Large), stonecrush/timberfell 3/day

MIGHTY MULE

Huge Animal

CR 4; SZ H (animal); HD 4d8+20; hp 38; Init +1 (Dex); Spd 40 ft.; AC 11 (-2 size, +1 Dex, +2 natural), touch 9, flat-footed 10; Base Atk + 3; Grp + 19; Atk +10 melee (1d6+8, crit x3, 2 hooves); Full Atk +10/+10 melee (1d6+8, crit x3, 2 hooves); Space 10 ft.; Reach 5 ft.; SA none; SQ heavy lifting +4; AL as master; SV Fort +9, Ref +2, Will +4; Str 26, Dex 12, Con 20, Int 2, Wis 11, Cha 7

Skills: Listen +7, Spot +7

Heavy Lifting (Ex): The mule has the carrying capacity of a creature with a Strength of 30.

MIGHTY OX

Huge Animal

CR 4; SZ H (animal); HD 4d8+20; hp 38; Init +1 (Dex); Spd 30 ft.; AC 10 (-2 size, +2 natural), touch 8, flat-footed 10; Base Atk + 3; Grp + 20; Atk +11 melee (2d6+9, crit x3, gore); Full Atk +11 melee (2d6+9, crit x3, gore); Space 10 ft.; Reach 5 ft.; SA none; SQ heavy lifting +4; AL as master; SV Fort +9, Ref +1, Will +4; Str 28, Dex 10, Con 20, Int 2, Wis 11, Cha 7

Skills: Listen +7, Spot +7

Heavy Lifting (Ex): The ox has the carrying capacity of a creature with a Strength of 32.

mark the limits of their community, opening the woods to settlement. To fell a tree and render it into lumber for building houses, ships, and wagons, while clearing the land for farming, is their greatest joy.

Tall tale heroes who chose wood as their material foe gain proficiency with the greataxe, if they do not already possess it. This weapon allows them to use their clobber ability (see below).

Clobber (Ex): At 2nd level, tall tale heroes gain the ability to do additional damage to their material foe (see above). When attacking an object made of their material foe — either stone or wood — they inflict an extra 1d12 damage per attack, as long as they are using a heavy pick or greataxe, respectively.

Extra damage from this ability also applies to the following creatures:

Stone: Earth elementals, gargoyles, stone giants, stone golems.

Wood: Treants and all other creatures of the Plant type.

At 5th and 8th level, tall tale heroes add an additional 1d12 to their clobber damage.

Stonecrush/Timberfell (Ex): At 2nd level, tall tale heroes' intimate knowledge of their material foe allows them to strike a devastating blow

against it, doing great damage. Two forms of this ability exist, depending on the material foe chosen at 1st level.

Stonecrush: Tall tale heroes with stone as their material foe can choose to shatter up to 1000 cubic feet of stone with a single attack, once per day, turning it into coarse gravel instantly. The shattered area takes one of two forms, chosen by the tall tale hero: a 10-foot cube, or a 20-foot long cleft that's 5 feet wide and 10 feet deep. The attack must be made with a heavy pick; other weapons will do only normal damage. This ability functions only on natural rock formations; stone structures are not affected.

Timberfell: Tall tale heroes with wood as their material foe can cut down a large tree or a stand of vegetation with a single attack, once per day. Two forms of timberfell exist: an attack against a single tree of any size that will fall in the direction chosen by the tall tale hero, or the clearing of all trees and plants with stalks smaller than 24 inches in diameter in a 20-foot-radius circle around the tall tale hero. A timberfell attack must be made with a greataxe; other weapons will do only normal damage. This ability functions only on live trees; wooden structures are not affected.

At 6th and 10th level, tall tale heroes gain an extra use of this ability per day.

Healthy Appetite (Ex): At 3rd level, tall tale heroes can regain lost hit points by eating gargantuan meals. Tall tale heroes who eat at least 20 gp (5 pounds) worth of common food in one hour, and then sleep for at least one hour, immediately regain 2d8 lost hit points when they awake. This ability functions once per day.

At 9th level, the amount of hit points regained increases to 3d8.

Mighty Companion Animal: At 6th level, tall tale heroes attract a mighty companion animal — a natural domesticated animal that has grown far beyond its normal size and strength, and feels a particular bond with humans who share the same unusual characteristics. These creatures behave like overgrown pets, following the tall tale hero as a faithful dog might tag along behind its master, and helping in his labor by hauling stone or wood.

Tall tale heroes who have chosen stone as their material foe attract mighty mules, while those who have chosen wood attract mighty oxen. Both types of mighty animal are marked by unusual size and pulling power, and by a blue tint to their hide.

NEW PRESTIGE CLASS: WILD BRAWLER

The legends of Northern Crown abound with ornery characters so tough that they could survive any challenge except civilized existence or a steady job. These wild brawlers dwell on the borders of their homelands, determined to stay one step ahead of the advance of law and order. Unlike tall tale heroes, who deliberately toil to push back the domain of forest and field, wild brawlers often foster the expansion of their own cul-

ture's territory inadvertently; they push their way into remote areas in search of freedom, only to have civilization catch up with them. In the opinion of natural philosophers, they may have some trace of satyr's blood flowing through their veins, imbuing them with a chaotic force akin to that ascribed to the god Pan and his followers in ancient times.

Wild brawlers are found working as river rafters, among parties of

Coureur traders, and as ne'er-do-wells in frontier settlements. They never stay in one place very long, much to the relief of the local authorities who see them as troublemakers.

Soldiers, raiders, and scouts make likely characters for this prestige class, due to the high Fortitude save required to join.

Hit Die: d12.

REQUIREMENTS

To become a wild brawler, a character must meet these criteria:

Alignment: Any chaotic.

Base Fortitude Save: +5.

Skills: 4 ranks in Intimidate.

Feats: Improved Unarmed Strike, Lightning Reflexes, Weapon Focus (knife or unarmed).

CLASS SKILLS

The wild brawler's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Survival (Wis), and Swim (Wis).

Skill Points at Each Level:

2 + Int modifier.

CLASS FEATURES

All of the following are class features of the wild brawler prestige class.

Weapon and Armor Proficiency: Wild brawlers retain the weapon and armor proficiencies of whatever character classes they possessed before becoming wild brawlers.

Because so many of their abilities depend on freedom of movement, wild brawlers lose their class abilities while wearing Medium or Heavy armor.

Bloodcurdling Whoop (Ex): At 1st level, wild brawlers can let out a bloodcurdling whoop that can leave their enemies dismayed. All enemies within 30 feet with 6 HD or less must make a Fortitude saving throw at DC 12 plus the wild brawler's class level, or become shaken for 1d6 rounds. This ability may be used once per day.

At 4th, 7th, and 10th level, wild brawlers gain an additional use of this ability per day.

Gator's Hide: At 1st level, wild brawlers gain a +1 natural armor bonus to AC, having been inured to hard knocks and physical damage. At 4th, 7th, and 10th level, the bonus increases to +2, +3, and +4 respectively.



Stunning Attack: At 1st level, wild brawlers gain the stunning attack ability of the monk character class. The DC of saves to avoid being stunned is 10 + 1/2 the wild brawler's class level + Str modifier. This ability can be used once per day per class level.

Iron Jaw: At 2nd level, wild brawlers become so tough that they

actually inflict damage to enemies who hit them with unarmed attacks or natural weapons. On a successful hit against the wild brawler, an attacker receives one point of damage in return. Any damage resistance possessed by the attacker can be applied against this damage.

At 5th and 8th level, wild brawlers inflict an additional point of iron jaw damage.

Flurry of Blows: At 2nd level, wild brawlers gain the flurry of blows ability of the monk character class. The ability can be applied to unarmed or knife attacks only.

Wrassling: At 2nd level, wild brawlers gain a +2 bonus to opposed grapple checks. At 5th and 8th level, this bonus increases to +4 and +6, respectively.

Mighty Swing (Ex): At 3rd level, wild brawlers can make a devastating unarmed attack, once per day. On a mighty swing, the wild brawler's Strength ability modifier is doubled for purposes of determining both the melee attack bonus and the damage.

At 6th and 9th level, wild brawlers gain an additional use of this ability per day.

Slippery Hide: At 3rd level, wild brawlers gain a +4 bonus to Escape Artist checks.

Bear Hug (Ex): At 6th level, wild brawlers acquire the ability to do constricting damage to pinned opponents. Beginning in the round following a successful pin, wild brawlers can squeeze a pinned opponent for 2d6 points of nonlethal damage, plus their Strength bonus. A bear hug is considered a full-round action.

Ex-Wild Brawlers: Wild brawlers who cease to be of chaotic alignment lose their *bloodcurdling whoop* class ability and can no longer advance as wild brawlers.

THE WILD BRAWLER

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1 st	+1	+1	+1	+0	Bloodcurdling whoop 1/day, gator's hide +1, stunning attack
2 nd	+2	+2	+1	+0	Iron jaw (1 hp), flurry of blows, wrassling +2
3 rd	+3	+2	+1	+1	Mighty swing 1/day, slippery hide
4 th	+4	+3	+2	+1	Bloodcurdling whoop 2/day, gator's hide +2
5 th	+5	+3	+2	+1	Iron jaw (2 hp), wrassling +4
6 th	+6	+4	+2	+2	Bear hug, mighty swing 2/day
7 th	+7	+4	+3	+2	Bloodcurdling whoop 3/day, gator's hide +3
8 th	+8	+5	+3	+2	Iron jaw (3 hp), wrassling +6
9 th	+9	+5	+3	+3	Mighty swing 3/day
10 th	+10	+6	+4	+3	Bloodcurdling whoop 4/day, gator's hide +4

CHAPTER SEVEN

SKILLS, FEATS, & COMBAT

Their trail is easy to follow — heavy hoofprints in the mud, campfire ashes neither covered nor dispersed, empty bottles and broken pipestems strewn upon the ground. They are deaf to the drumbeat of the earth, blind to the effect they have upon the living world. They have not the skills to survive here long. For them, the forests and waters are obstacles to travel, not a sustaining environment. They seem to have been making for Logstown, but they have meandered far off course, towards Shawnee country. An instinct tells me that their journey is somehow bound to my own, that whatever draws them south and west is what compels me, too.

Manemepabtoo — a Shawnee scout who I have hired to take me through this land — draws my attention to a new set of tracks that has joined the trail from the north, and now follows the Uropan party closely. A catamount, he tells me — one of the most feared predators in Northern Crown. No sooner are the words out of my guide's mouth, then we hear a cry, a shot, horses shrieking in terror. We run forward, bursting into the sudden glare of a sunny glade surrounding an abandoned Uropan farm that has become a scene of slaughter.

The wayward travellers keep their backs to the wall of a decaying farmhouse, while the catamount eyes them hungrily. It has already slain one of the horses; the other mounts have bolted into the forest. By signs, Mamemepabtoo warns the foreigners to remain still. A chant comes to me, and I hear the soft words passing my lips, breathing out their power. The catamount turns its golden eyes toward me, curls its bloody lips, and coils as if to spring. One of the Uropan slowly reaches for a pistol that hangs at his belt, but I warn him away with a quick glance. The creature takes a step toward me, and another. Its stance relaxes, all fear and malice gone from its mind. My chant has bound it to me, and I call it over to my side.

The Uropan headman, a little older than the others, removes his spectacles and wipes his face with a silk handkerchief. Speaking in a poor approximation of my tongue, he thanks me for my assistance, and says could we please direct him to the ancient city of the Moundraisers?

SKILLS

All skills described in the standard d20 System rules are available to *New World Adventures* characters. A new Knowledge skill — Knowledge (science) — has been added. The list of languages available to player characters is also included in this section.

CRAFT

(INTELLIGENCE)

The following list includes the crafts most commonly practiced in Northern Crown. For details on Nyambran crafts, see *Nyambe: African Adventures*.

Craft	Product
Arbalester	Crossbows and bolts
Armorer	Shields and armor
Baker	Bread, pies, and other baked goods
Blacksmith	Iron tools and fittings
Bowyer	Bows and arrows
Carpenter	Wooden house frames, doors, and other architectural elements

Cartwright
Clockmaker
Cooper
Coppersmith

Drafter

Embroiderer
Founder
Glazier

Glover

Goldsmith
Gunsmith
Hatter

Instrument-maker

Jeweler

Joiner
Lensmaker

Limner

Locksmith

Luthier

Papermaker
Potter
Powdermaker

Wagons and carts
Clocks

Barrels and casks
Copper cookware and fittings

Measured drawings and plans

Embroidered cloth
Cast bells and cannon

Glass vessels and windowpanes

Leather gloves, purses, and belts
Gold jewelry

Guns and bullets
Hats and other headgear

Telescopes and other navigational aids

Gems and jewels in decorative settings

Wooden furniture
Lenses for spectacles and telescopes

Painted shop signs and other decorative painting

Padlocks and doorlocks

Wooden stringed instruments

Paper
Ceramic ware
Gunpowder

Printer

Ropemaker
Shipwright
Shoemaker
Silversmith

Swordsmith

Tailor
Turner

Printed books and broadside sheets

Rope and cord
Boats

Shoes and boots
Silver cutlery and tableware

Swords and other weapons

Clothes

Bowls, cups, candlesticks, and furniture using a wood lathe

KNOWLEDGE

(INT; TRAINED ONLY)

One new knowledge area is available to *New World Adventures* campaigns: Science.

SCIENCE

Science includes the six areas of study of natural philosophy: antimagic, life and death, magnetism, matter, mentalism, and physics. This skill can be used to answer questions about these sciences. The DC for Knowledge (science) checks is determined in the same manner as other Knowledge skills.

PROFESSION

(WIS; TRAINED ONLY)

The following list includes the most common professions practiced in Northern Crown:

Profession	Activity
Administrator	Assists in the operation of government
Apothecary	Prepares and prescribes medications
Architect	Designs buildings and oversees construction
Astrologer	Casts horoscopes, advises clients on their future courses of action
Cartographer	Prepares maps and charts
Cook	Cooks meals
Lawyer	Represents clients in court, draws up and notarizes contracts
Lumberjack	Cuts lumber from pieces of timber
Merchant	Imports and exports goods
Military	Leads troops in battle
Miner	Digs underground passages for ore mining or siege work
Physician	Diagnoses and cures diseases, prescribes medicine
Sea Captain	Operates a sailing vessel
Servant	Professional servant to a courtly NPC
Surgeon	Treats wounds and broken bones, performs surgical operations
Tanner	Works leather

SPEAK LANGUAGE

(NONE; TRAINED ONLY)

Although the description of this skill is unchanged from standard d20 System rules, the list of available languages is unique to the campaign. The Languages table lists the most common languages spoken in Northern Crown; languages of player

character cultures included in this book are shown in italics. A character who speaks a language that belongs to a language group also has some facility with other languages in the same group. While speaking another language in the same group as a lan-

guage known by a character, the character suffers a -4 penalty to Bluff, Diplomacy, and Gather Information, Intimidate, and Sense Motive checks. This penalty goes away if the character spends a skill point to learn the language.

LANGUAGES OF NORTHERN CROWN

FIRST ONES LANGUAGES

Language Group	Associated Languages
Algonquian Group	Ab'naki, Chippewa, Cree, Delaware, Fox, Illinois, Kickapo, Mahican, Massachuset, Menomeni, Miami, Micmac, Mohegan, Montagnais, Montauk, Naraganset, Naskapi, Nauset, Niantic, Nipmuc, <i>Ojibwa</i> , Passamaquoddy, Penacook, Pequot, P'nobscoot, Pocumtuk, Potawatomi, Sauk, <i>Shawnee</i> , Powhattan, Wampanoag.
Beothuk	Beothuk
Buccaneer Cant	<i>Buccaneer Cant</i>
Iroquoian Group	Cayuga, <i>Cherokee</i> , Erie, Huron, <i>Mohawk</i> , Neutrals, Onandaga, Oneida, Seneca, Susquehana, Tuscarora
Muskogean Group	Alabama, Apalachee, Chickasaw, Choctaw, Creek, Natchez, Tuskegee, Yuchi
Siouan Group	Quapaw, Winnebago

NYAMBAN LANGUAGES

Language	Language of:
<i>Buccaneer Cant</i>	Buccaneers
<i>Français Creole</i>	Cimarrons from Français-speaking areas
Kordo	All Nyambans
<i>Espaniard Creole</i>	Cimarrons from Spanish-speaking areas

UIROPAN LANGUAGES

Language	Language of:
<i>Breton</i>	Breton Kelts
<i>Buccaneer Cant</i>	Buccaneers
<i>Catalan</i>	Espaniards from Catalonia
<i>Cymric</i>	Cymric Kelts
<i>English</i>	Albians, Carolingians, Cimarrons adjacent to Carolingia, Commonwealthers, Sophians
<i>Français</i>	Coueurs, Français, Sophian leaders
<i>German</i>	Français from Lorraine
<i>Greek</i>	Educated Sophians
<i>Hebrew</i>	Educated Sophians
<i>Italian</i>	Français from the south of France
Keltic Group (associated languages: <i>Eirish Keltic</i> , <i>Scotian Keltic</i>)	Eirish and Scotian Kelts, Albians from shires bordering Kelt countries
<i>Langue d'oc</i>	Espaniard and Français bards, and Français from the south of France
<i>Latin</i>	Espaniard and Français clerics, educated Sophians
<i>Nederlans</i>	Nederlanders
<i>Norsk</i>	Vinlanders
<i>Spanish</i>	Espaniards

FEATS

All feats described in standard d20 System rules are available in *New World Adventures*. In the new age, however, the arts of war and science have

advanced far beyond the levels represented in a medieval fantasy campaign. Many new feats related to guns, explosives, and new fighting styles have

been added to reflect these developments. Details on the use of most of the combat-related feats are found later in this chapter.

NEW FEATS

GENERAL FEATS

Feat	Prerequisites
Advanced Bear Ancestry	First Ones culture, Str 15+, Bear Ancestry
Advanced Turtle Ancestry	First Ones culture, Con 13+, Wis 13+, Turtle Ancestry
Advanced Wolf Ancestry	First Ones culture, Cha 12+, Wolf Ancestry
Artillery	Base attack bonus +1
Bear Ancestry	First Ones culture, Str 15+
Both Barrels	Guns, Two-Weapon Fighting
Close-order Drill	Polearms
Explosives	Dex 12+
Fencing	Dex 12+, base attack bonus +1
Flash	Cha 12+
Force Majeure	Cha 12+, base Will save +5
Gift of Tongues	Int 12+
Greatsword	Str 13+, base attack bonus +1
Guns	None
Hair Trigger	Dex 13+, Guns
Heroic Bear Ancestry	First Ones culture, Str 15+, Bear Ancestry, Advanced Bear Ancestry
Heroic Turtle Ancestry	First Ones culture, Con 13+, Wis 13+, Turtle Ancestry, Advanced Turtle Ancestry
Heroic Wolf Ancestry	First Ones culture, Cha 12+, Wolf Ancestry, Advanced Wolf Ancestry
Maunetu Sorcerer	First Ones culture, sorcerer character class, Cha 15+, character level 5+
Manners	None
Philosophical Society Member	Natural philosopher character class, character level 5+
Pawwaw Druid	First Ones culture, druid character class, Wis 15+, character level 5+
Pniese Paladin	First Ones culture, paladin character class, Str 13+, Cha 13+, character level 3+
Polearms	Str 13+, base attack bonus +1
Ranged Disarm	Dex 13+, Guns, base attack bonus +5
Ricochet	Dex 13+, Guns
Signature Move	Fencing
Surefire	Dex 13+, Guns
Take Aim	Guns
Turtle Ancestry	First Ones culture, Con 13+, Wis 13+

Two Worlds

Wolf Ancestry

None for 1st-level characters, others, see below

First Ones culture, Cha 12+

ITEM CREATION FEATS

Feat	Prerequisites
Compose Chant	First Ones culture, spellcaster level 1 st +
Craft Pipe	First Ones culture, spellcaster level 9 th +
Craft Totem	First Ones culture, spellcaster level 5 th +
Inscribe Tattoo	First Ones culture, spellcaster level 12 th +
Raise Earth Effigy	First Ones culture, spellcaster level 5 th +
Raise Standing Stone	Uropan culture, druid, spellcaster level 5 th +

INVENTION FEATS

Feat	Prerequisites
Cheap Invention	Craft Invention
Craft Invention	Natural philosopher level 3 rd +
Fast Invention Repair	Craft Invention
Hardened Invention	Craft Invention
Increased Invention Damage	Craft Invention
Increased Invention Hit Points	Craft Invention
Increased Vehicle Speed	Craft Invention
Invention Specialization	Craft Invention
Science Specialization	Natural philosopher level 1 st +

METASCIENCE FEATS

Feat	Prerequisites
Silent Apparatus	Natural philosopher level 1 st +, with two degrees in one science
Subtle Apparatus	Natural philosopher level 1 st +, with two degrees in one science

PSIONIC FEATS

Feat	Prerequisites
Evil Eye	None
Firebug	None
Second Sight	None

ADVANCED BEAR ANCESTRY

GENERAL

Your bear ancestry has begun to manifest itself more strongly, giving you additional abilities.

Prerequisites: First Ones culture, Strength 15+, Bear Ancestry

Benefit: You gain Scent as an extraordinary ability, allowing you to detect opponents by sense of smell. You also gain the ability to summon 1d3 black bears once per day as a spell-like ability; this is identical to the spell *summon nature's ally III*, as if you were a druid of a level equal to your own character level.

ADVANCED TURTLE ANCESTRY

GENERAL

Your turtle ancestry has begun to manifest itself more strongly, giving you additional abilities.

Prerequisites: First Ones culture, Constitution 13+, Wisdom 13+, Turtle Ancestry

Benefit: You can hold your breath for up to 30 minutes before having to make a Constitution check to avoid drowning. You also gain the ability to toughen your skin as a supernatural ability once per day for up to one hour, giving you an additional +4 enhancement bonus to your existing natural armor bonus. This bonus does not stack with other enhancement bonuses to natural armor, such as *barkskin*.

ADVANCED WOLF ANCESTRY

GENERAL

Your wolf ancestry has begun to manifest itself more strongly, giving you additional abilities.

Prerequisites: First Ones culture, Charisma 12+, Wolf Ancestry

Benefit: You gain Scent as an extraordinary ability, allowing you to detect opponents by sense of smell. You also gain the ability to summon one dire wolf or 1d4+1 wolves once per day as a spell-like ability; this is identical to the spell *summon nature's ally III*, as if you were a druid of a level equal to your own character level.

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. See the Combat section for more about artillery.

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

BEAR ANCESTRY

GENERAL

You have inherited the powers of a bear ancestor from the Uncounted Time. Bears are known for their strength, courage, and wisdom. Those who carry their ancestry tend to be big-framed, muscular, and loud-voiced, but good-humored and gentle. They love the deep forest and stony mountains, but feel uncomfortable in open fields. Many prefer to live a life alone, apart from other humans; they do not always co-operate well in groups.

Prerequisites: First Ones culture, Strength 15+

Benefit: You gain a +1 bonus to Fortitude saves, +1 to damage when making an unarmed attack, and a +2 bonus to Climb checks.

BOTH BARRELS

GENERAL

You can fire a pistol in each hand at once, or one pistol in your off hand, without sacrificing accuracy.

Prerequisites: Guns, Two-Weapon Fighting

Benefit: When firing a light or one-handed gun in each hand, or firing a light or one-handed gun with your off hand, you do not suffer the penalties on attack rolls usually associated with fighting with two weapons.

CHEAP INVENTION

INVENTION

You can create inventions at lower cost.

Prerequisites: Craft Invention.

Benefit: Your inventions cost only 75% of the listed price.

Normal: Without this feat, a character with Craft Invention spends the listed price when building an invention.

CLOSE-ORDER DRILL

GENERAL

You can use a reach weapon to strike opponents through occupied squares.

Prerequisites: Polearms.

Benefit: You can use a reach weapon to attack an enemy 10 feet away, even if the square between you is occupied by a Medium or smaller creature. This feat allows polearm fighters to attack in formations that are two ranks deep, increasing their effectiveness on the battlefield.

Normal: Without this feat, a character with a polearm or other reach weapon cannot hit an opponent if an intervening square is occupied.

COMPOSE CHANT

ITEM CREATION

You can compose a magical chant that activates a spell when sung.

Prerequisites: First Ones culture, spellcaster level 1st+.

Benefit: This feat replaces the Scribe Scroll feat for First Ones spellcasters. See the Magic Items chapter of the *Northern Crown: Gazetteer* for more information.

CRAFT INVENTION

INVENTION

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 invention whose prerequisites you meet (see the Invention Creation chapter later in this book, and the Inventions chapter in the *Northern Crown: Gazetteer*). Creating and testing a prototype invention takes 1 day for each 100 gp in its price. Once a successful prototype has been built, additional models can be made at 75% of the cost and 75% 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. Details about repairing a broken invention are found in the *Gazetteer*.

CRAFT PIPE

ITEM CREATION

You can create magical smoking pipes.

Prerequisites: First Ones culture, spellcaster level 9th+

Benefit: This feat replaces the Craft Rod feat for First Ones spellcasters. See the Magic Items chapter of the *Gazetteer* for specific pipes made by First Ones spellcasters.

CRAFT TOTEM

ITEM CREATION

You can create magical totem sticks.

Prerequisites: First One culture, spellcaster level 5th+

Benefit: This feat replaces the Craft Wand feat for First Ones spellcasters. See the Magic Items chapter of the *Gazetteer* for specific totems made by First Ones spellcasters.

EVIL EYE

PSIONIC

You have inherited a psionic talent that allows you to interfere with and detect the thoughts of other creatures. This feat is described in the Available Knacks section of the Psionic Knacks chapter.

EXPLOSIVES

GENERAL

You are trained in the science of using gunpowder to destroy structures and create mines and other battlefield defenses.

Prerequisites: Dexterity 12+

Benefit: You have the specialized knowledge needed to effectively harness the explosive effects of gunpowder. You can set fuses and know with certainty when they will explode; you can place explosives to ensure that they achieve maximum damage against structures.

Normal: Characters without Explosives cannot properly set timed fuses; they must be physically present to set off a gunpowder explosion. Damage to structures from gunpowder blasts set by characters without the Explosives feat is reduced by 50%, due to the inefficient placement of the charge. For more information about gunpowder, see the Money & Equipment chapter.

FAST INVENTION REPAIR

INVENTION

You can repair inventions more quickly than normal.

Prerequisites: Craft Invention.

Benefit: You repair 1d6 hp of damage to an invention after each hour of work.

Normal: Without this feat, characters with Craft Invention repair only 1d3 hp after each hour of repair work.

FENCING

GENERAL

When attacking with a dagger, rapier, long rapier, saber, broadsword, smallsword,

or cutlass, you can employ special moves and you receive an AC bonus.

Prerequisites: Dexterity 12+, base attack bonus +1

Benefit: You are able to employ the following fencing moves: pass, rondo, clinch, hilt smash, bind, touch, lunge, spring and retreat, wear down, and beat. You also receive a bonus to AC against melee attacks when you are using a fencing weapon. For more information, see the Combat section later in this book.

Normal: Characters without Fencing do not receive any of the benefits of the Fencing feat.

FIREBUG

PSIONIC

You have inherited a psionic talent that allows you to create and control fire. This feat is described in the Available Knacks section of the Psionic Knacks chapter.

FLASH

GENERAL

Your personal flair and style gives you a winning air that grants you an advantage when attempting to succeed in a difficult task.

Prerequisites: Charisma 12+

Benefit: Once per day, you can add your Charisma ability modifier to a single skill roll, attack roll, or save. You must declare that you are doing so before the die is rolled.

Normal: Characters without this feat do not gain this advantage.

FORCE MAJEURE

GENERAL

You have a commanding presence that can awe those who are subject to your gaze.

Prerequisites: Charisma 12+, base Will save 5+

Benefit: Once per day, as a standard action, you can bring your majestic presence, or *force majeure*, to bear upon a single human target within 10 feet. You can attempt to induce one of the fol-

lowing two conditions in the target; in either case, the target gets a Will save at a DC of 10 + your character level.

Frightened: The target flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. The effect lasts for one round multiplied by your character level.

Held: The target is unable to move. It is helpless. It can perform no physical actions (but it continues to breathe and can take purely mental actions). This effect lasts only as long as you maintain your gaze each round as a standard action, to a maximum of one round multiplied by your character level.

Normal: A character without this feat gains none of the abilities associated with this feat.

GIFT OF TONGUES

GENERAL

You learn the basic elements of unfamiliar languages quickly.

Prerequisites: Intelligence 12+.

Benefit: You can make yourself understood at a basic level, even with speakers of an unfamiliar language. When interacting with someone whose language you don't understand, you can still use skills with Charisma as the key ability, at a penalty of -4. If you know another language within the same language group as a language known by your audience, you may use Charisma-based skills without penalty.

Normal: Characters without this feat cannot communicate verbally with others unless they know the language as part of their Speak Language skill. If they know another language in the same language group, they can use some Charisma-based skills at a -4 penalty.

GREATSWORD

GENERAL

You are trained in the art of attack and defense using the greatsword.

Prerequisites: Strength 13+, base attack bonus +1

Benefit: You are able to use a greatsword to add to your AC against

melee weapons. You can use a greatsword as a double weapon, or change your grip to turn it into a precise thrusting weapon. You can also clear a 5-foot-radius circle around you by using a greatsword as a weapon of intimidation. For more information, see the Combat section 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.

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 when using personal firearms, and cannot reload a gun or clear a fouled gun. For more information on guns, see Guns in the Combat section.

HAIR TRIGGER

GENERAL

You can fire a gun as a free action, at the cost of accuracy.

Prerequisites: Dexterity 13+, Guns

Benefit: Once per round, you can fire a loaded gun as a free action, but you receive a penalty of -4 to your attack roll and the chance of a misfire is increased by +1.

Normal: Firing a gun is normally a standard action.

HARDENED INVENTION

INVENTION

Your inventions are more resistant to damage.

Prerequisites: Craft Invention.

Benefit: Add +5 points to the Hardness rating and Break DC of your inventions.

Normal: Without this feat, characters with Craft Invention create inventions

with the standard Hardness rating and Break DC listed in the invention's description.

HEROIC BEAR ANCESTRY

GENERAL

Your bear ancestry manifests itself to a truly heroic degree, allowing you to take the form of a black bear.

Prerequisites: First Ones culture, Strength 15+, Bear Ancestry, Advanced Bear Ancestry

Benefit: You can change into a black bear once per day, as if you were a 5th-level druid using the wild shape class ability. This allows you to remain in bear form for up to five hours.

HEROIC TURTLE ANCESTRY

GENERAL

Your turtle ancestry manifests itself so strongly that you can take the form of a giant turtle.

Prerequisites: First Ones culture, Constitution 13+, Wisdom 13+, Turtle Ancestry, Advanced Turtle Ancestry

Benefit: You can change into a giant snapping turtle once per day, as if you were an 8th-level druid using the wild shape class ability. This allows you to remain in turtle form for up to 8 hours.

HEROIC WOLF ANCESTRY

GENERAL

Your wolf ancestry manifests itself so strongly that you can take the form of a dire wolf.

Prerequisites: First Ones culture, Charisma 12+, Wolf Ancestry, Advanced Wolf Ancestry

Benefit: You can change into a dire wolf once per day, as if you were an 8th-level druid using the wild shape class ability. This allows you to remain in dire wolf form for up to 8 hours.

INCREASED INVENTION DAMAGE

INVENTION

Your inventions inflict more damage.

Prerequisites: Craft Invention.

Benefit: Any hand-held weapons you invent inflict additional damage, proportional to their size:

Size	Additional Damage
Light	+1
One-handed	+2
Two-handed	+3

Normal: Without this feat, characters with Craft Invention create weapons with the standard damage listed in the invention's description.

INCREASED INVENTION HIT POINTS

INVENTION

Your inventions have more hit points.

Prerequisites: Craft Invention.

Benefit: Any inventions you create have additional hit points, proportional to their size:

NON-HAND-HELD INVENTIONS

Size	Additional Hit Points
Tiny or smaller	+5 hp
Medium	+10 hp
Large	+15 hp
Huge	+30 hp
Gargantuan	+60 hp
Colossal	+120 hp

HAND-HELD INVENTIONS

Size	Additional Hit Points
Light	+1 hp
One-handed	+2 hp
Two-handed	+4 hp

Normal: Without this feat, characters with Craft Invention create automatons and weapons with the standard hit points listed in the invention's description.

INCREASED VEHICLE SPEED

INVENTION

Your invented vehicles move faster.

Prerequisites: Craft Invention.

Benefit: Any vehicles you invent move faster, proportional to their standard speed per round:

Speed	Additional Speed
10 ft. or slower	+5 ft.
11–30 ft.	+10 ft.
31–40 ft.	+15 ft.
41 ft. or faster	+20 ft.

Normal: Without this feat, characters with Craft Invention create vehicles with the standard speed listed in the invention's description.

INSCRIBE TATTOO

ITEM CREATION

You can create magic tattoos, which can give their wearers magical effects.

Prerequisites: First Ones culture; spellcaster level 12+.

Benefit: This feat replaces the Forge Ring feat for First Ones spellcasters. Uropan characters may not take this feat unless taught by a First Ones spellcaster who has it. See the Magic Items chapter of the *Gazetteer* for specific tattoos made by First Ones spellcasters.

INVENTION SPECIALIZATION

INVENTION

You can create one type of invention more easily.

Prerequisites: Craft Invention.

Benefit: Choose one of the following types of invention: automaton, device, power source, substance, vehicle, or weapon. You gain +1 class level for purposes of meeting the minimum

natural philosopher level needed to create inventions of the chosen type. In addition, inventions of the chosen type receive the following benefits. You may take this feat multiple times; each time, it applies to a different type of invention.

Type	Benefit
Automatons	Gain either +1 to attack rolls or gain +1 to an attribute score of your choice, chosen by you at the time you invent it.
Devices	Reduced in size by one category from the listed size, and reduced to 75% of its listed weight.
Power Sources	Increased in power by +4 points of Strength, and increases fuel efficiency by 25%.
Substances	Yields two applications rather than only one for each listed amount, effectively reducing the cost by 50%.
Vehicles	Gain a +2 Dexterity bonus.
Weapons	Gain a +1 to attack rolls or damage, chosen by you at the time you invent it.

Normal: Without this feat, characters with Craft Invention need to meet the listed minimum inventor level to create an invention. Their inventions do not gain any of the benefits listed above.

MANNERS

GENERAL

You have the refined manners and appearance that allow you to be accepted as a peer by your social superiors.

Prerequisites: None.

Benefit: You gain +5 to your Social Rank. If you are of the common classes, and taking this feat would raise you to the courtly classes, your Social Rank does not increase beyond the highest common rank for your identity group. This feat can only be taken once.

MAUNETU SORCERER

GENERAL

First Ones sorcerers who have gained a reputation for possessing impressive arcane powers are called maunetu (MAWN-eh-too). Whether good, neutral, or evil, this title carries with it a measure of awe and respect, elevating a sorcerer above his peers in social rank.

Prerequisites: First Ones culture, sorcerer character class, Charisma 15+, character level 5+

Benefit: You gain +5 Social Rank.

PHILOSOPHICAL SOCIETY MEMBER

GENERAL

Many respected natural philosophers are members of academies or philosophical societies that meet regularly to discuss new discoveries or argue theories. These organizations also afford them the chance to have a summary of their findings published in the organization's yearly journal. Among these organizations are the Virtuosi, based in Sophia; the Royal Society, based in Carolingia; and the Uropan Society of Natural Philosophy, with its headquarters in Paris.

Prerequisites: Natural philosopher character class, character level 5+

Benefit: You gain +5 Social Rank as a junior member of a philosophical society. The initial attitude of NPC natural philosophers toward you is automatically improved by one step.

PNIESE PALADIN

GENERAL

Some First Ones communities have specialized champions called pniese (puh-NEES-eh). The community cultivates this elite class from among its own children, taking those who are strong of both body and spirit.

Promising youths receive martial training and spartan physical conditioning. They are held to the highest standards of conduct, and often are given special spiritual training, involving rituals of fasting and solitary meditation. Once they reach adulthood, they form the sachem's bodyguard, participate in the council, and serve as the community's best warriors. Many pniese participate in ritual scarring or tattooing by the powwaw, which is said to render them invincible. Their courage is legendary, and they have the respect of friends and foes alike.

Prerequisites: First Ones culture, paladin character class, Strength 13+, Charisma 13+, character level 3+

Benefit: You gain +5 Social Rank.

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 melee weapons. You can use any polearm as a double weapon. You can also use a close attack grip to attack opponents within 5 feet. For more information, see the Combat section later in this book.

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

POWWAW DRUID

GENERAL

Powwaw (POW-wah) are the spiritual leaders of many First Ones communities. They lead the people in sacred rites and meditations, monitor the natural power of the earth and conduct rituals to strengthen it, teach the old stories and beliefs to the children of the community, and act as healers of maladies both physical and spiritual.

Prerequisites: First Ones culture, druid character class, Wisdom 15+, character level 5+

Benefit: You gain +5 Social Rank.

RAISE EARTH EFFIGY

ITEM CREATION

You can create magical earthworks that enhance the natural power of the land, cast spells, and are recharged over time. See the Magic Items chapter of the *Gazetteer* for specific earth effigies.

Prerequisites: First Ones culture, druid, spellcaster level 5+.

Benefit: You can create any of the specific earth effigies listed in the Magic Items chapter of the *Gazetteer*, provided that you are of sufficient caster level. Raising an earth effigy requires 1 day for every 1,000 gp in its base price. To create an earth effigy, the caster must spend 1/25 of its price in XP and obtain the raw materials for it through successfully completing an encounter with an encounter level equal to 1/2000 of the base price.

You can also repair a damaged earth effigy. The cost of repair is 1/2 of the XP and time for creating it, with no additional material cost.

RAISE STANDING STONE

ITEM CREATION

You can create magical standing stones that enhance the natural power of the land, cast spells, and are recharged over time. See the Magic Items chapter of the *Gazetteer* for specific standing stones.

Prerequisites: Uropan culture, druid, spellcaster level 5+.

Benefit: You can create any of the specific standing stones listed in the Magic Items chapter of the *Gazetteer*, provided that you are of sufficient caster level. Raising a standing stone requires one day for every 1,000 gp in its base price. To create a standing stone, the caster must spend 1/25 of its price in XP and obtain the raw materials for it through successfully completing an encounter with an encounter level equal to 1/2000 of the base price.

You can also repair a damaged standing stone. The cost of repair is 1/2 of the XP and time for creating it, with no additional material cost.

RANGED DISARM SECOND SIGHT

GENERAL

Your gunshots can disarm opponents.
Prerequisites: Guns, Dexterity 13+, base attack bonus 5+.

Benefit: You can try to disarm a creature with a ranged attack using a gun. This does not provoke an attack of opportunity, unless making a ranged attack would provoke one anyway. Make an attack roll at a -4 penalty. If you hit, ignore any critical threats and roll damage as normal. The defender makes a Strength check at a DC equal to 10 plus the damage. If the weapon is held in two hands, the defender gets a +4 bonus to the check. If the check fails, the weapon is knocked out of the defender's grasp.

Normal: Characters without this feat can only attempt to disarm opponents as a melee attack.

RICOCHET

GENERAL

Your gunshots can strike more than one foe.

Prerequisites: Guns, Dexterity 13+.

Benefit: If you bring a creature's hit points to below 0 as the result of a ranged attack with a gun, you have a chance of hitting a second creature within 5 feet of the first one with the same shot. Choose a target and make a second attack roll at the same bonus as the first. If the second roll indicates a hit, the target receives one-half the damage inflicted by the first attack, rounded up.

SCIENCE SPECIALIZATION

INVENTION

The phenomena of one of your sciences are more potent.

Prerequisite: Natural Philosopher level 1st+

Benefit: Choose one science you already have a degree in: Antimagic, Life and Death, Magnetism, Matter, Mentalism, or Physics. The save DC against phenomena you create in that science is increased by +2. This feat may be taken more than once; each time, it applies to a different science.

PSIONIC

You have inherited a psionic talent that gives you powers of insight and divination. This feat is described in the Available Knacks section of the Psionic Knacks chapter.

SIGNATURE MOVE

GENERAL

You have gained such skill in a particular fencing move that it is easier for you to employ.

Prerequisites: Fencing.

Benefit: Choose a fencing move from the following list: pass, rondo, clinch, hilt smash, bind, touch, lunge, spring and retreat, wear down, or beat. Whenever you employ this move, the penalty to the attack roll normally associated with the move is reduced by 2. If the penalty would be raised to greater than +0, it is considered to be +0.

This feat can be purchased more than once. Each time, it applies to a different fencing move.

Normal: Characters without this feat do not receive any reduction to the attack roll penalty associated with employing a fencing move.

SILENT APPARATUS

METASCIENCE

Your apparatus can create natural science phenomena noiselessly.

Prerequisite: Natural Philosopher level 1st+, with two degrees in one science.

Benefit: When you create a phenomenon in a science in which you have more than one degree, your apparatus does not generate any sound, even if the equivalent d20 System spell includes a verbal component. You must decide to make a phenomenon silent ahead of time, when you calibrate an apparatus. A silent phenomenon uses up a phenomenon slot one level higher than its actual level.

Normal: An apparatus normally generates noise when creating a phenomena with a verbal component.

SUBTLE APPARATUS

METASCIENCE

Your apparatus can create a phenomenon without any noticeable gesture from you.

Prerequisite: Natural Philosopher level 1st+, with two degrees in one science.

Benefit: When you create a phenomenon in a science in which you have more than one degree, you do not have to make any visible gesture, even if the equivalent d20 System spell includes a somatic component. You do, however, need to be touching the apparatus. You must decide to make a phenomenon subtle ahead of time, when you calibrate an apparatus. A subtle phenomenon uses up a phenomenon slot two levels higher than its actual level.

Normal: An apparatus normally requires a gesture from you when creating a phenomena with a somatic component.

SUREFIRE

GENERAL

Your gunshots misfire less frequently.

Prerequisites: Guns, Dexterity 13+.

Benefit: On an attack roll, your gunshots only misfire on a roll of 1, regardless of the weather conditions, unless you are operating the gun in an environment where ignition is impossible, such as underwater or in an airless place. If you have applied an Exotic Weapon Proficiency feat to grenades, then this feat applies to grenades as well as guns.

TAKE AIM

GENERAL

You can improve the accuracy of a ranged attack with a gun by spending extra time aiming.

Prerequisites: Guns

Benefit: If you took a full-round action to aim a gun during your previous round, you receive a +1 bonus to

your attack roll. If you spend two rounds aiming, you receive a +2 bonus, and you double the critical threat range of your gun for that attack only. If you took damage while you were aiming, you do not receive any bonus to attack, unless you make a Concentration check at DC 10 + the amount of damage you received.

Normal: Characters without this feat gain no advantage by spending one or more rounds aiming a gun.

TURTLE ANCESTRY

GENERAL

You have a turtle ancestor from the Uncounted Time. Turtles are known for their patience, resilience, and wisdom. Characters with a turtle ancestor are often short but solidly built, thick-skinned, slow to make up their minds, but thoughtful and extremely prudent. They tend to be quiet and retiring, but not unfriendly. They prefer quiet waterways to the field or forest, often becoming master boaters and swimmers.

Prerequisites: First Ones culture, Constitution 13+, Wisdom 13+

Benefit: You gain a +1 bonus to Will saves, a +1 natural armor bonus to AC, and a +2 bonus to Swim checks.

TWO WORLDS

GENERAL

You gain some of the culture bonuses of a second culture of your choice.

Prerequisites: None for 1st-level characters; other characters must live as a member of the culture for two consecutive years before taking this feat.

Benefit: You gain the culture bonuses of a second culture, excluding free feats and spell-like abilities.

WOLF ANCESTRY

GENERAL

You have a wolf ancestor from the Uncounted Time. Wolves are said to be wary of danger, but fierce in a fight, and tireless in pursuit. Characters with wolf ancestry are restless, sometimes ambitious, and alternately bold and cautious in temperament. Always conscious of their place in the social order, they work well with others, and hate to be excluded from human company. They prefer open fields and pine forests to mountains, rivers, or dense woods.

Prerequisites: First Ones culture, Charisma 12+

Benefit: You gain a +1 bonus to Reflex saves, and to Listen and Move Silently skill checks.

COMBAT

In Northern Crown, wars are often fought with guns, thundering artillery, deadly polearms, and massive greatswords. Duels may involve flashing blades that show advances in the martial arts beyond those of earlier ages. The following section of this chapter introduces new rules for the weapons and martial arts, including detailed descriptions of the Artillery, Cloak, Fencing, Greatsword, Guns, and Polearms feats.

GUNS

This section addresses the use of guns in the campaign, including loading and firing times, misfires and fowls, and unorthodox uses for guns. Specific statistics on guns are found in the Money & Equipment chapter.

All guns come with a ramrod and gunflint at the time of purchase.

In addition to their primary function as ranged weapons, some guns can be used as bludgeoning melee weapons. Light and one-handed guns are considered clubs, while two-handed guns are double weapons equivalent to quarterstaves. If fitted with plug bayonets, two-handed guns can be used as -1 halfspears.

Any gun can be loaded with bullets or with smallshot. Bullets inflict damage to a single target. Smallshot creates an area affect, inflicting damage to



all targets within a cone whose size is determined by the size of the gun.

Gun Size	Cone Size	Damage
Light	10 ft.	1d2
One-Handed	15 ft.	1d3
Two-Handed	20 ft.	1d4
Huge	30 ft.	1d6

An attack roll when firing small-shot is made only to determine whether a misfire occurs.

GUNS IN THE CAMPAIGN

From tiny concealed pistols to huge cannons that can hurl heavy iron balls across a mile of open sea, guns are an integral part of combat in Northern Crown. The most common roles for guns include sieges, naval combats, ambushes, and opening volleys preceding a melee combat. For players accustomed to firing arrows at their foes, guns can be intoxicating, but they have limitations. Guns are noisy, smelly, smoky, and cumbersome. And if the PCs have them, chances are their enemies have them, too. Players who don't have any other way of dealing with an enemy will find guns impractical for sustained or close order fights, even against archers, who can fire off three or four arrows for every bullet.

LOADING AND FIRING

Guns use unique rules for loading and firing. Characters with the Guns feat are assumed to have spent many hours learning the complex series of actions involved in the loading and firing process.

SNAPHANCES AND WHEELLOCKS

Loading and firing a snaphance or wheellock gun requires four combat rounds:

Round	Action	Time
1	Load Powder	Full-round action
2	Load Shot	Full-round action
3	Ram Shot	Full-round action
4	Fire	Standard action

In the first round, the firer empties a premeasured powder charge from a powder flask into the barrel. In the second round, the firer loads the barrel with shot. In the third round, the firer rams it down with a ramrod, cocks the

weapon, and primes the pan. In the fourth round, the firer aims the weapon and pulls the trigger.

MATCHLOCKS

Loading and firing a matchlock weapon requires five rounds, because the firer must first prime the match by blowing on it:

Round	Action	Time
1	Prime Match	Full-round action
2	Load Powder	Full-round action
3	Load Shot	Full-round action
4	Ram Shot	Full-round action
5	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 RELOAD FEAT

Characters with the Rapid Reload feat can reduce the time required to load a gun by one round, combining the Load Powder and Load Shot into a single full-round action. When the feat is taken, you can choose to apply it to either matchlock or snaphance guns. You can take the feat a second time to apply it to the gun type you did not choose the first time you took the feat.

NOISE

Any character within five feet when a gun is fired suffers a penalty of -4 to Listen checks for the next hour.

MISFIRES AND 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 his 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 hour.

Certain conditions increase the chance of misfire, including weather and the condition of the gun. Regardless of the weather conditions, if the second attempt to fire also results in misfire, the gun is not fouled unless a 1 is rolled — you can try to fire as many times as you like until the gun fires or you roll a 1 and the gun is fouled.

Weather Condition	Matchlocks Misfire On	Other Guns Misfire On
Light Rain/Spray	1-3	1-2
Heavy Rain	1-6	1-4
Damp Powder	1-8	1-10
High Wind	1-6	1

GUN TRICKS

In desperate circumstances, characters may use guns in unorthodox ways in order to increase damage or shorten the firing time. Here are several tricks that can be used by any character possessing the Guns feat.

DOUBLE-SHOTTING

A character can try loading double powder and two balls of shot to pack an extra punch. Double-shotting increases the duration of the Load Shot action to two rounds. Make an attack roll as normal, and roll damage twice if the shot is a hit. However, if the attack roll is a 1, 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 character who is out of shot, or wishes to pepper a nearby foe with smallshot, can substitute a handful of small items such as nails, beads, 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-foot cone. All targets within the cone receive 1d4 damage. If you misfire, your gun is automatically fouled and cannot be fired again until you spend one full turn cleaning it.

SHOOTING THE RAMROD

Characters in a hurry can fire one round sooner than normal, if they neglect to remove the ramrod from the gun barrel. The Ram Shot action of the loading sequence becomes a free action. Make an attack roll as normal, and treat the hurtling ramrod as a ranged weapon (1d4 piercing damage, range increment 10 feet, with five range increments). The ball hits whatever the ramrod hits, but will only do 1/2 normal damage. An attack roll of 1 to 3 will burst the gun barrel and inflict 1d6 points of fire damage on the shooter.

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. Using artillery without a penalty requires the Artillery feat. Anyone without the Artillery feat who tries to fire an artillery piece suffers a penalty of -8 to his attack roll, and cannot clear a fouled piece.

Four types of artillery exist in the campaign: cannon, culverin, perier, and mortar.

CANNON

Cannon are of large bore and medium length. They have a respectable range and firepower for their size.

CULVERINS

Culverins 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

Periers are short-barreled relative to their bore, giving them a shorter range but making them easier to mount aboard a cramped ship.

ARTILLERY TYPES

CULVERINS

Type	Length	Bore	Wt.	Shot	Range	Mount	Cost	Crew
Rabbinet	3 ft.	2 in.	50 lb.	1 lb.	100 ft.	Swivel	125 gp	1
Falconet	4 ft.	2 in.	75 lb.	1 lb.	200 ft.	Swivel	175 gp	1
Falcon	6 ft.	2 in.	125 lb.	1 lb.	300 ft.	Swivel	300 gp	2
Minion	8 ft.	3 in.	250 lb.	4 lb.	300 ft.	Wheel	600 gp	3
Saker	9 ft.	3 in.	400 lb.	4 lb.	400 ft.	Wheel	1000 gp	3
Demi-Culverin	11 ft.	4 in.	700 lb.	10 lb.	400 ft.	Wheel	1400 gp	4
Culverin	12 ft.	5 in.	800 lb.	18 lb.	400 ft.	Wheel	2000 gp	5
Long Culverin	16 ft.	4.75 in.	850 lb.	16 lb.	600 ft.	Wheel	2100 gp	5

CANNON

Type	Length	Bore	Wt.	Shot	Range	Mount	Cost	Crew
Demi-cannon	11 ft.	6 in.	900 lb.	32 lb.	300 ft.	Wheel	2200 gp	6
Cannon	12 ft.	7 in.	1000 lb.	50 lb.	300 ft.	Wheel	2400 gp	7

PERIERS

Type	Length	Bore	Wt.	Shot	Range	Mount	Cost	Crew
Perier	5 ft.	8 in.	500 lb.	76 lb.	200 ft.	Wheel	1200 gp	7

MORTARS

Type	Length	Bore	Wt.	Shot	Range	Mount	Cost	Crew
Deck Mortar	1 ft.	6 in.	75 lb.	32 lb.	25 ft.	Sled	175 gp	2
Howitzer	2 ft.	8 in.	300 lb.	76 lb.	50 ft.	Sled	600 gp	8
Bombard	3 ft.	12 in.	1200 lb.	200 lb.	75 ft.	Sled	1600 gp	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 10-pounder, a 32-pounder, and so on.

Range: The range increment, in feet. Artillery have ten range increments.

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 defense.

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 crewmember missing, add one round.

MORTARS

Mortars are of even shorter length relative to their bore. They are often used to fire bags of smallshot against an enemy crew before boarding, but they can also be used to lob roundshot over the walls of a fortress.

LOADING AND FIRING

Loading and firing an artillery piece requires at least six combat rounds:

Round	Action	Time
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 inside 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. A 32-pounder requires two rounds each for loading powder, shot, and sighting the gun, for a total of nine rounds. Anything heavier than a 32-pounder requires two rounds for loading powder, three rounds for loading shot, and four rounds for sighting the gun, for a total of 12 rounds.

SMOKE

Every time an artillery piece is fired, a 15-foot cone of smoke is created directly in front of the muzzle. This cloud lasts for one round, and provides concealment (20% miss chance) to any targets hidden behind it.

MUZZLE FLASH

In addition to a smoke cloud, artillery creates a muzzle flash in the 5-foot square directly in front of the firer. Anyone in the affected area must make a Reflex save at DC 15, or suffer 1d6 points of fire damage.

NOISE

Any character within 10 feet of the muzzle when an artillery piece is fired suffers a penalty of -6 to Listen checks for the next hour.

MISFIRES AND FOULS

The chance of misfire for artillery is the same for as for guns: any roll of 1 indicates a misfire. Artillery is subject to weather conditions, with the same probability of misfire as for matchlock guns. Clearing a fouled artillery piece involves removing the shot and then the powder-bag with the screw tool, a process that takes one full hour.

ARTILLERY DAMAGE

Damage varies depending on whether you're using roundshot or smallshot, and special rules apply to damage against structures rather than living targets.

ROUNDSHOT

Roundshot, meaning a single iron ball as opposed to a bag of smaller balls, can be devastating against living targets. 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.

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 after 30 feet, or it hits a solid obstruction (see Artillery Damage to Structures, below). Mortars do not bounce beyond their initial target, because they approach the ground at a higher angle.

SMALLSHOT

Instead of using roundshot, an artillery piece can be loaded with bags of small iron shot against nearby targets. Make an attack roll as normal, but only for purposes of determining misfires. The resulting shot will fill a cone extending from the bore of the gun, hitting all targets within the cone; cone size is dependent on artillery type.

Artillery	Cone Size
Rabbinett	20 ft.
Falconet	20 ft.
Falcon	20 ft.
Minion	30 ft.
Saker	30 ft.
Demi-Culverin	40 ft.
Culverin	50 ft.
Long Culverin	50 ft.
Demi-cannon	50 ft.
Cannon	60 ft.
Perier	50 ft.
Deck Mortar	30 ft.
Howitzer	40 ft.
Bombard	60 ft.

Regardless of the size of the gun, the damage is 1d10 for Medium or smaller creatures, 2d10 for Large and larger creatures.

ARTILLERY DAMAGE TO STRUCTURES

Artillery fire against structures follows the standard d20 System rules for attacking objects. If the shot is a miss, determine the distance and direction of the missed shot as a grenade-like weapon.

USING ARTILLERY IN COMBAT

Artillery takes several roles in combat, depending on the nature of the battle.

FIELD BATTLES

Artillery is expensive. Most mercenary captains can't afford it, leaving it to the royal army to employ in battle. Artillery is also hard to move. Field guns have to be hauled around by teams of oxen, which 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 comes into its own. 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 defend-

ers, 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.

FENCING

Characters with the Fencing feat 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, clinches, hilt smashes, binds, touches, lunges, beats, and more, each of which has a unique effect on combat.

SHIELD AC BONUS

While holding a weapon to which they can apply the Fencing feat, characters with the Fencing feat also gain a shield AC bonus against melee attacks. The level of the bonus depends on the character's base attack bonus.

BAB	AC Bonus
1-5	+1
6-10	+2
11-15	+3
16+	+4

FENCING MOVES

All characters with the Fencing feat know ten basic fencing moves. A fencing move counts as an attack action, with a penalty to the attack roll that represents the difficulty of the move. If an attack roll for a fencing move fails, it is considered a miss. Unless otherwise stated, fencing moves inflict normal damage on a successful attack, in addition to the benefits described in their descriptions.

BEAT

You knock your opponent's defenses aside, doing no damage, but giving you a +2 bonus to any subsequent attacks you make against your opponent this round. A beat is often used as a first attack to prepare for a second attack either with your main weapon or off-hand weapon.

Attack Roll Penalty: -2

BIND

You do no damage, but you catch one of your opponent's weapons in the guard of your own weapon. Your opponent cannot use the weapon until

he or she frees it at the cost of one attack action, moves out of your weapon's reach, or until you cancel the bind as a free action or make an attack with the weapon you used for the bind. You are not subject to an attack of opportunity when attempting to disarm an opponent's bound weapon, and you get a +2 bonus to the opposed attack roll to determine the outcome of the disarm attempt.

Attack Roll Penalty: -4

CLINCH

You do no damage, but if you make a grapple attempt against your opponent subsequently this round, you do not provoke an attack of opportunity.

Attack Roll Penalty: -4

HILT SMASH

You bludgeon your opponent with your weapon's hilt in addition to inflicting normal damage. The hilt smash inflicts additional nonlethal damage equal to your Strength ability modifier.

Attack Roll Penalty: -4

LUNGE

In this risky maneuver, used against weakened or inferior opponents, you lunge forward on one knee to add extra depth to your attack. The normal critical threat range for your weapon is doubled for this attack, but if your opponent is not reduced to below zero hit points, he receives an attack of opportunity against you.

Attack Roll Penalty: -4

PASS

You move through your opponent's square without provoking an attack of opportunity, while making a normal attack, and end up in the square on the opposite side of your starting position. This maneuver is only effective against Medium or smaller opponents.

Attack Roll Penalty: -8

RONDO

In a tactical maneuver, you circle your opponent at close range while making a normal attack. In addition to inflicting normal damage, you and your opponent must trade squares, without provoking any attacks of opportunity while doing so. This is a good way of getting past someone guarding a doorway or corridor. This maneuver is only effective against Medium or smaller opponents.

Attack Roll Penalty: -4

SPRING & RETREAT

You spring forward, attack, and retreat, giving your weapon a 10-foot reach for this attack only.

Attack Roll Penalty: -6

TOUCH

Your attack causes a distracting superficial wound, rather than inflicting normal damage. If the attack hits, your opponent suffers 1 point of temporary damage to his Dexterity score.

Attack Roll Penalty: -6

WEAR DOWN

You wear down the defender with a hail of blows using the flat of your blade. If the attack hits, you inflict no damage but your opponent suffers 1 point of temporary damage to his Strength score. This is a good move to apply repeatedly to a closely matched foe.

Attack Roll Penalty: -8

GREATSWORD COMBAT

Characters with the Greatsword feat practice a highly specialized martial art, involving several 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 the blade were a one-handed weapon and the pommel were a light off-hand weapon.

SHIELD BONUS TO AC

While holding a greatsword, characters with the Greatsword feat get a +2 shield AC bonus against melee attacks.

**GREATSWORD
INTIMIDATION**

While holding a greatsword, characters with the Greatsword feat receive a +2 circumstance bonus to Intimidate checks. If the character uses a full-round action to flourish the greatsword, the bonus increases to +4.

**HALF-SWORD GRIP
FOR GREATSWORD**

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; the precision of its strokes is in this way increased, at the expense of power. A character with the Greatsword feat can shift to half-sword grip as a free action. For combat purposes, the sword then becomes a one-handed weapon, doing 1d6 piercing damage and critical 19-20/x2. The greatsword's shield AC bonus remains in effect, but it cannot be used as a double weapon. In addition, the wielder gets a +1 bonus 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. Halberds and other poleaxes are by far the most popular weapon for polearm fighters, with glaives, guisarmes, and ranseurs distant seconds. Regional favorites include the Lochaber and Jedburg axes of Scotia, the Cymric hook, and the berdiche, a popular weapon in distant Muscovy. All of these weapons have the same statistics as the halberd, and are not listed separately in the Money & Equipment chapter.

**DOUBLE WEAPON
STATUS**

Characters with the Polearm feat may treat any polearm as a double weapon, using not only the head but also the shaft as a weapon. The shaft 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 if the head were a one-handed weapon and the shaft were a light off-hand weapon.

SHIELD BONUS TO AC

While holding a polearm, characters with the Polearm feat get a +2 shield AC bonus against melee attacks.

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, characters 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. While held in close-attack grip, a polearm becomes a two-handed weapon, doing 1d8 piercing damage and critical x3. The polearm's shield bonus to AC remains in effect, but it cannot be used as a double weapon.

CHAPTER EIGHT

MONEY & EQUIPMENT

CURRENCIES OF NORTHERN CROWN

FIRST ONES

Currency	gp	sp	cp
Beaver pelt	12	120	1200
Black wampumbelt	10	100	1000
White wampum belt	5	50	500
Buckskin	1	10	100
Black wampumbead	0.01	0.1	1
White wampum bead	0.005	0.05	0.5

ENGLISH

Currency	gp	sp	cp
Pound	12	120	1200
Crown	3	30	300
Shilling	0.6	6	60
Penny	0.05	0.5	5
Farthing	0.01	0.1	1

ESPANIARD

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

FRANÇAIS

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

NEDERLANDER

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

In Northern Crown, a wide range of weapons, armor, clothing, supplies, animals, goods, and services are available for purchase by those with sufficient coin, while those who know the secrets of First Ones crafts may fashion their own gear from the environment around them. After a brief discussion of money in the campaign world, this chapter lists appropriate equipment from the standard d20 System rules and new items unique to the campaign. Cimarrons can purchase items from the Uropan equipment tables in this chapter, or equip themselves from the Nyamban Equipment chapter of *Nyambe: African Adventures*.

MONEY

The use of money is nearly universal among Uropans, and familiar to Nyambans and First Ones as well; all cultures in Northern Crown use each other's systems of currency interchangeably, especially in frontier areas. In addition to the familiar coins of Uropa, three forms of First Ones currency are used: wampum, or shell beads; buckskins, which are common in the south; and beaver pelts, common in the north. First Ones currency is used universally in wilderness areas, that of the English is used by Albians, Carolingians, Commonwealthers, Sophians, and Witchlings, and Français money is used by Français and Coureurs. The currency of the Espaniards and Nederlanders is also quite common.

CURRENCY

This book uses standard d20 System coinage to describe the price of equipment, although the actual names of the coins used by the citizens of Northern Crown are quite different — only Vinlanders actually use the medieval system of gold, silver, and copper pieces. The table at left lists the major currencies of the continent and their equivalent value in gold, silver, and copper pieces for easy translation:

STARTING MONEY FOR PCS

Characters begin the game with an amount of money determined by their social rank, rather than according to their character class as in standard d20 System rules; see the Starting Money table.

Characters belonging to two culture groups as a result of taking the Two Worlds feat receive the more favorable of the two starting money values available to them.

STARTING MONEY

— SOCIAL RANK —			STARTING MONEY
Cimarron	First Ones	Uropan	
0	0	0	0
—	—	1–3	1 gp x SocR
—	—	4–6	3 gp x SocR
1–30	1–25	7–10	5 gp x SocR
31–40	26–40	11–15	10 gp x SocR
41+	41+	16–20	15 gp x SocR
—	—	21–25	20 gp x SocR
—	—	26–40	30 gp x SocR
—	—	41+	60 gp x SocR

FIRST ONES EQUIPMENT

Listed in the table are all the items that are commonly produced by First Ones cultures. These items are suitable for initial equipment for First Ones characters, or for First Ones-only campaigns that have no Uropan technology available. Items listed in italics are given a descriptive entry below. Descriptions for clothing, buildings, and property are given in the First Ones chapter.

FIRST ONES WEAPONS AND ARMOR

The following weapons and shields are common to the First Ones culture.

Blowgun: Blowguns are used by the Cherokee and a few of their neighbors to the south. They fire tiny darts that do little damage, but deliver a poisoned wound (usually rattlesnake venom). For a list of poisons available in Northern Crown, see the Adventures chapter in the *Northern Crown: Gazetteer*.

Darts: Blowgun darts are made from slender reeds fletched with feather tufts to ensure a tight seal in the barrel of the blowgun. They are obtained in bundles of ten darts.

Hide Shield: A lightweight First Ones shield made of animal hide over a wooden frame.

Slat: A First Ones form of medium armor consisting of a cuirass and shoulder defenses made of thin slats or sticks bound together with sinew.

Turtle Plate: A rarely-seen First Ones armor made of giant snapping turtle plates, shaped into a cuirass with shoulder defenses and skirts.

Turtle Shield: A Medium First Ones shield made from the carapace of a young giant snapping turtle.

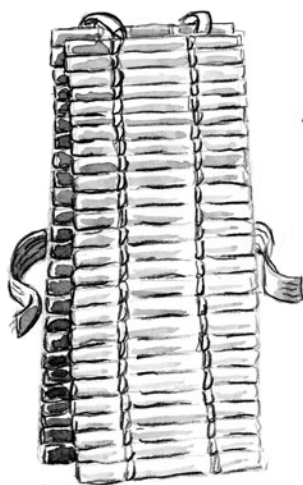
FIRST ONES GOODS AND SERVICES

The following First Ones goods and services are also available.

Canoe, Birchbark: This is a lightweight watercraft about 17 feet in length, which can carry up to four people and their gear, with a total weight not exceeding 1,000 pounds.

Float Bag, Moosehide: This is a float made of moosehide and inflated by the user before being tied off. It gives a +4 bonus to Swim checks, and lasts for up to one hour before it needs to be re-inflated.

Tattoo Kit: A tattoo kit includes a bone needle and a small supply of inks for use in making tattoos. One kit is sufficient to cover about 36 square inches of skin with tattoos.



SLAT



TURTLE PLATE



TURTLE SHIELD



HIDE SHIELD

FIRST ONES WEAPONS

SIMPLE WEAPONS

	Cost	Dmg (M)	Critical	Increment	Weight	Type
Light Melee Weapons						
Knife, flint	2 gp	1d3	19–20/x2	10 ft.	2 lb.	P

One-Handed Melee Weapons

Club	—	1d6	x2	10 ft.	3 lb.	B
Shortspear	1 gp	1d6	x3	20 ft.	3 lb.	P

Ranged Weapons

Javelin	1 gp	1d4	x2	30 ft.	2 lb.	P
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MARTIAL WEAPONS

Light Melee Weapons

Axe, throwing	8 gp	1d6	x2	10 ft.	4 lb.	S
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Two-Handed Melee Weapons

Greatclub	5 gp	1d10	x2	—	10 lb.	B
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Ranged Weapons

Longbow	75 gp	1d8	x3	100 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	1 lb.	—

EXOTIC WEAPONS

Ranged Weapons

Blowgun	20 gp	1d3	—	20 ft.	2 lb.	P
Darts (10)	1 gp	1d3	—	—	1 lb.	—

FIRST ONES ARMOR

MEDIUM ARMOR

Armor	Cost	Armor Bonus	Max Dex	Check Penalty	Arcane Failure	— Speed — (30 ft.)	(20 ft.)	Weight
Hide	15 gp	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Slat	50 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.

HEAVY ARMOR

Turtle plate	200 gp	+5	+2	–4	30%	20 ft.	15 ft.	30 lb.
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SHIELDS

Shield, hide	5 gp	+1	—	–1	5%	—	—	3 lb.
Shield, small wooden	3 gp	+1	—	–1	5%	—	—	5 lb.
Shield, turtle	30 gp	+2	—	–2	10%	—	—	8 lb.

Note: Items in italics denote new equipment described in this book.

FIRST ONES GOODS & SERVICES

ADVENTURING GEAR

Item	Cost	Weight
Backpack, woven reed (empty)	2 gp	2 lb.
Basket (empty)	4 sp	1 lb.
Blanket, winter	5 sp	3 lb.
Bucket (empty)	5 sp	2 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask, gourd (empty)	3 cp	—
Hammer	5 sp	2 lb.
Jug, clay	3 cp	9 lb.
Mirror, small mica	10 gp	1/2 lb.
Cup, carved hoof	1 sp	1 lb.
Pot, clay	1 sp	10 lb.
Pouch, belt (empty)	1 gp	3 lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Sack (empty), hide	1 sp	1/2 lb.
Sewing needles, bone (5)	5 sp	—
Sledge	1 gp	10 lb.
Sleeping mat, woven	1 sp	1 lb.
Spade or shovel, antler	2 gp	8 lb.
Torches, pine tar (10)	1 cp	1 lb.
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

CLASS TOOLS AND SKILL KITS

Item	Cost	Weight
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Healer's kit	50 gp	1 lb.
Musical Instrument, common	5 gp	3 lb.
Musical Instrument, masterwork	100 gp	3 lb.
Tattoo Kit	5 gp	—

CLOTHING

Item	Cost	Weight
Cape, formal	75 gp	3 lbs.
Headdress, formal	50 gp	2 lbs.
Summer outfit	10 gp	3 lbs.
Winter outfit	20 gp	6 lbs.

TRANSPORT

Item	Cost	Weight
Canoe, birchbark	50 gp	50 lb.
Float bag, moose hide	5 gp	2 lb.
Paddle	2 gp	5 lb.
Rations, trail (per day)	5 sp	1 lb.

BUILDINGS AND PROPERTY

Item	Cost
Gaming arbor	30 gp
Lodge, round	40 gp
Longhouse, one-hearth	60 gp
Longhouse, two-hearth	100 gp
Longhouse, great	300 gp
Palisade, per 10-ft. length	3 gp
Sweat house	50 gp

UROPAN EQUIPMENT

This section contains equipment available for purchase in areas settled by Uropans. Items not in the standard d20 System rules are indicated by italics; each of these new items is described in this chapter.

UROPAN WEAPONS

The arms markets of Nieu Amsterdam and the royal armories of Charles Town are filled with a wide assortment of melee and ranged weapons, some centuries old, some new. Many weapons of earlier centuries are still available for purchase, while some have fallen out of favor as cumbersome relics. Prices of some weapons may be lower than in standard d20 System rules, reflecting a lessened demand for archaic weaponry.

Broadsword: This one-handed, two-edged weapon often has one edge slightly curved to enhance cutting power. Suitable for both cut and thrust, it is slightly shorter but considerably heavier than the rapier. It's most often fitted with a basket hilt. Popular in Albion and adjacent areas.

Bullets: Ammunition for guns is sold in bags of 20 lead bullets. They

are available in four sizes: light, one-handed, two-handed, and huge, corresponding to the size of the gun from which they can be fired. Bullets can be used in a gun that is one size too large, but suffer a penalty of -2 to damage.

Cutlass: A short, heavy sword with a curved cutting edge and a simple guard, favored by Buccaneers and other close-quarter fighters for its short swinging radius.

Grenade: Grenades are made of sheet metal, stuffed with gunpowder and sporting a rope fuse that must be lighted from a match before throwing. They are often used in sieges and boarding actions. Typically, they are carried in satchels of no more than four grenades, to limit the damage from accidental ignition.

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 turn. If the Dexterity check fails, it means that the fuse is lit too close to the grenade, and will explode immediately unless the thrower makes a second Dexterity check at DC 10 to snuff 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 fuse has gone out in flight. They can be re-lit normally.

Grenades obey the standard d20 System rules for splash weapons. They inflict 3d6 damage on a direct hit, and 1d6 damage within 5 feet.

Hand Mortar, Snapchance: These weapons take the form of a tiny mortar on a rifle stock. The gunstock has a folding metal rod that can be planted in the ground to steady the piece for firing. Setting up the mortar for firing is a standard action. This primitive grenade launcher has its own powder charge and gunlock, which are readied before loading the bore with a live grenade. Its loading schedule is as follows.

Round	Action	Time
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 during the second round of the loading schedule. If the firer does not have an assistant to light the grenade, an additional round is required. Note that a misfire result on a hand mortar 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, as per the usual rules for snuffing grenades.

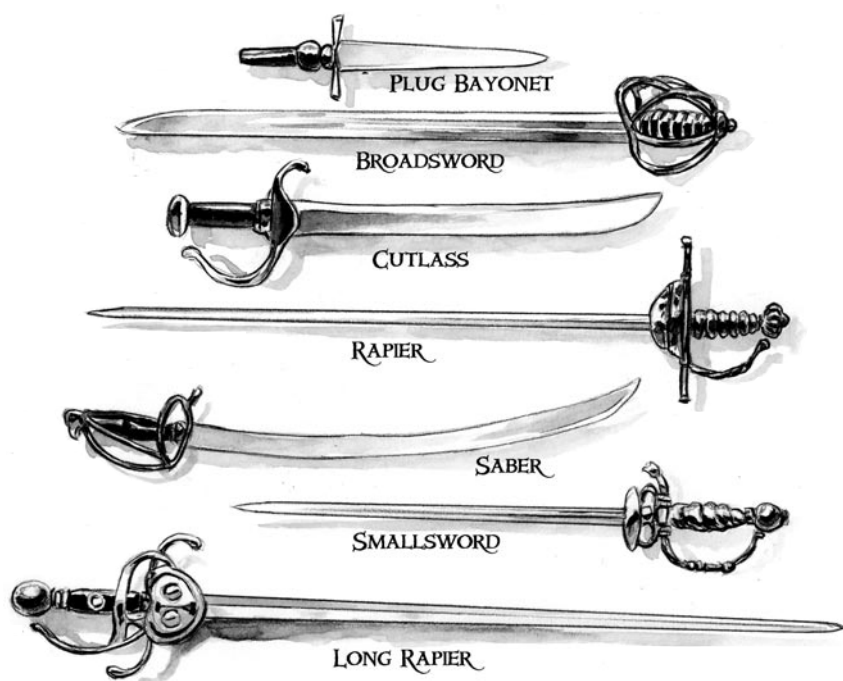
Matchlocks: These are the oldest type of firearm still in use. The match is a length of slow-burning cord that plunges into the priming pan when the trigger is pulled. The match itself must be lit before use, and is always in danger of being put out by wind or rain, although in calm, dry conditions, misfires are few. Its glow can easily be seen in the dark (-4 to Hide checks in darkness), and the smell can be detected by anyone within 30 feet of the firer (-4 to Hide checks when the match is burning). 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; it burns at the rate of 1 foot per hour.

Arquebus: This early, crudely made matchlock weapon is 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.

Caliver: A light matchlock longarm, favored by cavalry, skirmishers, bandits, and First Ones warriors.

Musket with Rest: A Huge, powerful matchlock longarm weapon. Medium creatures cannot fire it without balancing the weapon's barrel on a musket rest or other support.

Plug Bayonet: This weapon is a dagger with a round, slightly tapered handle that can be fixed into the muzzle of a Large gun. Fixing or removing a plug bayonet is a move-equivalent action; it



NORTHERN CROWN

allows the gun to be used as a somewhat clumsy shortspear, with a -1 attack penalty, but not as a ranged weapon.

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

Rapier, Long: An even longer rapier favored by professional duelists and Spaniards. It is considered unsporting in most civilized areas, because of its long reach. Most municipal authorities will confiscate long rapiers if they are carried openly on the street. They cannot be used as a fencing weapon unless the character purchases the Exotic Weapon Proficiency feat and applies it to the weapon. Otherwise, they are treated as a Large melee weapon.

Saber: A long, curved cutting sword, favored by cavalry. It is a Uropan version of the curved cavalry blades of central Asia and the Near East.

Smallshot: As described under Gun Tricks in the Skills, Feats & Combat chapter, guns may be loaded with small lead pellets instead of bullets to produce an area effect when fired. Smallshot is sold in groups of 20 paper cartridges, each holding one load of shot.

Smallsword: A short thrusting sword with a very sharp point but little cutting power. 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.

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.

Musket: Lighter and more accurate than the matchlock version, the snaphance musket can be fired comfortably without use of a rest or other support.

Long Musket: A snaphance musket fitted with a longer barrel for greater range, the long musket is favored by hunters and skirmishers.

Musketoon: A shorter version of the snaphance musket.

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

Swansfeather Rest: This weapon resembles a shortspear, with a small spike at the opposite end of the shaft, and a metal hook just below the main blade, allowing the weapon to be used as a musket rest.

Matchlock muskets fire at a -1 penalty unless a rest or other support is used.

Wall Gun, Snaphance: These weapons, also called rampart guns, arquebuses a croc, or amusettes, are Huge matchlocks or snaphances fired from a swivel mount or rested against the top of a battlement. They cannot be fired without resting on a solid support. They have a caliber of 1 inch, with an overall length of at least six feet. More portable than cannon, wall guns are often used to defend hastily built forts, or to pick off individual attackers during a siege. Its loading schedule is as follows.

Round	Action	Time
1	Dismount	Full-round action
2	Load Powder	Full-round action
3	Load Shot	Full-round action
4	Ram Shot	Full-round action
5	Mount	Full-round action
6	Fire	Standard action

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.



Belt Pistol: A concealable version of the wheellock pistol. As many as four may be worn on a belt.

Horse Pistol: A larger wheellock pistol often carried at the saddle by cavalry. Up to two may be carried.

Double Pistol: A two-barreled over-and-under wheellock pistol, each with a separate firing mechanism and trigger. It can be fired one barrel at a time, or in a two-barrel volley at a penalty of -2 to attack. Only one can be comfortably carried on a belt.

UROPAN ARMOR

This section describes the armor available to Uropans.

3/4 Plate: A suit of articulated metal, including a cuirass, tassets, and arm defenses, but excluding the legs. Includes a padded undergarment with

sewn-in chainmail patches to protect the armpits.

Breastplate: A metal defense covering only the front of the torso. It is worn by infantry, who seldom face gunfire from behind, and are just as happy to leave their backs unarmored for better comfort. Includes a buff coat as an undergarment.

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.

Cuirass: A metal defense protecting the entire torso, a cuirass is used by cavalry to ward off both shot and saber-strokes. Includes a buff coat as an undergarment.

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

Heavy 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. It is most

often used by high-ranking nobility and elite heavy cavalry units.

Musket Proof: A suit of heavy armor can be vastly strengthened by additional plates to give the wearer even more protection than pistol-proofed armor provides. The wearer gains DR 10/+1 against ranged weapons, but the armor's check penalty is further modified by -2, its weight increases by 10 pounds, and the wearer's speed decreases by 5 feet.

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.

Pistol Proof: A suit of heavy armor can be strengthened by additional plates to provide protection against ranged weapons. The wearer gains DR 5/+1 against these weapons, but the armor's check penalty is further modified by -1, and its weight increases by 5 pounds.



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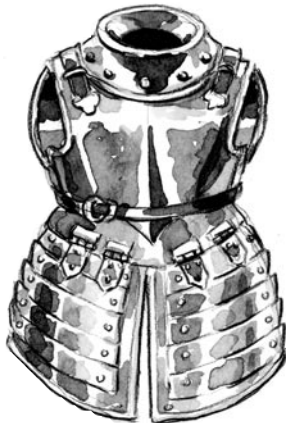
BUFF COAT



BREASTPLATE



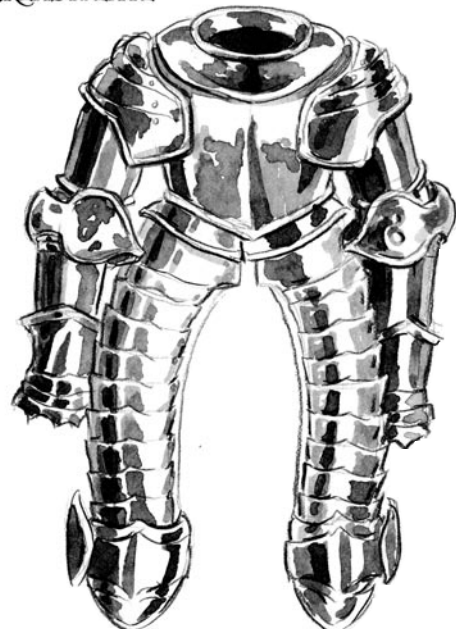
CUIRASS



CUIRASS WITH TASSETS



3/4 PLATE



HEAVY PLATE

UROPAN WEAPONS

SIMPLE WEAPONS

Light Melee Weapons	Cost	Damage	Critical	Increment	Weight	Type
Dagger	2 gp	1d4	19-20/x2	10 ft.	1 lb.	P
Gauntlet, spiked	5 gp	1d4	x2	—	2 lb.	P
Plug bayonet	2 gp	1d4	19-20/x2	10 ft.	1 lb.	P
Mace, light	4 gp	1d6	x2	—	6 lb.	B
Sickle	—	1d6	x2	—	3 lb.	S

One-Handed Melee Weapons

Club	—	1d6	x2	10 ft.	3 lb.	B
Shortspear	5 sp	1d6	x3	20 ft.	3 lb.	P
Mace, heavy	8 gp	1d8	x2	—	12 lb.	B
Swansfeather rest	1 gp	1d6	x3	—	3 lb.	P

Two-Handed Melee Weapons

Quarterstaff	—	1d6/1d6	x2	—	4 lb.	B
Longspear	1 gp	1d8	x3	20 ft.	5 lb.	P

MARTIAL WEAPONS

Light Melee Weapons

Axe, throwing	6 gp	1d6	x2	10 ft.	4 lb.	S
Hammer, light	1 gp	1d4	x2	20 ft.	2 lb.	B
Handaxe	6 gp	1d6	x3	—	5 lb.	S
Lance, light	6 gp	1d6	x3	—	5 lb.	P
Pick, light	4 gp	1d4	x4	—	4 lb.	P
Sap	1 gp	1d6S	x2	—	3 lb.	B

One-Handed Melee Weapons

Battleaxe	10 gp	1d8	x3	—	7 lb.	S
Broadsword	25 gp	1d8	x3	—	5 lb.	S
Cutlass	10 gp	1d6	x3	—	4 lb.	S
Lance, heavy	10 gp	1d8	x3	—	10 lb.	P
Pick, heavy	8 gp	1d6	x4	—	6 lb.	P
Rapier	45 gp	1d6	19-20/x2	—	4 lb.	P
Saber	40 gp	1d6	19-20/x2	—	4 lb.	S
Scimitar	15 gp	1d6	18-20/x2	—	4 lb.	S
Smallsword	80 gp	1d4	18-20/x2	—	3 lb.	P
Warhammer	2 gp	1d8	x3	—	8 lb.	B

Two-Handed Melee Weapons

Glaive	8 gp	1d10	x3	—	15 lb.	S
Greataxe	10 gp	1d12	x3	—	20 lb.	S
Greatclub	2 gp	1d10	x2	—	10 lb.	B
Greatsword	50 gp	2d6	19-20/x2	—	15 lb.	S
Guisarme	9 gp	2d4	x3	—	15 lb.	S
Halberd	10 gp	1d10	x3	—	15 lb.	P&S
Longspear	5 gp	1d8	x3	—	9 lb.	P
Ranseur	10 gp	2d4	x3	—	15 lb.	P

Ranged Weapons

Shortbow	10 gp	1d6	x3	60 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	3 lb.	—
Longbow	30 gp	1d8	x3	100 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	3 lb.	—

UROPAN WEAPONS (CON'D)

EXOTIC WEAPONS

One-Handed Exotic Weapons

Rapier, long	60 gp	2d6	19–20/x2	—	5 lb.	P
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Ranged Exotic Weapons

Grenade	3 gp	3d6/1d6	x3	10 ft.	2 lb.	
Snapbance band mortar	150 gp	see grenade	30 ft.	12 lb.		
Snapbance wall gun	300 gp	2d12	17–20/x3	80 ft.	24 lb.	P

GUNS

Light Guns

Wheellock belt pistol	75 gp	1d8	18–20/x2	40 ft.	3 lb.	P
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One-Handed Guns

Snapbance pistol	65 gp	1d8	18–20/x2	40 ft.	3 lb.	P
Wheellock horse pistol	90 gp	1d10	18–20/x2	50 ft.	4 lb.	P
Wheellock double pistol	200 gp	1d8/1d8	18–20/x2	40 ft.	5 lb.	P

Two-Handed Guns

Matchlock arquebus	40 gp	1d10	18–20/x2	40 ft.	10 lb.	P
Matchlock caliver	50 gp	1d8	18–20/x2	50 ft.	8 lb.	P
Snapbance musket	150 gp	1d12	17–20/x2	60 ft.	10 lb.	P
Snapbance long musket	200 gp	1d12	17–20/x2	70 ft.	11 lb.	P
Snapbance musketoon	120 gp	1d10	18–20/x2	50 ft.	7 lb.	P
Bullets (20)	1 sp	—	—	—	1 lb.	—
Smallshot (20)	1 sp	—	—	—	1 lb.	—

Huge Guns

Matchlock musket w/rest	80 gp	1d12	17–20/x2	60 ft.	16 lb.	P
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UROPAN ARMOR

LIGHT ARMOR

Armor	Armor Cost	Max Bonus	Check Dex	— Speed — Penalty	(30 ft.)	(20 ft.)	Weight
Padded coat	6 gp	+1	+5	–1	30 ft.	20 ft.	6 lb.
Buff coat	10 gp	+2	+6	0	30 ft.	20 ft.	10 lb.
Studded leather	25 gp	+3	+5	–1	30 ft.	20 ft.	20 lb.
Chain shirt	70 gp	+4	+4	–2	30 ft.	20 ft.	25 lb.

MEDIUM ARMOR

Chainmail	150 gp	+5	+2	–5	20 ft.	15 ft.	40 lb.
Breastplate	100 gp	+5	+4	–2	25 ft.	15 ft.	15 lb.

HEAVY ARMOR

Cuirass	150 gp	+6	+3	–3	25 ft.	15 ft.	20 lb.
Cuirass with tassets	200 gp	+7	+2	–4	25 ft.	15 ft.	25 lb.
3/4 plate	300 gp	+8	+2	–4	20 ft.	15 ft.	35 lb.
Heavy plate	500 gp	+9	+1	–6	20 ft.	15 ft.	50 lb.

SHIELDS

Buckler	15 gp	+1	—	–1	—	—	5 lb.
Shield, small wooden	3 gp	+1	—	–1	—	—	5 lb.

EXTRAS

Pistol proof	+50 gp	—	—	–1	—	—	+5 lb.
Musket proof	+100 gp	—	—	–2	–5 ft.	–5 ft.	+10 lb.

Note: Items in italics denote new equipment described in this book.

UROPAN GOODS AND SERVICES

Most goods and services listed in standard d20 system rules can also be purchased in Northern Crown. New items are listed in italics; they are described below.

Bandolier: A bandolier is a belt with a row of clips for holding powder flasks. Each bandolier holds up to 12 flasks.

Burgess' Townhouse: This is a three-story half-timbered or stone dwelling with a slate roof. The first story contains a drawing room and sitting room; the second story features a dining room and a private study; the third story has three bedrooms. The attic contains servants' quarters. A separate kitchen and stable occupy a walled, gated yard to the rear of the townhouse. All rooms are heated with fireplaces and lit with glazed windows. This is a typical dwelling for Uropan characters of SocR 11–15.

Country Estate: This is a large country house made of stone, with a slate roof. It has all the rooms of a burgess' townhouse, plus three more bedrooms, an interior kitchen, and a formal garden. It is a typical dwelling for Uropan characters of SocR 16–20.

Gentry Outfit: The gentry, especially rural landowners, wear clothing that is well-made but more suited to riding and hunting than the confining clothing of the nobility.

Gunflint: This is a piece of flint used for igniting snaphance weapons. A single flint is good for about 50 shots.

Gunpowder Keg: Used for all guns in *New World Adventures*, 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 damage:

Direct Hit	Within 5 ft.	Within 10 ft.
5d6	3d6	1d6

Knightly Hall: This is a larger version of a country estate, with a very large central hall between two wings of private rooms and servants' quarters. It is a typical dwelling for Uropan characters of SocR 21–25.

Laborer's Cottage: This is a two-room stone or half-timbered dwelling with a thatched or shingled roof, and a single fireplace. Humans occupy one room, with animals stabled in the other. There are no windows and only one exterior door. It is a typical dwelling for Uropan characters of SocR 1–3.

Match Cord: This is a chemically treated length of slender rope that burns along its length when ignited. Two types exist: slow cord, used for igniting matchlock weapons, burns at a rate of 1 foot per hour; fast cord, used for igniting gunpowder explosions, burns at 5 feet per round. Both types are vulnerable to being extinguished by high winds or rain.

Military Pack: Most soldiers carry a standard military pack, which includes the following gear from the equipment list: backpack, bedroll, 6 feet x 9 feet of canvas, flint and steel, clay mug, sewing needle (with thread), and waterskin.

Natural Philosopher's Lab Kit: This wooden case filled with powders, oils, and reagents is used by natural philosophers. Its contents are used in place of material components for creating phenomena, when the equivalent d20 System spell has a listed cost in its description. Once 100 gp worth of materials have been used, the kit is empty and can be refilled with up to 500 gp worth of additional materials.

Powder Flask: A powder flask is a small wooden or leather vial with a stopper and narrow spout. Each one holds enough gunpowder for one shot. They are usually carried on bandoliers, each holding up to 12 flasks. The price listed here does not include gunpowder; refilling a flask requires 5 cp (approximately 1 ounce) of powder.

Ramrod: Ramrods are slender metal rods capped with a small metal disk. They are used to load a gun with shot. Most guns have a bracket or slot running beneath the barrel to hold the ramrod when not in use. Ramrods come in three types: those for light and one-handed guns, and those for two-handed guns, and those for Huge guns.

Sextant: A sextant is a sighting device used in navigation. It gives you a +5 to Survival checks made to find your location.

Soldier's Uniform: Most soldiers wear a distinctive uniform, custom made for them to enhance their majesty on the battlefield, rather than to indicate who they fight for. A soldier's allegiance is indicated by wearing a sash or badge of a particular color. The price given is a minimum; add 1 gp multiplied by the character's SocR to the base price of any soldier's uniform to account for finer materials and more-fashionable styles.

Tradesman's House: This is a two-story stone or half-timbered house with a slate roof. The upper story includes a living and eating area, with a narrow stair to a loft beneath the roof. The lower story contains a storefront and workshop space. Both stories feature a fireplace served by the same chimney. Windows are small, but glazed with small panes of glass. Behind the house is a small yard with a freestanding kitchen shed. It is a typical dwelling for Uropan characters of SocR 7–10.

Yeoman's Farm: This is a large stone or half-timbered farmhouse with a central hall flanked by a kitchen and a barn. The hall is heated by a large fireplace, and lit by one or two windows filled with oiled paper rather than glass. Although it lacks a true second story, the house has a sleeping loft beneath the thatched or shingled roof, which is reached by a ladder. It is a typical dwelling for Uropan characters of SocR 4–6.

UROPAN GOODS AND SERVICES

ADVENTURING GEAR

Item	Cost	Weight
Acid (flask)	10 gp	—
Alchemist's fire (flask)	20 gp	—
Antitoxin (vial)	50 gp	—
Backpack (empty)	2 gp	2 lb.
<i>Bandolier</i>	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, glass wine	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask	3 cp	—
<i>Flask, powder (per 10)</i>	50 cp	1 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
<i>Gunflint (per 10)</i>	10 cp	1 lb.
<i>Gunpowder keg</i>	20 gp	5 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock		
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
<i>Match cord (50 ft.)</i>	4 gp	1 lb.
<i>Military pack</i>	4 gp	18
Mirror, small steel	10 gp	1/2 lb.
Mug/tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—

Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt	1 gp	3 lb.
Ram, portable	10 gp	20 lb.
<i>Ramrod (light gun)</i>	1 gp	1/4 lb.
<i>Ramrod (one- or two-handed gun)</i>	15 sp	1/2 lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	750 gp	1 lb.
Tent	10 gp	20 lb.
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	—
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

SPECIAL SUBSTANCES AND ITEMS

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Holy water (flask)	25 gp	1 lb.

CLASS TOOLS AND SKILL KITS

Item	Cost	Weight
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	20 gp	1 lb.
Magnifying glass	30 gp	—
<i>Natural philosopher's lab kit</i>	100 gp	2 lb.
Tool, masterwork	+50 gp	—
Musical instrument, common	5 gp	3 lb.
Musical instrument, masterwork	100 gp	3 lb.

UROPAN GOODS AND SERVICES (CON'D)

Scale, merchant's	2 gp	1 lb.
Sextant	300 gp	2 lb.
Spyglass	250 gp	2 lb.
Spell component pouch	5 gp	3 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Water clock	20 gp	200 lb.

CLOTHING

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
<i>Gentry outfit</i>	<i>15 gp</i>	<i>6 lb.</i>
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
<i>Soldier's uniform</i>	<i>10 gp</i>	<i>6 lb.</i>
Traveler's outfit	1 gp	5 lb.

FOOD, DRINK, AND LODGING

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Rations, trail (per day)	5 sp	1 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1 1/2 lb.

MOUNTS AND RELATED GEAR

Item	Cost	Weight
Barding, Medium creature	x2	x1
Barding, Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Cart	15 gp	200 lb.

Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle, Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

HAULING VEHICLES

Item	Cost	Weight	Holds or Carries
Cart	15 gp	200 lb.	1/2 ton
Sled	20 gp	300 lb.	1 ton
Wagon	35 gp	400 lb.	2 tons

SHIPS

Item	Cost
Rowboat	50 gp
Oar	2 gp
Galley	30,000 gp
Keelboat	3,000 gp
Sailing ship	10,000 gp
Warship	25,000 gp

TRANSPORTATION

Item	Cost
Ship's passage	1 sp per mile
Coach cab	3 cp per mile
Messenger	2 cp per mile
Road or gate toll	1 cp

BUILDINGS AND PROPERTY

Item	Cost
<i>Laborer's cottage</i>	<i>100 gp</i>
<i>Yeoman's farm</i>	<i>500 gp</i>
<i>Tradesman's house</i>	<i>1,000 gp</i>
<i>Burgess' townhouse</i>	<i>10,000 gp</i>
<i>Country estate</i>	<i>50,000 gp</i>
<i>Knightly hall</i>	<i>100,000 gp</i>

Note: Items in italics denote new equipment described in this book.

CHAPTER NINE

MAGIC

Whether by chance or fate, our encounter with Okwabo has rescued our mission from certain disaster. His agreement to join forces with us lifts my spirits. His bardic abilities are prodigious, and his linguistic and diplomatic skills have proven invaluable as we have made our way overland through Shawnee country, securing right of safe passage from the local leadership through careful negotiation.

Now I lie upon a wooded bluff, looking upon the scene that has disturbed my dreams these last few weeks: a river plain, studied with ancient earthworks, and infested with gangs of tomb robbers, digging like ants and disturbing who knows what ancient spirits in the name of Vandalian lust for power and treasure. It is common knowledge that the ancestors of the First Ones possessed magic spells and wondrous items far beyond our current capabilities. Annalisa X, bold fool that she is, has decided to systematically plunder these mounds for whatever artifacts she can find, using the methods of science to recover the sorceries of the distant past.

Emmaline and Okwabo have both rendered themselves invisible, and walk now through the rows of tents and hovels, looking for our foe. As I observe the activities of the workers, something strikes me as odd. They are not excavating the mounds, but rather repairing them, fetching baskets of earth from the riverbank and healing the scars they made earlier in their search for plunder! Some distance off, unaccountably, they have started work upon a new mound — a great stepped pyramid that, if completed, would dwarf even the largest of the ancient mounds. In their movements, they are like somnambulists, or automata, shambling and awkward, as if no longer the masters of their own bodies.

It is as I have feared — something has been awakened from beneath the mounds that should have been left sleeping. I only hope my friends down in the camp realize their peril!

POWER AND MIGHT

This chapter discusses the unique components, focus types, and spells used by First Ones spellcasters, as well as the influence of natural power upon the abilities of both First Ones and Uropan druids. Brief mention is also made of the compatibility of Uropan magic with standard d20 System rules, and several new Uropan spells are given, many of which are related to gunpowder, guns, inventions, medicine, and astrology.

NATURAL POWER & SPELLS

The spellcasting abilities of both First Ones and Uropan druids are closely tied to the natural power of their surroundings. The First Ones call natural power *medawaywin*. For Uropan druids, most of whom hail from Kelt lands, natural power is called the *Greening*. Both types of druids can cast spells to detect, moni-

tor, and enhance natural power. If the natural power of an area has been weakened or destroyed, either by destruction of the area's flora, by the lingering effect of mass killings, or by the presence of the undead, the druid's spellcasting abilities are negatively affected, while an area of strong natural power increases the druid's spellcasting ability. For this reason, druids spend much of their time protecting the wilderness from damage caused by human activities and evil magic, either by hunting down despoilers of the wild or by raising earth effigies and standing stones to enhance the natural power of the area.

NATURAL POWER LEVELS AND EFFECTS

A given area of land always possesses one of six levels of natural power, with associated effects for druid spellcasting, the health of animals within the area, and Survival checks.

VERY STRONG (+2)

Areas enhanced by *earth effigies*, *standing stones*, *enhance natural power* spells, or simply possessing an innately strong natural power because of their pristine

beauty, allow druids to cast spells at two class levels above their actual level regarding range, damage, number of targets, duration, and other level-dependent aspects of the spell. These areas are characterized by extremely fertile soil, with large, healthy trees or other flora, which support an abundance of animal life. Normal animals found here receive a +2 circumstance bonus to Constitution scores. Survival checks to get along in the wild in these areas receive a +4 bonus.

STRONG (+1)

Areas with strong magical power have been enhanced as above, but not as strongly; druids cast spells at one class level above their actual level regarding level-dependent aspects of the spell. These areas appear to be wilderness, with no sign of damage from human activities. Normal animals found here receive a +1 circumstance bonus to Constitution scores. Survival checks to get along in the wild in these areas receive a +2 bonus.

NORMAL

Areas that have retained more than 3/4 of their natural vegetation and topology have a normal level of natural power. Most wilderness terrain in Northern Crown falls under this category. Druids cast spells at their actual class levels in these areas.

WEAK (-1)

Areas retaining only 1/4 to 3/4 of their natural vegetation and topology are considered to have a weakened level of natural power. Most farmland environments fall under this category. Druids in these areas cast spells as if they were one class level lower than their actual level regarding level-dependent aspects of the spell. Normal animals found here receive a -1 circumstance penalty to Constitution scores. Survival checks to get along in the wild in these areas receive a -2 penalty.

ABSENT (-2)

Areas with less than 1/4 of their natural vegetation and topology remaining are considered to have no natural power. This includes most urban areas of the continent. Druids in these areas cast spells as if they were two class levels lower than their actual level regarding level-dependent aspects of the spell. Normal animals found here receive a -2 circumstance penalty to Constitution scores. Survival checks to get along in the wild in these areas receive a -4 penalty.

CORRUPTED (-3)

Areas with absent natural power that have been affected by the spells *drain natural power* or *suppress natural power*, or those that have been the scene of horrible crimes against living creatures, become corrupted. Druids in these areas cast spells as if they were three class levels lower than their actual level regarding level-dependent aspects of the spell. Corrupted areas are barren of all normal vegetation, but may harbor foul weeds, thorns, nettles, and other unpleasant plants. They tend to swarm with giant vermin, and are haunted at night by monsters. Aberrations, evil outsiders, and vermin receive a +2 circumstance bonus to Constitution scores while in these areas, and the area is considered to be under the effect of an *unhallow* spell from sunset until sunrise, for purposes of turning and rebuking undead. Normal animals (other than vermin) found here receive a -4 circumstance penalty to Constitution scores. Survival checks to get along in the wild in these areas receive a -8 penalty.

CHANGING POWER LEVELS

Natural power levels can shift for many reasons. The most common include traumatic events in the loca-

tion's history, and the use of spells that impact natural power levels; these spells are described at the end of this chapter.

DAMAGE

Natural power can be weakened by physical damage to local vegetation and landforms, as the result of lumbering, mining, settlement, burning, or pollution. At least 1/4 of the natural vegetation or surface topography of the area must be damaged in order to produce this condition.

DRAINED

Natural power can be weakened by a *corrupt natural power* or *suppress natural power* spell.

ENHANCEMENT

Natural power can become strong or very strong due to the presence of an *earth effigy*, an *enhance natural power* spell, or special innate strength in an area.

EVIL PRESENCE

Natural power can be weakened by the presence of aberrations, undead, or evil outsiders. To weaken it, the evil presence must have been present in the area for at least one week. If a total of 10 or more HD of creatures creating the evil presence have resided in the area for one month or more, the natural power will be absent. If they have remained for one year or more, the level of natural power will be corrupted.

BLOODSHED

Natural power can be weakened or destroyed by acts of bloodshed, either by humans against non-evil humans, or by humans against non-evil creatures. To weaken the natural power by bloodshed, at least 10 HD worth of non-evil humans or creatures must have been slain in the area, with the weakness lasting for one year per HD slain. If 100 or more HD of non-evil humans or creatures have been slain in the area within a one-year period, the natural power will be entirely absent, regardless of how long ago the bloodshed occurred.



FIRST ONES MAGIC

The spellcasters of Uropa use all the spells of the standard d20 System rules, but the First Ones, who have developed their own divine and arcane magic

forms, have access to unique spells of their own in addition to the standard d20 System spells, while certain Uropan spells are unknown to them.

The following spells are not available to First Ones spellcasters: *arcane lock, blade barrier, erase, hold portal, illusory script, knock, mage's sword, magnificent mansion, mount, phantom steed, secret page, sepia snake sigil, trap, wall*

of iron. The spells given below are available to First Ones spellcasters.

In First Ones cultures where the cleric is not an appropriate class — including the Mohawk, Ojibwa, and Shawnee — some low-level spells normally reserved for clerics in the standard d20 System rules are accessible to druids. The these spells are indicated by italics.

SUPPLEMENTAL FIRST ONES SPELL LISTS

FIRST ONES BARD SPELLS

1ST-LEVEL BARD SPELLS

Earthclap: Your clapping hands or drumbeat can shake nearby evil creatures.

3RD-LEVEL BARD SPELLS

Invoke Hero: Ally gains a temporary +2 bonus to Dexterity, Strength, and Wisdom.

FIRST ONES DRUID SPELLS

0-LEVEL DRUID SPELLS

Detect Natural Power: You can sense the strength of local natural power.

1ST-LEVEL DRUID SPELLS

Bane: *Enemies suffer -1 attack, -1 on saves against fear.*

Bless: *Allies gain +1 attack and +1 on saves against fear.*

Earthclap: Your clapping hands can shake nearby evil creatures.

Protection from Chaos/Evil: +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear: +4 on saves against fear for one subject +1/four levels.

2ND-LEVEL DRUID SPELLS

Augury: *Learns whether an action will be good or bad.*

Cure Moderate Wounds: *Cures 2d8 + 1/level damage (max +10).*

Diagnose Natural Power: You can determine the cause of weakness or absence of local natural power.

Internal Creature: You can swallow a live Tiny animal and store it in your body.

Lesser Restoration: *Dispels magic ability penalty or repairs 1d4 ability damage.*

Zone of Truth: *Subjects within range cannot lie.*

3RD-LEVEL DRUID SPELLS

Cure Serious Wounds: *Cures 3d8 + 1/level damage (max +15).*

Daylight: *60-ft. radius of bright light.*

Enhance Natural Power: You can temporarily increase the natural power of an area.

Hair to Snakes: Your hair transforms into a mass of Diminutive snakes.

Magic Circle against Chaos/Evil: *As protection spells, but 10-ft. radius and 10 min./level.*

Magic Vestment: *Armor or shield gains +1 enhancement per three levels.*

Prayer: *Allies gain +1 on most rolls, and enemies suffer -1.*

Remove Blindness/Deafness: *Cures normal or magical conditions.*

Remove Disease: *Cures all diseases affecting subject.*

Recover Poison: You can draw poison out of a live animal or victim and save it.

4TH-LEVEL DRUID SPELLS

Discern Lies: *Reveals deliberate falsehoods.*

Dismissal: *Forces a creature to return to native plane.*

Divination: *Provides useful advice for specific proposed actions.*

Restoration: *Restores level and ability score drains.*

Restore Natural Power: You permanently increase an area's natural power.

FIRST ONES PALADIN SPELLS

3RD-LEVEL PALADIN SPELLS

Recover Poison: You can draw poison out of a live animal or victim and save it.

FIRST ONES SORCERER SPELLS

1ST-LEVEL SORCERER SPELLS

Internal Creature: You can swallow a live Tiny animal and store it in your body.

2ND-LEVEL SORCERER SPELLS

Eat Fire: You can extinguish flames by inhaling them, without harming yourself.

Hair to Snakes: Your hair transforms into a mass of Diminutive snakes.

3RD-LEVEL SORCERER SPELLS

Recover Poison: You can draw poison out of a live animal or victim and save it.

Soft Body: Piercing and slashing weapons only do one point of damage to you.

UROPAN MAGIC

Although their cultures' attitudes towards magic may differ from those

found in a typical high-fantasy campaign, Uropan spellcasters use the components, focus types, and spells described in standard d20 System rules, plus several spells developed over the past two centuries to maintain parity with advancing technology. For example, wizards and sorcerers have created

several new spells in response to the new developments of guns and natural philosophy, and also to reflect a more sophisticated understanding of astrology and the theory of bodily humors.

The spells in this table are available to Uropan spellcasters in addition to those listed in standard d20 System rules.

SUPPLEMENTAL UROPAN SPELL LISTS

UROPAN BARD SPELLS

0-LEVEL BARD SPELLS

Fizzle: You prevent a gun from firing for one round.

Pause Invention: You cause an invention to stop working for one round.

1ST-LEVEL BARD SPELLS

Walking Tune: Your song adds +10 ft. to allies' movement rate.

UROPAN CLERIC SPELLS

0-LEVEL CLERIC SPELLS

Benediction: Subject gains +1 deflection bonus for one round/level.

1ST-LEVEL CLERIC SPELLS

Exhortation: Subject gains 1d4+1 to Str, Dex, or Wis for 1 round/level.

Unshakable Faith: You cannot be blown away, checked, knocked down, shaken, or stunned.

2ND-LEVEL CLERIC SPELLS

Righteous Healing: Subject who slays evil creatures recovers lost hp.

3RD-LEVEL CLERIC SPELLS

Swords to Plowshares: You temporarily dull enemies' weapons for -2 damage.

UROPAN DRUID SPELLS

0-LEVEL DRUID SPELLS

Detect Natural Power: You can sense the strength of local natural power.

2ND-LEVEL DRUID SPELLS

Diagnose Natural Power: You can determine the cause of weakness or absence of local natural power.

3RD-LEVEL DRUID SPELLS

Enhance Natural Power: You can temporarily increase the natural power of an area.

Suppress Natural Power: You can temporarily decrease the natural power of an area.

4TH-LEVEL DRUID SPELLS

Drain Natural Power: You permanently decrease an area's natural power.

Restore Natural Power: You permanently increase an area's natural power.

UROPAN SORCERER/ WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS

Fizzle: You prevent a gun from firing for one round.

Pause Invention: You cause an invention to stop working for one round.

1ST-LEVEL SORCERER/WIZARD SPELLS

Lofty Missile: You double the range increment of a single missile.

2ND-LEVEL SORCERER/WIZARD SPELLS

Backfire: You cause a gun to explode when it is fired.

3RD-LEVEL SORCERER/WIZARD SPELLS

Animate Shadow: Your shadow temporarily becomes an undead creature.

Bacon's Detonator: You ignite all gunpowder within a 10-ft. burst.

Hold Invention: You cause an invention to stop working for one round/level.

NEW SPELL DESCRIPTIONS

The following are descriptions of new spells unique to *New World Adventures* campaigns. Those marked with a (F) are exclusive to First Ones of the indicated class, while those that have a (U) are used only by Uropans of that class.

ANIMATE SHADOW

Transmutation [Evil]
Level: Wit (U) 3, Sor/Wiz (U) 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: Your shadow
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You temporarily transform your own shadow into the undead creature of the same name, under your mental control. The shadow has 19 hit points, plus 1 hit point multiplied by your class level. It has all the special attacks and qualities of a shadow as described in standard d20 System rules, except that its touch attack only drains 1d4 points of temporary Strength damage, and it cannot create spawn as a supernatural ability.

An animated shadow cannot go more than 30 feet away from you, and must remain in your line of sight. If it is slain or subject to *daylight* or a similar spell, the spell ends.

BACKFIRE

Abjuration
Level: Wit (U) 2, Sor/Wiz (U) 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One gunpowder weapon of Large size or smaller
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You place a spell upon a light, one-handed, or two-handed gun, which will cause the weapon to explode when it is next fired. This causes it to deal 1d4 normal damage and 1d3 fire damage to the firer, and it destroys the weapon.

BACON'S DETONATOR

Evocation
Level: Wit (U) 4, Sor/Wiz (U) 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: All gunpowder in the spell area
Area: 10-ft. radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You cause all gunpowder within the spell area to ignite. Any loaded guns will fire, even if their gunlocks are not cocked. Gunpowder kegs and other bulk containers of gunpowder explode, causing the normal damage and area effects associated with gunpowder explosions. The spell does not affect any other flammable materials.

Material Component: A small piece of flint.

BENEDICTION

Abjuration
Level: Clr (U) 0
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One person
Duration: 1 round/level
Saving Throw: No
Spell Resistance: No

You grant a +1 deflection bonus to the touched person, who must be of good or neutral alignment.

Divine Focus: A holy symbol.

DETECT NATURAL POWER

Divination
Level: Drd 0
Components: S
Casting Time: 1 action
Range: 1000 ft.
Area: Quarter circle emanating from you to the range limit
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You can detect the local strength of the natural power of the land. You can tell if it is either very strong, strong, normal, weak, absent, or corrupted.

DIAGNOSE NATURAL POWER

Divination
Level: Drd 2
Components: S
Casting Time: 1 action
Range: 1000 ft.
Area: Quarter circle emanating from you to the range limit
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

1st Round: You can detect the strength of the natural power of the land. You can tell if it is either very strong, strong, normal, weak, absent, or corrupted.

2nd Round: You can determine why the natural power of the land is stronger or weaker than normal, as chosen from the following list of causes: damage, drain, enhancement, evil presence, or bloodshed.

3rd Round: You can sense the number of sites of damage, evil presence, or bloodshed within the spell area.

4th Round: You can sense the direction and distance of any sites you detected in the 3rd round.

DRAIN NATURAL POWER

Necromancy [Evil]
Level: Clr 4
Components: V, S
Casting Time: 1 day
Range: Personal
Area: 100 ft. + 10 ft./level radius centered on you
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You can spend XP to permanently decrease the natural power of your immediate surroundings. To decrease the level of natural power by one category (very strong to strong, strong to normal, normal to weak, weak to absent, or absent to corrupted), you can spend 50 XP. Although the change in power level is immediate, the area will not look any different initially. Natural vegetation will wither to reflect the change over the course of a year; it is replaced by foul and unwholesome plants in a corrupted area, it vanishes completely in an absent area, it covers 1/2 of a weakened area, and covers 3/4 of a normal area.

You can cast this spell multiple times in a single area, to decrease the natural power more than one level.

EARTHCLAP

Evocation
Level: Brd (F) 1/Drd (F) 1
Components: V, S
Casting Time: 1 action
Range: 30-ft. radius centered on you
Target: You
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No

With a clap of your hands, you can make a single beat of the living earth audible to human ears, using its power to shake evil creatures. All evil creatures failing a Fortitude save within 30 feet of you must make a Will save or become shaken. The duration of their condition depends upon the level of natural power in the immediate area: very strong, 1d6 rounds; strong, 1d4 rounds; normal or weaker, 1 round.

EAT FIRE

Conjuration
Level: Sor (F) 2
Components: S
Casting Time: 1 action
Range: 10 ft.
Target: One creature or flame source
Area: One creature or 5 ft. x 5 ft. area of flame
Duration: One round/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

You can extinguish normal fires, changing the target area once per round as a free action. You can also damage creatures of the Fire subtype, inflicting 1d6 damage each round. Creatures are allowed a Fortitude save.

ENHANCE

NATURAL POWER

Evocation
Level: Drd 3
Components: S
Casting Time: 1 minute
Range: Personal
Area: 100 ft. + 10 ft./level radius centered on you
Duration: See text
Saving Throw: None
Spell Resistance: No

You can spend XP to temporarily enhance the natural power of your immediate surroundings. To increase the level of natural power by one category (corrupted to absent, absent to weak, weak to normal, or normal to strong, strong to very strong), you can spend 2 XP per hour of duration, to a maximum of 2 XP multiplied by your class level. At the end of the spell's duration, the level of natural power returns to what it was before the spell was cast.

EXHORTATION

Enchantment (Compulsion)
[Mind-Affecting]
Level: Clr (U) 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Your shout gives a single ally a temporary bonus of +4 to either his Strength, Dexterity, or Wisdom score, chosen by you at the time the spell is cast.

FIZZLE

Abjuration
Level: Brd (U) 0, Wit (U) 0, Sor/Wiz (U) 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One gunpowder weapon of Large size or smaller
Duration: 1 round
Saving Throw: None
Spell Resistance: No

This cantrip allows you to prevent a light, one-handed, or two-handed gun from firing for one round, by suppressing the ignition of its gunpowder charge. Matchlock weapons will discharge when the spell ends; wheellock and snaphance weapons need to be cocked again before firing (this takes a free action).

HAIR TO SNAKES

Transmutation
Level: Drd (F) 3, Sor (F) 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: One round/level
Saving Throw: None
Spell Resistance: No

Your hair transforms into a writhing mass of Diminutive venomous serpents, resembling coral snakes, with red, yellow, and black bands. On your successful touch attack, or while grappling, 1d4 snakes will attempt to bite your opponent. Each one attacks at +0, and does 1 point of damage plus poison.

Coral snake poison: Injury DC 10, Initial damage 1d3 Con and Paralysis for 2d4 hours; secondary damage 1d6 Str; 100 gp

The snakes do not give you additional hit points, and they share whatever conditions you are subject to; for example, if you are unconscious, shaken, or dazed, they are as well.

HOLD INVENTION

Abjuration
Level: Sor/Wiz (U) 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One invention of Large size or smaller
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This is a more powerful version of *pause invention*, with a longer duration and greater range.

Material Component: A tiny metal wrench or a wooden shoe.

INTERNAL CREATURE

Conjuration
Level: Drd (F) 2, Sor (F) 1
Components: S
Casting Time: 1 action
Range: Touch
Target: One Tiny creature
Duration: See text
Saving Throw: Will negates
Spell Resistance: No

You can compel a Tiny creature such as a viper or spider to enter your body through your mouth and remain in your body until you draw it forth as a standard action. The animal, if not befriended by you as an animal companion or familiar, can make a Will save to resist the spell. Only one creature may be stored at a time in this fashion.

While inside you, the animal is considered held; this condition lasts for one round after it is drawn forth again, after which time it recovers. While the spell is in effect, you can talk, eat, and drink normally. This spell

is often used to protect or conceal a familiar or animal companion. If a familiar, it maintains an empathic link with its master even when concealed in its master's or another spellcaster's body.

INVOKE HERO

Transmutation
Level: Brd (F) 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: One round/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

You give a single ally a temporary bonus of +2 to Dexterity, Strength, and Wisdom scores. The bonus affects saving throws, AC, attacks, damage, and skill checks related to those attributes.

LOFTY MISSILE

Transmutation
Level: Sor/Wiz (U) 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One missile
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

You temporarily enhance the range of a single missile, either thrown or fired from a ranged weapon. For example: a bullet, a cannonball, an arrow, or a rock. The range increment of the missile (or the weapon it is fired from) is doubled for one attack only.

Material Component: A pigeon's feather.

PAUSE INVENTION

Abjuration
Level: Brd (U) 0, Sor/Wiz (U) 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One invention of Large size or smaller
Duration: 1 round
Saving Throw: None
Spell Resistance: No

You briefly stop an invention of Large size or smaller from functioning.

The invention is considered held; it cannot move, operate, or produce any of its normal effects. Vehicles cease to propel themselves, but are subject to natural forces including gravity and buoyancy.

RECOVER POISON

Conjuration
Level: Drd 3 (F), Pal (F) 3, Sor (F) 3, Wit (F) 2
Components: V, S
Casting Time: 1 minute
Range: Touch
Area: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can magically draw one dose of poison from a living creature and save it in a vial or similar container. The spell can be used to harvest poison from a live animal, or to remove poison from a victim. If used on a poisoned victim, the victim suffers no further effects but this does not negate any damage already done, such as loss of hit points or ability damage.

RESTORE NATURAL POWER

Evocation
Level: Drd 4
Components: V, S
Casting Time: 1 day
Range: Personal
Area: 100 ft. + 10 ft./level radius centered on you
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You can spend XP to permanently increase the natural power of your immediate surroundings. To increase the level of natural power by one category (corrupted to absent, absent to weak, weak to normal, or normal to strong, strong to very strong), you can spend 50 XP. Although the change in power level is immediate, the area will not look any different initially. Natural vegetation will grow back to reflect the change over the course of a year; it will cover 1/2 of a weakened area, 3/4 of a normal area, or all of a strong area.

You can cast this spell multiple times in a single area, to increase the natural power more than one level.

RIGHTEOUS HEALING

Conjuration (Healing)
Level: Clr (U) 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target of a *righteous healing* spell recovers one or more lost hit points whenever he reduces an evil creature's hit points below 0 as the result of a melee or ranged attack. This excludes the following attacks: spells or spell-like abilities that inflict damage; poison; sneak attacks; or attacks against disabled, held, helpless, incapacitated, paralyzed, or unconscious creatures. The rate of hit point recovery is 1 point per hit die of the creature slain. In a single round, the target cannot recover more than one hit point multiplied by your class level.

SOFT BODY

Transmutation
Level: Sor (F) 3, Wit (F) 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: One round/level (D)

You alter your body to allow weapons to pass through it with almost no harm to you. While the spell is in effect, attacks made against you by normal piercing or slashing weapons cannot inflict more than one point of damage. Other attacks inflict 1/2 damage. Magical weapons with a bonus of +1 or better inflict normal damage. Any other types of damage, including cold, heat, poison, or electricity, are not blocked by the spell.

The spell does not protect your personal effects, which remain subject to damage.

SUPPRESS NATURAL POWER

Necromancy [Evil]
Level: Clr 3
Components: S
Casting Time: 1 minute

Range: Personal
Area: 100 ft. + 10 ft./level radius centered on you
Duration: See text
Saving Throw: None
Spell Resistance: No

You can spend XP to temporarily drain the natural power of your immediate surroundings. To decrease the level of natural power by one category (very strong to strong, strong to normal, normal to weak, weak to absent, or absent to corrupted), you can spend 2 XP per hour of duration, to a maximum of 2 XP multiplied by your class level. At the end of the spell's duration, the level of natural power returns to what it was before the spell was cast.

SWORDS TO PLOWSHARES

Transmutation
Level: Clr (U) 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: See text
Area: 30-ft. emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You cause normal and masterwork piercing and slashing melee and ranged weapons wielded by enemies within the spell area to temporarily become dull, resulting in a -1 penalty to damage rolls while the spell is in effect. Magic weapons, natural weapons, and weapons that inflict bludgeoning damage are not affected.

Material Component: A spring of an olive tree, which is broken when the spell is cast.

UNSHAKABLE FAITH

Transmutation
Level: Clr (U) 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You gain immunity from being blown away, checked, knocked down, shaken, staggered, and stunned. Any damage associated with effects that would cause these conditions is applied normally. You also receive a +4 bonus to Strength checks made to resist a trip attempt.

WALKING TUNE

Transmutation
Level: Brd (U) 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: Self and allies within 20 ft.
Duration: Concentration, up to 1 hour/level (D); see text
Saving Throw: None
Spell Resistance: Yes (harmless)

You sing a tune that increases the movement rate of you and your allies by +10 ft./round. For each ally joining you in song, the normal duration of the spell can be extended by one hour to a maximum of one additional hour multiplied by your class level.

While this spell is in effect, Listen checks are at a penalty of -4 and Move Silently checks are at a penalty of -8 for anyone within 20 ft. of you.

CHAPTER TEN

PSIONIC KNACKS

"Miss Emmaline, are you there?" I call, in a whisper. But the witch is either too scared to answer, or has become separated from me. My wolf sniffs at the air, but cannot catch her scent. His paws tremble at the touch of this place, whose natural power has become corrupted to the point that it has begun to extend tendrils of unlife into the surrounding lands. This is what we have felt all along. We have arrived at the source of the interruption of the beat of the living earth — a rent in the web of life. The people here — the rafters and the soldiers alike — are without independent thought, mere playthings of a single mind, a powerful presence that draws me onward toward the rising pyramid by the riverside. I pass a smoldering pyre, the smoking wreckage of a flying ship, fed by papers, books, and maps, all crumbling away to ashes. What madness is this?

Then I see her, the one Franklyn has warned me about. Gold and silver bracelets adorn her arms, a glittering mica gorget hangs at her throat. And upon her face, a mask like a crystal skull, the funeral garb of some long-dead sorcerer-king. My wolf growls, and I see that the woman stands at the center of this evil place — she is its source and its master. The mask — those hollow eye sockets — there is an inhuman malice behind them. She is no less a puppet than they are. I am facing a greater and older enemy than I have ever encountered, intent on reclaiming its ancient realm, and capable of controlling the minds and bodies of others.

Another woman has appeared at her side, with the same awkward gait as the others. It is Emmaline, but her face is like a mask, showing no emotions, no spark of life. A feeling of sickness spreads over me, and then the mind of that evil thing inside the mask makes contact with my own ...

POWERS OF THE MIND

In addition to the arcane and divine spellcasting abilities possessed by some Uropans and First Ones, others are gifted with powers of the mind that manifest in startling, sometimes powerful effects. Although these powers use the standard d20 System rules for psionics, the term "psionics" is unknown to denizens of Northern Crown, except perhaps for a few natural philosophers who have just begun to study the phenomenon. Instead, psionic abilities are simply called "knacks." Those who manifest them or witness them may believe that they are divinely inspired gifts, merely another form of magic, or the work of evil spirits.

This chapter describes the various types of psionic knacks found in *New World Adventures* characters and includes a list of psionic powers suitable to the campaign, as taken from the d20 System rules.

AVAILABLE KNACKS

Three psionic knacks are available to *New World Adventures* characters: evil eye, firebug, and second sight. A character gains a psionic knack by taking the feat of the same name as the knack desired. It provides the character with access to a limited number of psionic powers, depending on the character's level.

A psionic knack is not a character class. Unlike a psionic class, it does not

have a key ability or primary discipline. It simply allows a character to manifest a small number of psionic powers, with a fixed number of power points per day based on the character's level.

Knacks first manifest themselves when the character is still a toddler. Young folk with the evil eye may startle their parents with their ability to see in the dark; children destined to become firebugs may have eyes that glow like fireflies in the dark; and those with the knack of second sight may casually reveal the thoughts of neighbors or strangers. In rural areas of Northern Crown, a knack can be considered a blessing — a valuable addition to the family's limited resources. But such a gift carries the danger that the child will use its talents for mischief or harm, which would bring disapproval or even retribution from the community.

Natural philosophers have found evidence that knacks seem to be rare among urban populations, but that may

PSIONIC KNACKS

CHARACTER LEVEL	1	2	3	4	5	6	7	8	9+
POWER PTS./DAY	2	3	4	5	7	9	11	13	15
POWER LEVEL	0	1 st	1 st	2 nd	2 nd	2 nd	3 rd	3 rd	3 rd

Character Level: The character's total character level.

Power Pts./Day: How many psionic power points the character has access to each day.

Power Level: The maximum level of psionic power to which the character has access. Characters with a psionic knack do not need to discover their powers; once they can manifest powers of a certain level, they have access to all the powers of that level associated with their particular knack.

be explained by the reluctance of such people to reveal their talents in areas where the church and state have a strong presence. The church has often failed to distinguish knacks from sorcery and witchcraft, and has persecuted those who display psionic ability. The state is aware of the potential of psionic characters to become spies and saboteurs, and may arrest them in the interest of security, or even recruit them as spies, removing them from public life either way.

Regardless of the type, all characters with a psionic knack acquire power points and discover powers at the following rate:

EVIL EYE

The evil eye is a form of psionic knack that gives characters the ability to strike fear into opponents' hearts, inflict pain, or even temporarily disable them. Characters with this knack are not necessarily of evil alignment, although their disarming, baleful gaze often evokes fear or suspicion among their neighbors, leading to baseless accusations of witchcraft and sorcery. As a result of their persecution by society, those with the evil eye tend toward chaotic alignment, often becoming wanderers or hermits.

0-LEVEL EVIL EYE POWERS (Talents)

Daze: Creature loses next action.

Distract: Subject's mind wanders, imparting a -1 penalty on some actions.

Elfsight: The manifester has low-light vision.

1st-LEVEL EVIL EYE POWERS

Charm Person: Makes one person the manifester's friend.

Demoralize: Foes suffer -1 penalty on some actions.

Disable: Subjects incorrectly believe they are disabled.

Steadfast Gaze: Gaze attacks hold no terror for the manifester.

2nd-LEVEL EVIL EYE POWERS

Brain Lock: Subject cannot move or take any mental actions.

Detect Thoughts: Detect subject's surface thoughts.

Inflict Pain: Mental attack deals 3d6 damage.

Suggestion: Compels subject to follow suggested action.

3rd-LEVEL EVIL EYE POWERS

Lesser Domination: Forces subject to obey manifester's will.



FIREBUG

Firebugs have a natural gift for controlling the elements of fire and illumination, creating sparks and flames out of thin air, either to provide welcome warmth or to sear and burn their foes. They tend toward chaotic alignment and are said to be quick-tempered.

0-LEVEL FIREBUG POWERS (Talents)

Finger of Fire: Deals 1d3 fire damage to one foe.

My Light: Eyes emit a 20-ft. cone of light.

1st-LEVEL FIREBUG POWERS

Firefall: Fiery sparks deal 1d4 fire damage in 10-ft. radius.

Psycholuminescence: Object sheds silvery light.

Control Light: Adjust light levels up or down.

2nd-LEVEL FIREBUG POWERS

Burning Ray: Fiery ray deals 3d6 damage to foe.

Control Flames: Control heat and movement of a fire.

3rd-LEVEL FIREBUG POWERS

Whitefire: Deals 5d4 fire damage in 20-ft. radius.

SECOND SIGHT

Characters with second sight manifest the ability to see far in space and time, sense hidden dangers, and read the thoughts of others. Their heightened awareness of the unfolding of time and of the innermost thoughts of others often creates an aloof, disinterested manner towards their fellow human beings, expressed as a neutral alignment. Because of this neutral stance, those with second sight frequently become sources of advice, wisdom, and prognostication for their neighbors.

0-LEVEL SECOND SIGHT POWERS (TALENTS)

Inkling: 50% likely to know if an intended action is good or bad.

Know Direction: Know which way is north.

1st-LEVEL SECOND SIGHT POWERS

Combat Precognition: Gains a +1 insight bonus to AC.

Know Location: The manifester knows where he or she is.

Lesser Mindlink: Forge a limited mental bond with another creature.

Object Reading: Knows about an object's past.

Sense Link: Sense what the subject senses (single sense).

2nd-LEVEL SECOND SIGHT POWERS

Augury: Learn if an intended action will be good or bad.

Clairaudience/Clairvoyance: Hear or see at a distance.

Combat Prescience: Gain a +2 insight bonus on attack roll.

Detect Thoughts: Detect subject's surface thoughts.

See Invisibility: Reveals invisible creatures or objects.

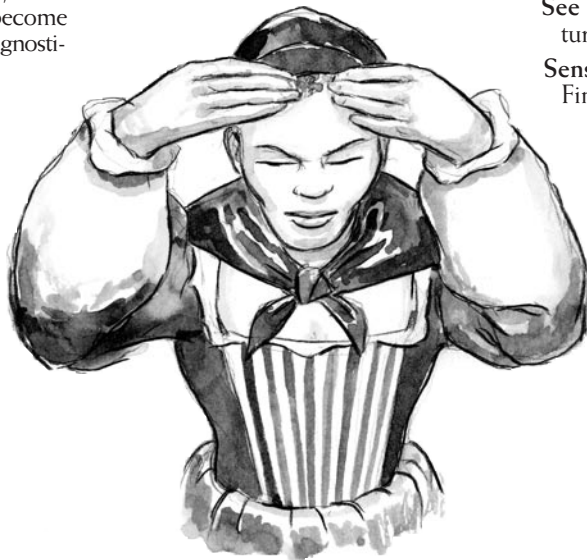
Sensitivity to Psychic Impressions: Find out about an area's past.

3rd-LEVEL SECOND SIGHT POWERS

Danger Sense: Gain a +4 bonus against traps.

Mindlink: Have a mental bond with others.

Remote Viewing: See subject from a distance.



CHAPTER ELEVEN

INVENTION CREATION

This section gives players and GMs some general guidelines for creating new inventions, including rules for constructing automata, power sources, vehicles, and weapons. For devices and substances, guidelines are given for the GM to help in assigning an inventor level, required science, and cost. The *Northern Crown: Gazetteer* provides specific stats and descriptions for common inventions.

Although natural philosophers can create inventions that duplicate the effects of many magic items, the inventions that add the most value to a *New World Adventures* campaign are more than simply magic items going by another name. A new invention should fulfill a longstanding wish of humankind: to fly, to cheat death, to explore the seas. Given the early state of scientific knowledge in the world of *New World Adventures*, an invention must have some limitations. Perhaps it is heavy, or cumbersome, or noisy, or needs to be recharged or re-wound periodically. The GM should consider all new inventions carefully; anything too efficient or powerful may unbalance the game.

ASSIGNING A SCIENCE

To help determine which science is required to build an invention, use these guidelines:

Antimagic: This science includes any invention that suppresses, cancels, or absorbs spells or spellcasting.

Life and Death: Any invention that restores or removes life, ability scores, or hit points, or protects against disease or poison, or affects Strength, Dexterity, or Constitution.

Magnetism: Any invention that involves electrical energy or magnetic forces.

Matter: Any invention that affects the properties of matter, or that involves a transformation of matter or energy, or inflicts fire, acid, or cold damage. Vehicles and power sources are included under this science.

Mentalism: Any invention that amplifies, projects, or blocks mind effects, or affects Intelligence, Wisdom, or Charisma.

Physics: Any invention involving light, sound, or planar travel.

Any: If the invention doesn't seem to fit any of these categories, place it under the "any" category. Examples of inventions in this category include weapons, automata, and timesaving gadgets.

CREATING AUTOMATA

An automaton's price and statistics are based on its size, as given in the table on the next page. Its weight is as for a typical d20 System creature based on its size. Improvements can be made at additional cost. The creator of an automaton can base its general form on any creature with a discernable anatomy, regarding the arrangement of its limbs and its body shape. But regardless of this form, automata are restricted to land movement unless improved.

All automata of Medium size or larger possess damage resistance 5/— as an extraordinary ability. They obey the verbal commands and carry out the instructions of anyone whose voice their creator has authorized them to respond to, up to one person per point of Intelligence possessed by the automaton. They obey commands mindlessly, even to the point of destroying themselves.

POWER SOURCE

All automata are powered by an internal power source (see *Creating Power Sources*, below). The cost of the power source is included in the cost of the automaton. Automata must be fueled with alcohol to operate, at the cost of fueling a power source of equivalent size. All automata can operate for one full day before requiring refueling.

TYPE

Automata are constructs, and have the usual features and traits of the Construct type.

CONSTRUCT FEATURES & TRAITS

Features: A construct has these features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

Traits: A construct possesses the following traits (unless otherwise noted).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be *raised* or *resurrected*.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the Automata Base Statistics table.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.

AUTOMATA BASE STATISTICS

Size	Price	Inventor Level	AC	Hit Dice	Speed (No Run)
Fine	1,000 gp	20 th	22 (+8 size, +4 Dex)	1/4 d10 (1 hp)	10 ft. (2 sq.)
Diminutive	2,000 gp	16 th	17 (+4 size, +3 Dex)	1/4 d10 (1 hp)	10 ft. (2 sq.)
Tiny	4,000 gp	12 th	14 (+2 size, +2 Dex)	1/2 d10 (2 hp)	10 ft. (2 sq.)
Small	6,000 gp	8 th	13 (+1 size, +1 Dex, +1 natural)	1d10+10 (15 hp)	10 ft. (2 sq.)
Medium	8,000 gp	7 th	12 (+2 natural)	2d10 +20 (31 hp)	20 ft. (4 sq.)
Large	10,000 gp	8 th	12 (-1 size, -1 Dex, +4 natural)	4d10+30 (52 hp)	20 ft. (4 sq.)
Huge	15,000 gp	10 th	14 (-2 size, -2 Dex, +6 natural)	8d10+40 (84 hp)	20 ft. (4 sq.)
Gargantuan	25,000 gp	14 th	14 (-4 size, -3 Dex, +8 natural)	16d10+50 (148 hp)	30 ft. (6 sq.)
Colossal	50,000 gp	18 th	14 (-8 size, -4 Dex, +12 natural)	32d10+80 (256 hp)	30 ft. (6 sq.)

Size	BAB	Slam Attack:	Str	Dex	Con	Int	Wis	Cha	Fort	Ref	Will
Fine	+0	-4 melee (1d3-4)	2	18	—	10	1	1	+0	+4	-5
Diminutive	+0	-3 melee (1d3-3)	4	16	—	10	1	1	+0	+3	-5
Tiny	+0	-2 melee (1d3-2)	6	14	—	10	1	1	+0	+2	-5
Small	+0	-1 melee (1d4-1)	8	12	—	10	1	1	+0	+1	-5
Medium	+1	+1 melee (1d6)	10	10	—	10	1	1	+0	+0	-5
Large	+3	+5 melee (1d8+2)	14	8	—	10	1	1	+0	-1	-5
Huge	+6	+10 melee (2d6+4)	18	6	—	10	1	1	+0	-2	-5
Gargantuan	+10	+16 melee (2d8+6)	22	4	—	10	1	1	+0	-3	-5
Colossal	+24	+33 melee (4d6+9)	28	2	—	10	1	1	+0	-4	-5

AUTOMATA IMPROVEMENTS

Armor Plating: This improvement increases an automaton's existing natural AC bonus, up to an additional +5 points. Automata of Tiny size and smaller can not receive this improvement. *Cost:* 20% of base price per additional point of AC bonus. *Inventor Level:* 7th.

Breath Weapon: This improvement gives an automaton a breath weapon attack: a line of hot steam 20 ft. long, once every 1d4 rounds, inflicting 2d4 fire damage, Reflex save DC 14, half. *Cost:* 20% of base price. *Inventor Level:* 7th.

Burrow: An automaton with this improvement can burrow at up to one half its base land speed. *Cost:* 50% of base price. *Inventor Level:* 8th.

Climb: This improvement allows an automaton to climb at up to one half its base land speed. *Cost:* 50% of base price. *Inventor Level:* 7th.

Dexterous: This improvement adds +4 to the Dexterity score of Medium and smaller automata, and +2 to the Dexterity score of Large and

larger automata. *Cost:* 50% of base price. *Inventor Level:* 7th.

Enlightened: This improvement gives an automaton a Charisma and Wisdom score of 10. Enlightened automata have a Will save of +0, but lose their immunity to mind-affecting effects. *Cost:* 50% of base price. *Inventor Level:* 12th.

Fast: This improvement adds +2 to the automaton's Dexterity score, +1 to its Reflex save, and +5 feet to the automaton's speed. *Cost:* 25% of base price. *Inventor Level:* 7th.

Fly (clumsy): This improvement allows an automaton to fly with Clumsy maneuverability at a speed of up to twice its base land speed. *Cost:* 100% of base price. *Inventor Level:* 7th.

Fly (poor): This improvement allows an automaton to fly with Poor maneuverability at a speed of up to twice its base land speed. *Cost:* 200% of base price. *Inventor Level:* 7th.

Fly (average): This improvement allows an automaton to fly with Average maneuverability at a speed of up to twice its base land speed. *Cost:* 300% of base price. *Inventor Level:* 9th.

Galvanic Armor: An automaton can be equipped with galvanic armor

that provides a deflection AC bonus against ranged attacks, of up to +5. Once activated, the armor can remain active for up to one hour before needing one hour to recharge. *Cost:* 20% of base price per point of deflection AC bonus. *Inventor Level:* 7th.

Intelligent: An automaton's Intelligence score can be improved as much as +8 points above its base Intelligence. *Cost:* 1,000 gp x the ability score increase squared, up to +8. *Inventor Level:* 8th.

Run: This improvement allows an automaton to run as a full-round action at up to three times its base land speed. *Cost:* 50% of base price. *Inventor Level:* 7th.

Skilled: This improvement gives an automaton ranks in a skill. *Cost:* 1,000 gp per skill point. *Inventor Level:* 7th.

Strong: An automaton's Strength score can be improved as much as +8 points above its base Strength. *Cost:* The value of the bonus squared x 1000 gp, up to +8. *Inventor Level:* 7th.

Swim: This improvement allows an automaton to swim at up to one half its base land speed. *Cost:* 50% of base price. *Inventor Level:* 7th.

CREATING DEVICES

Natural Philosophers are also able to create smaller devices, as outlined below.

DUPLICATING ITEMS

Natural philosophers with the Craft Invention feat can create devices that duplicate the effects of a d20 System ring, wand, or wondrous item, provided they know the natural philosopher phenomena equivalent to the spells needed to make the item, their natural philosopher level is at least as high as the caster level listed for the item, and they meet all other prerequisites listed for the item, with the exception of item creation feats. For example, a 5th-level natural philosopher can make a device that acts precisely like a 5th-level *wand of lightning bolt* if she knows the natural philosopher phenomenon *lightning bolt*. She doesn't need to have the Craft Wand feat, because she is not actually making a wand. The resulting device

would work exactly like a wand, regarding the save DC, number of charges, and activation method.

Phenomena generated by devices are considered extraordinary abilities rather than spells. Generally, devices that duplicate the effects of a wand can only be used by natural philosophers, while those that are the equivalent of a ring or wondrous item can be used by anyone. Magical armor, weapons, rods, staves, and scrolls can't be duplicated by natural philosophers.

Devices that produce a natural philosopher phenomenon are priced as though they were magic items that produce the equivalent spell. A syringe with 50 charges that produces the effect of *cure light wounds* when used on a wounded creature costs the same as a *wand of cure light wounds* of equivalent level. A belt that allows the wearer to become *invisible* at will has the same cost as a *ring of invisibility*. Natural philosophers do not spend XP to create devices.

Devices usually take different forms from their magic item counterparts. A *ring of invisibility* becomes a *belt of invisibility*; a *wand of cure light wounds* becomes a *syringe of cure light wounds*; a *wind fan* becomes a *wind engine*. Caps, belts, gloves, syringes, forks, and engines are the most common forms for devices that mimic magic items.

CREATING UNIQUE DEVICES

Natural philosophers can also create new devices that have unique powers unlike any standard d20 System magic item. Most of the inventions listed in the Inventions chapter of the *Northern Crown: Gazetteer* fall into the latter category. The d20 System rules for pricing magic items can be used as a general guideline for pricing new devices, but ultimately the GM has final say on the price and inventor level of any new invention proposed by a player that does not precisely correspond to an existing magic item.

CREATING POWER SOURCES

All power sources are rated in terms of their size and Strength — they have the lifting and dragging power of a creature of the same size and Strength, following standard d20 System rules. They can be used to turn a wheel or drive a piston, or to power an automaton or vehicle. Power sources run on alcohol fuel, with an operating time of six hours on a full reserve of alcohol.

POWER SOURCE STATISTICS

Size	Price	Inventor Level	Strength	Lift	Dragging Power	Weight (Fueled/Empty)
Fine	500 gp	16 th	2	2.5 lbs.	12.5 lbs.	0.5 lb.*
Diminutive	500 gp	12 th	4	10 lbs.	50 lbs.	5 lb.*
Tiny	500 gp	8 th	6	30 lbs.	150 lbs.	15 lbs.*
Small	500 gp	4 th	8	60 lbs.	300 lbs.	30 lbs./27 lbs.
Medium	500 gp	3 rd	10	100 lbs.	500 lbs.	50 lbs./38 lbs.
Large	1,000 gp	4 th	14	350 lbs.	1,750 lbs.	175 lbs./139 lbs.
Huge	2,000 gp	6 th	18	1,200 lbs.	6,000 lbs.	600 lbs./456 lbs.
Gargantuan	4,000 gp	10 th	22	4,160 lbs.	20,800 lbs.	2,080 lbs./1,780 lbs.
Colossal	8,000 gp	14 th	28	19,200 lbs.	96,000 lbs.	9,600 lbs./8,850 lbs.

* Fuel adds a negligible amount of weight.

Size	Hit Points	Hardness	Break DC	Volume	Refuel Cost
Fine	1	0	2	0.01 quart	1 cp
Diminutive	1	0	4	0.1 quart	1 sp
Tiny	2	0	6	0.5 quart	5 sp
Small	10	0	8	1 quart	1 gp
Medium	15	5	20	4 quarts	4 gp
Large	25	5	14	12 quarts	12 gp
Huge	50	10	18	48 quarts	48 gp
Gargantuan	100	10	22	100 quarts	100 gp
Colossal	200	10	26	250 quarts	250 gp

CREATING SUBSTANCES

Substances generally are used like magic potions and oils; they cost as much to create as the equivalent potion or oil under standard d20 System rules. Natural philosophers do not pay an XP cost when creating a substance that is the equivalent of a potion or oil, and they do not need to possess the Brew Potion feat. The inventor of a substance must have access to the natural philosopher phenomenon that is created when the substance is used. Natural philosopher substances are usually called tinctures and salves rather than potions or oils, to distinguish them from the equivalent magic item — a *tincture of cat's grace* or a *salve of protection from energy*, rather than a *potion of cat's grace* or *oil of protection from energy*. The effects of natural philosopher substances are considered extraordinary abilities rather than spells.

Substances that do not duplicate the effects of a magic potion or oil must be priced by comparing them to existing items. As with other inventions that do not have an exact equivalent magic item, the GM should assign a value.

CREATING VEHICLES

Vehicles are a type of construct. They have all the properties of constructs, with the following additional features.

Features: A vehicle has the following additional features.

- Vehicles use the initiative and Reflex saves of the person controlling them.
- They can't heal damage on their own, but can be repaired like other inventions.
- They are subject to critical hits, since they have a discernable (but inorganic) anatomy, but are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- They are immune to effects that require a Fortitude or Will save.
- Vehicles lose the skill points, low-light vision, darkvision, and weapon proficiencies of other constructs.

VEHICLE SUBTYPES

When inventing a vehicle, an inventor can choose one of three basic subtypes: land vehicle, water vehicle, or air vehicle. Land vehicles only possess land movement; water vehicles can swim exclusively; while air vehicles can only fly. Land vehicles travel by means of mechanical legs, but can be improved with multiple legs or wheels; water vehicles use oars or mechanical propulsion to travel over the water's surface, and can be improved to dive under the water; and air vehicles fly using a combination of paddles and mechanical wings. The speed of a vehicle can be increased and additional modes of movement added by purchasing improvements.

POWER SOURCES & SPEED

Vehicles have a base speed of 0 feet. They require one or more mechanical power sources or crew members to move them; non-humanoid crew members like a horse on a treadmill or an automaton are entirely possible. To increase its speed above 0, a vehicle must have power sources or crew aboard capable of dragging the vehicle's weight plus the weight of any power sources, fuel reserves, crew, cargo, and any improvements like armor or weapons.

A power source's dragging power is determined by its size, as given in the Power Sources Stats table. A crew member's dragging power is determined by his Strength score; a character can generally drag five times his maximum encumbrance load, as given in the table below.

Strength Score	Dragging Power
6	300 lbs.
7	350 lbs.
8	400 lbs.
9	450 lbs.
10	500 lbs.
11	575 lbs.
12	650 lbs.
13	750 lbs.
14	875 lbs.
15	1000 lbs.
16	1150 lbs.
17	1300 lbs.
18	1500 lbs.
19	1750 lbs.
20	2000 lbs.

VEHICLE BASE STATISTICS

Size	Price	Inventor Level	AC	Hit Dice
Large	10,000 gp	4 th	8 (–1 size, –5 Dex, +4 natural)	4d10+30 (52 hp)
Huge	15,000 gp	6 th	9 (–2 size, –5 Dex, +6 natural)	8d10+40 (84 hp)
Gargantuan	25,000 gp	8 th	9 (–4 size, –5 Dex, +8 natural)	16d10+50 (148 hp)
Colossal	50,000 gp	10 th	9 (–8 size, –5 Dex, +12 natural)	32d10+80 (256 hp)

Size	Weight	Crew Stations	Cargo Bins
Large	1,000 lbs.	2	2
Huge	3,000 lbs.	4	4
Gargantuan	6,000 lbs.	8	8
Colossal	12,000 lbs.	16	16

To determine a vehicle's speed, add up the dragging power of all power sources and crew members aboard, and divide the total by the weight of the vehicle and its contents. Round to the nearest whole number and then multiply by 10 feet to find the vehicle's speed. For land vehicles with multiple legs and for water vehicles multiply by 15 feet instead, for wheeled vehicles and air vehicles multiply by 20 feet instead, and for air vehicles multiply by 25 instead. Round any remainder up to the next five-foot increment.

For example, a Large land vehicle is equipped with a Medium power source (500 lbs. dragging power) and 2 crew members, one with a Strength of 19 (1750 lbs.), and one with a Strength of 10 (500 lbs.), for a total of 2750 pounds combined dragging power.

The vehicle weighs 1,000 pounds, the power source weighs 50 pounds, and the two crew members weigh a total of 300 pounds, for a total weight of 1,350 lbs. Dividing the dragging power of the crew and power source by the total weight carried by the vehicle, we get a result of 2.04. The vehicle's speed is 10 feet times that result, for a speed of 20.4 feet, which rounded up gives a final speed of 25 feet.

A vehicle can't run, and there are practical limits to how fast you can make a vehicle travel. No land vehicle can travel faster than 80 feet; water vehicles, 40 feet; and air vehicles, 120 feet.

CREW STATIONS & CARGO SPACE

The number of crew stations and cargo bins available aboard a vehicle is given on the Vehicle Base Statistics table. Crew stations can be used to seat passengers or crew members. Cargo bins utilize odd spaces aboard the vehicle not occupied by crew stations; each bin is 8 cubic feet in size. Mechanical power sources must occupy one or more crew stations or cargo bins, at the following rate:

BALLOON CANOPY STATISTICS

Canopy Size	AC	Hit Points	Cost
Large	9	20	5,000 gp
Huge	8	40	10,000 gp
Gargantuan	6	60	20,000 gp
Colossal	2	120	40,000 gp

ARTILLERY STATISTICS

Artillery Type	Weight	Space*	Cost
Rabbinet	50 lbs.	1	125 gp
Falconet	75 lbs.	1	175 gp
Falcon	125 lbs.	2	300 gp
Minion	250 lbs.	3	600 gp
Saker	400 lbs.	4	1,000 gp
Demi-Culverin	700 lbs.	6	1,400 gp
Culverin	800 lbs.	8	2,000 gp
Long Culverin	850 lbs.	10	2,100 gp

* Measured in crew stations required.

Size	Space
Medium	1
Large	2
Huge	4
Gargantuan	8
Colossal	12

(Note: The value given above for each power source's space requirement is measured in crew stations/cargo bins required.)

VEHICLE IMPROVEMENTS

Airtight: This improvement allows a land vehicle to operate at half its base speed on the bottom of a body of water at a depth of up to 200 feet. While sealed, an airtight vehicle has no outside source of air. Each vacant crew station and cargo bin aboard provides enough air for one person to breathe for two hours. Alcohol power sources of Medium size or larger consume the equivalent of one hour's worth of air per hour. *Cost:* Land vehicles only; 100% of base price. *Inventor Level:* 4th.

Armor Plating: This improvement increases a vehicle's existing natural AC bonus, up to an additional +5 points. Each point of armor adds 100 pounds of weight to a vehicle, adjusted by the following modifiers, based on the vehicle's size: Large x 1, Huge x

2, Gargantuan x 8, Colossal x 12. *Cost:* 20% of base price per additional point of AC bonus. *Inventor Level:* 4th.

Artillery: A vehicle can be fitted with a limited range of standard artillery pieces (for complete stats of artillery pieces, see Artillery in the Skills, Feats, & Combat chapter). Cost and weight of each type is given above, along with the number of crew stations each type occupies. Artillery can be mounted on diving vehicles at double cost, but the artillery does not function underwater. *Inventor Level:* 4th.

Balloon Canopy: Any air vehicle can be fitted with a balloon canopy. It allows the vehicle to maintain its altitude without the use of rowers or other power sources, but when figuring the vehicle's speed it uses a multiplier of 15 feet instead of 25 feet. The canopy can be attacked separately from the vehicle to which it is attached. If reduced to zero hit points a balloon canopy begins to deflate, causing the vehicle to descent at a rate of 20 feet per round. *Inventor Level:* 4th.

Burrow: A vehicle with this improvement can burrow at up to one half its base land speed. *Cost:* Land vehicles only, wheeled vehicles prohibited; 100% of base price. *Inventor Level:* 8th.

Climb: This improvement allows a vehicle to climb at up to one half its base land speed. *Cost:* Land vehicles only, wheeled vehicles prohibited; 50% of base price. *Inventor Level:* 4th.

Dive: In addition to being able to swim on the surface of the water as normal, a water vehicle with this improvement can dive and travel at depth of 200 feet at up to one half its base speed. Vehicles take 1d4 of damage each round per 100 feet of depth, rounded down, when diving beyond 200 feet. While submerged, a diving vehicle has no outside source of air. Each vacant crew station and cargo bin aboard a diving vessel provides enough air for one person to breathe

for two hours. Alcohol power sources of Medium size or larger consume the equivalent of one hour's worth of air per hour. Cost: Water vehicles only; 100% of base price. *Inventor Level: 5th.*

Electrostatic Cannon: An air or land vehicle can be mounted with an electrostatic cannon (see the Inventions chapter in the *Northern Crown: Gazetteer* for full stats). The cannon occupies 3 crew stations or cargo bins, and must be charged by 2 crew members before firing. Cost: 10,000 gp. *Inventor Level: 10th.*

Fly (clumsy): This improvement allows a vehicle to fly with Clumsy maneuverability. Cost: Free for air vehicles; 100% of base price for other types. *Inventor Level: 4th.*

Fly (poor): This improvement allows a vehicle to fly with Poor maneuverability. Cost: 100% of base price; air vehicles only. *Inventor Level: 6th.*

Fly (average): This improvement allows a vehicle to fly with Average maneuverability. Cost: 200% of base price; air vehicles only. *Inventor Level: 9th.*

Fly (good): This improvement allows a vehicle to fly with Good

maneuverability. Cost: 300% of base price; air vehicles only. *Inventor Level: 12th.*

Fly (perfect): This improvement allows a vehicle to fly with Perfect maneuverability. Cost: 350% of base price; air vehicles only. *Inventor Level: 15th.*

Fuel Reserve: Cargo bins aboard a vehicle can be filled with vessels to hold extra alcohol fuel for onboard power sources and allow for refueling while the vehicle is in motion. Each fuel reserve holds enough alcohol for one refueling (six hours' operation) of a power source of equivalent size. When full, a fuel reserve adds weight to a vehicle, as given in the table below. Empty, the weight of a fuel reserve is negligible. Cost: 10 gp (Medium), 30 gp (Large), 100 gp (Huge), 300 gp (Gargantuan), 600 gp (Colossal). *Inventor Level: 4th.*

Galvanic Shields: A vehicle can be equipped with galvanic shields that provide a deflection AC bonus against ranged attacks, up to +10. Activating a galvanic shield takes 1 full round for each point of deflection AC bonus gained — a +6 galvanic shield, for example, takes six rounds to become

fully activated, becoming +1 on the first round, +2 on the second round, and so on. Once activated, the shields can remain active for up to one hour before needing one hour to recharge. Galvanic shields take up one cargo bin on Large vehicles, two bins on Huge vehicles, 4 bins on Gargantuan vehicles, and 12 bins on Colossal vehicles. Cost: 20% of base price per point of deflection AC bonus. *Inventor Level: 6th.*

Gun Ports: A vehicle can be outfitted with gun ports to allow crew and passengers to fire Large and smaller weapons at targets outside the vehicle. A character using a gun port is vulnerable to attack from outside the vehicle, but gains 50% concealment. Cost: 100 gp for each crew station fitted with a gun port. *Inventor Level: 4th.*

Multiple Legs: A land vehicle with multiple legs moves faster than a vehicle with legs. It uses a multiplier of 15 feet instead of 10 feet when determining vehicle speed. Cost: Land vehicles only; 20% of base price. *Inventor Level: 4th.*

Swim: This improvement allows a vehicle to swim on the surface of the water at up to one half its base speed. Cost: Free for water vehicles; 100% of base price for other types. *Inventor Level: 4th.*

Wheels: A land vehicle with wheels moves faster than a vehicle with legs or multiple legs. It uses a multiplier of 20 instead of 10 when determining vehicle speed. A wheeled vehicle can only travel on roads and other flat surfaces. Air and water vehicles can be fitted with wheels to allow land travel. Cost: Free for land vehicles; 50% of base price for other types. *Inventor Level: 4th.*

FUEL RESERVE STATISTICS

Power Source Size	Weight Added	Space*
Medium	12 pounds	1
Large	36 pounds	2
Huge	144 pounds	4
Gargantuan	300 pounds	8
Colossal	750 pounds	12

* Measured in crew stations/cargo bins required.

MELEE ENERGY WEAPONS STATISTICS

Weapon Size	Energy Damage	Cost	Inventor Level
Light	d4	masterwork weapon cost + 2,000 gp	7 th
One-Handed	d6	masterwork weapon cost + 4,000 gp	7 th
Two-Handed	2d6	masterwork weapon cost + 6,000 gp	7 th
Large	3d6	masterwork weapon cost + 8,000 gp	7 th

RANGED ENERGY WEAPONS STATISTICS

Weapon Size	Energy Damage	Range	Weight	Cost	Inventor Level
One-handed	d4/rd charging	30 feet	4 lbs.	6,000 gp	7 th
Two-handed	d6/rd charging	60 feet	7 lbs.	9,000 gp	8 th
Large	d8/rd charging	80 feet	40 lbs.	12,000 gp	9 th
Huge	d10/rd charging	100 feet	500 lbs.	15,000 gp	10 th
Gargantuan	d12/rd charging	150 feet	1,000 lbs.	18,000 gp	12 th
Colossal	d20/rd charging	200 feet	2,000 lbs.	21,000 gp	14 th

CREATING WEAPONS

Characters with the Craft Invention feat can invent energy weapons that inflict cold, fire, or electricity damage. Both melee and ranged weapons can be created.

MELEE ENERGY WEAPONS

Melee energy weapons are created from masterwork melee weapons

of any type. The type of energy damage they inflict is determined when they are created. On a successful attack, they inflict the normal amount of damage for a weapon of their type plus an amount of energy damage based on their size. After a successful attack, they function as masterwork weapons until placed in a charge scabbard (a move-equivalent action) and drawn again (another move-equivalent action). Energy weapons do not function underwater. If not used to attack or touch a target within one minute of being charged, energy weapons do not inflict energy damage.

RANGED ENERGY WEAPONS

Ranged energy weapons are built from scratch, rather than adapted from masterwork weapons. They must be one-handed or larger in size. All ranged energy weapons have ten range increments. They must be charged by turning a hand crank for at least one full round before firing. For each round they have been charged before firing, ranged energy weapons inflict one die of damage, up to a maximum of six rounds. If not fired within one minute of charging, the charge dissipates, making the weapon inoperable until charged again.

APPENDIX A

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APPENDIX B

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APPENDIX C

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