



FRANKLYN'S ALMANACK

ISSUE ONE

WINTER 2005



NORTHERN CROWN
NEW WORLD ADVENTURES

FRANKLYN'S ALMANACK

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

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NEW WORLD ADVENTURES

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ELITE SOLDIERS OF NORTHERN CROWN.....PAGE 2

BY DOUG ANDERSON

A collection of prestige classes and sample characters representing the best soldiers in the world of Northern Crown: the Sophian winged saber, the Carolingian hippogriff lancer, and the Français gendarme.

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BY JIM ALCALA SALES, PATRICK COLLINS AND BRIAN D GUTE

A full-length adventure for 1st-3rd level characters, featuring a rogue Automaton threatening the good people of Richmond!

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ELITE TROOPS OF NORTHERN CROWN

By Doug Anderson

The soldier core class described in *Northern Crown: New World*

Adventures allows PCs to receive training in one of several battlefield roles, including musketeer, grenadier, royal guard, greatsword, halberdier, hussar, or dragoon.

Although the armed struggles between the Uropan powers for control of the continent are fought mostly with these common troops, each nation also cultivates one or more companies of elite troops, whose gear, training, and mission are unique. Drawn from several core classes, individuals from elite troops are often assigned to dangerous missions as extra muscle or firepower.

This article introduces several of these troop types, each of which is accessible to PCs as a three-level prestige class. A sample NPC for each class is included to give GMs an idea of the typical background, core class levels, and combat abilities of these formidable combatants.

And now, three new prestige classes for *Northern Crown*: the Sophian winged saber, the Carolingian hippogriff lancer, and the Français gendarme:

NEW PRESTIGE CLASS: SOPHIAN WINGED SABER

They approached the enemy lines in a rippling tide, sunlight glinting from their silver helmets, their winged cuirasses bobbing like horses' manes as they charged forward under the banner of the stars of the Northern Crown spangled upon a blue field.

The opposing line of halberdiers and pikemen set their weapons against the threat. A mixture of awe and disbelief spread through their ranks. Who were these lithe, bright-garbed warriors, facing them only with slender sabers? So proud, so nobly attired — it seemed almost a crime to see them die at the grim, steel point of a rudely turned pike.

The captain of the silver-plated company raised his saber as his troops came within a stone's throw of the hedge of polearms challenging their assault on the earthworks beyond. As one, the finlike crests upon the oncomers' backs sprung open, unfolding silvery wings that, with mighty strokes powered by some unknown mechanism of natural philosophy, carried the company over the opposing line and into the fortifications that now lay open to them.

Swooping down upon gun emplacements, musketeers, and

commanders alike, the winged swordsmen subdued their baffled foes within the fort and began to train the big guns on the backs of the enemy who had so recently pitied them...

The Sophian winged sabers, commissioned by First Lord Philathelias Jefferson only two years ago, have a short history compared to many elite units, but have already won acclaim in battles against the Vandalian and against marauding mercenary companies gone pillaging from the battlefields of New Sweden and Nieu Nederlands.

They include three companies of 30 sabers, each divided into three squadrons of nine sabers under an ensign. An experienced captain leads each company, with the entire sabers under the command of a colonel based in Sophia's capital.

The intensive training required to operate the winged cuirasses worn by the sabers is conducted in Sophia itself. Training camp is a six-week ordeal, culminating in the ceremonial presentation of cuirass, owl-visored helm, and masterwork saber by the First Lord himself.

An oath of fealty to guard the ideals of liberty and reason and to

fight tyranny is sworn by all new members.

The winged sabers typically reach the battlefield on light horses, often escorted by a company of hussars. They are not trained to fight on horseback, leaving their mounts in camp and advancing the final distance to the front on foot. They are employed as shock troops, quickly seizing key positions on the battlefield and holding them long enough for more heavily armed and armored ground troops to relieve them.

When assigned individually to a mission of the Sophian army, confidential service, or Army of Discovery, winged sabers fill similar roles, when a quick, decisive attack is needed to silence a sentry, overcome an obstacle like a wall or moat, or unlock a door or gate from within.

Candidates for the winged sabers must demonstrate physical agility and skill with guns, as well as facility with the saber. They are drawn from the ranks of both scouts and soldiers. According to Jeferson's original commission, all candidates must be "honorable," having no criminal record or other "stains upon their character." A letter of recommendation from a member of the Sophian parliament or an army officer is helpful, but not essential.

Characters who retire from or are discharged from the winged sabers must surrender their winged cuirass, but may keep the rest of their gear.

Hit Die: d10.

Requirements

To become a Sophian winged saber, a character must meet these criteria:

Base Attack Bonus: +5.

Base Reflex Save: +4.

Skills: 4 ranks Balance, 4 ranks Hide, 4 ranks Jump, 4 ranks Ride, 4 ranks Tumble.

Feats: Fencing, Guns, Weapon Focus (saber), light armor proficiency.

Class Skills

The Sophian winged saber's class skills (and the key ability for each skill) are Balance (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Profession (military) (Wis), Ride (Dex), Spot (Wis), and Tumble (Dex).

Skill Points at Each

Level: 3 + Int modifier.

Class Features

All of the following are class features of the Sophian Winged Saber prestige class.

Weapon and Armor

Proficiency: Sophian winged sabers retain the weapon and armor proficiencies



of whatever core classes they were before joining this prestige class.

Gear: At 1st level, Sophian winged sabers are issued with the following suite of gear: winged cuirass, masterwork saber, 2 masterwork wheellock belt pistols, light horse, riding saddle, and soldier's uniform.

Evasive Run: At 1st level, Sophian winged sabers gain a +2 circumstance AC bonus for one round if they move twice their speed or faster during their turn.

Winged Cuirass Training: At 1st level, Sophian winged sabers receive the training necessary to operate a winged cuirass with Poor maneuverability.

Social Rank +1: Sophian winged sabers gain a +1 bonus to Social Rank at 1st level, and gain the rank of Winged Saber.

Flyby Attack: At 2nd level, Sophian winged sabers are treated as having the Flyby Attack feat while flying with a winged cuirass.

Ensign Rank: At 3rd level, Sophian winged sabers gain the title of Ensign of the Winged Saber, gaining command of a squadron within their company. A 3rd-level Sophian winged saber with at least one level in the officer prestige class (see *Northern Crown: New World Adventures*) may purchase a commission in the winged sabers for 10,000 gp, and receive the title of Winged Saber Captain.

Flight Mastery: At 3rd level, the maneuverability of a Sophian winged saber flying with a winged cuirass improves to Average.

THE SOPHIAN WINGED SABER

Level	BAB	Fort	Ref	Will	Special
1st	+1	+1	+1	0	Gear, evasive run, winged cuirass training, Social Rank +1
2nd	+2	+1	+2	0	Flyby Attack
3rd	+3	+2	+2	+1	Ensign rank, Flight Mastery

NEW INVENTION: WINGED CUIRASS (MATTER)

Large Device

Hit Points: 15, Hardness 5, Break DC 22

A compact set of ornithoptical wings made for military use, this device is worn exclusively by members of the Sophian winged sabers. It consists of a light metal cuirass fitted with a pair of articulated metal wings with a wingspan of 8 feet. When not in flight, the wings fold along the wearer's back, creating a single, knifelike crest.

The cuirass, made of davyium, a metal only recently discovered by Sophian natural philosophers, provides a +3 armor bonus to the wearer's AC, with an armor check penalty of -2 and a 20% chance of arcane spell failure, with no penalty to speed. It is considered light armor. The wearer's arms remain free.

The wings are driven by a clockwork mechanism capable of quickly deploying and powering the wings for a brief burst of flight. The mechanism's mainspring is rewound by drawing energy from the wearer's own movements.

To activate the wings, the wearer depresses a knob located along the

right side of the cuirass, beneath the armpit, as a free action. Activation does not provoke an attack of opportunity. Once activated, the wings deploy. During that round, the wearer can choose one of the following techniques:

Fly: This option allows the wearer fly at a speed of 60 feet for one round, with Poor maneuverability. The maximum weight of the user and all her gear cannot exceed 250 pounds. The next round, the wearer can either deactivate the wings by resetting the knob as a free action, or leave the wings deployed in order to glide, retaining Poor maneuverability but descending at least 10 feet per round.

Jump: The wearer receives a +20 enhancement bonus to Jump skill checks for one round.

Tumble: The wearer receives a +8 enhancement bonus to Tumble skill checks for one round.

The clockwork mechanism only powers the wings for one round. To rewind the mechanism requires at least 6 rounds. Any round in which the character moves at least five feet or makes an attack action contributes to rewinding the mechanism. Turning the knob before the mechanism is rewound will deploy the wings but not power them.

Winged cuirasses are notoriously tricky to operate; characters who have not received training through the Sophian winged saber prestige class fly with Clumsy maneuverability, and receive no enhancement bonus to Jump and Tumble checks.

Inventor Level: 6th; Craft Invention; Price: 8,000 gp; Weight 20 lbs.

SAMPLE NPC: KANO, SOPHIAN WINGED SABER

3rd-Level Male Nanala Rogue/2nd-level Soldier/2nd-Level Sophian Winged Saber, Cimmaron, Social Rank 13

CR 7; SZ M (humanoid); HD 3d6+3 + 4d10+4; hp 40; Init +4; Spd 30 ft, fly 60 ft. (Poor); AC 17, touch 14, flat-footed 17; Base Atk +7; Grp +10; Atk +12 melee (1d8+3, 19-20/x2, masterwork saber) or +11 ranged (1d8, 18-20/x2, masterwork wheellock belt pistol); Full Atk +12/+7 melee (1d8+3, 19-20/x2, masterwork saber) or +11 ranged (1d8, 18-20/x2, masterwork wheellock belt pistol); Space 5 ft.; Reach 5 ft.; SA sneak attack +2d6; SQ nanala rogue, soldier and Sophian winged saber class abilities; AL CG; SV Fort +6, Ref +9, Will +1; Str 16, Dex 18, Con 12, Int 10, Wis 11, Cha 14

Skills: Climb (Str) +9, Escape Artist (Dex) +10, Gather Information (Cha) +6, Hide (Dex) +10, Jump (Str) +9, Intimidate (Cha) +8, Listen (Wis) +4, Move Silently (Dex) +10, Profession (military) +6, Ride (Dex) +4, Search (Int) +4, Spot (Wis) +6, Swim (Str) +3, Tumble (Dex) +10, Use Rope (Dex) +4.

*includes Carolingian culture bonus

Feats: Blind-fight, Dodge, Guns***, Mobility, Sanguar**, Spring Attack, Uncanny Dodge (retain Dex)**, Weapon Focus (cutlass)*, Weapon Focus (saber)***

*Cimarron culture bonus, **nanala

rogue bonus feat, ***bonus soldier feat or class feature

Languages: English.

Cimarron Nanala Rogue: As a Cimarron, Kano gets a +1 attack bonus against lawful evil creatures; Knowledge (local) +2; Kano is proficient in and treated as having Weapon Focus for the cutlass. As a nanala rogue, Kano gets the Sanguar feat, which gives +1 dodge bonus to AC (currently negated by the cuirass he wears); the Uncanny Dodge feat (see *Nyambe: African Adventures*) allows Kano to retain Dexterity bonus to AC when flat-footed or struck by an invisible attacker.

Soldier Abilities: Proficient in guns, light armor, simple weapons, and martial weapons; Military Training (greatsword): Greatsword and Weapon Focus (greatsword), +4 to Will saves made to avoid fear effects; bonus feat (Weapon Focus (saber)).

Sophian Winged Saber Abilities: Winged cuirass training; +2 AC while running; Social Rank +1; Flyby Attack while flying with winged cuirass.

Kano was born in a Cimmaron settlement along the Carolingian coast. He came by his roguish skills honestly, honing his stealth and senses while accompanying his father on raids against nearby Carolingian plantations.

Wishing to commit himself to fighting tyranny on a grander scale, he left his native settlement and made his

way to Sophia, where he enlisted as a greatsword, seeing action against Carolingia during Sophia's fight for independence. His quick reflexes and heightened senses caught the attention of his colonel, and he was recommended to the Sophian winged sabers.

Considerably older than many of his fellow fighters, he is nonetheless one of the fastest blades and most acrobatically gifted members of his company. He has accompanied Sophian agents on several dangerous missions, adding his rogue abilities and combat skills to their pool of talent.

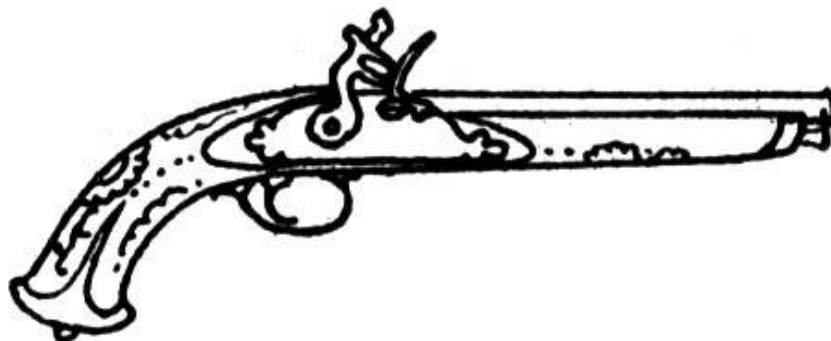
Combat Tactics: Kano favors the following tactics in combat:

Flyby Attack: While flying with the winged cuirass, Kano often employs Flyby Attack, making a saber cut as he passes over his target.

Sneak Attack: When flanking an enemy or attacking a flat-footed foe, Kano prefers to use Sneak Attack, adding 2d6 damage to a successful attack.

Tumble: Kano's formidable Tumble skill, augmented by the winged cuirass, often allows him to get past a line of opponents and attack from behind.

Possessions: winged cuirass, masterwork saber, 2 masterwork wheellock belt pistols, 12 powder flasks, bullet bag with 50 bullets, light horse, riding saddle, soldier's uniform, 175 gp.



NEW PRESTIGE CLASS: CAROLINGIAN HIPPOGRIFF LANCER

Trooper Anne Grantham surveyed the advancing columns beneath her, coaxing her mount into a wide, lazy arc to the right, then to the left.

Like black-carapaced ants they seemed, the tightly serried ranks of pikes, trailing mobs of musketeers, trundling carriages pulling the company's artillery, horses straining along the muddy roads of the Ogechee Marches towards the Espaniard front.

Anne was on point, her mates behind her in phalanx. She had the best pair of eyes in the squadron, but she trusted her mount's senses more. If the beast's flanks tensed in anticipation of a dive, or she let out a hiss from her keen, hooked beak, she knew the enemy was down there somewhere.

But Bess was calm and poised, her magnificent wings barely beating, fingers of wind rippling her pinfeathers. It was quiet up here among the clouds.

Anne was born to the saddle, like most children of the Carolingian gentry. She could steer a horse almost with a thought alone, the pressure of her knee or torsion of her back communicating her intent almost invisibly. You had to be that good to be in the lancers — 'griffs can sense when their rider isn't worthy of them, and it's one thing to be thrown into the turf off a horse's back, another thing entirely when it happens up here.

So quiet...

Anne felt unaccountably nervous. She shot a glance over her shoulder, and found to her horror that the rest of the squadron had peeled off to the left, forming up in line as they dived towards — what? She didn't have time to scope it out for herself. She swung Bess around, hard, and put her into a dive with a shout of "At it!"

The beast drew in her wings, stretched out her neck, became a living dart, straining to catch up with the others. The wind buffeted Anne as they plunged, her lance trembling along its 20-foot length.

She managed an apologetic smile as she tucked in next to the ensign, who shot her a quick scowl. Sentry duty for her tonight, if she lived through this.

No mistaking them now — a band of Creek raiders coming in fast towards the relief column. They were supported by about a dozen Espaniard veteran musketeers. Would they fire at Anne's squadron, or save their shots for the ground troops who were their intended prey? The answer came in the form of a shower of arrows from the raiders, rising up to meet them like hissing snakes.

One of Anne's mates caught one in the neck; an arrow plunged into Bess's shoulder, drawing an angry shriek. Anne picked out her target: a musketeer at the edge of the group, just raising his piece to signal the ambushade upon the column.

She brought her lance up, and braced her body for the shock of steel against meat...

The Carolingian hippogriff lancers are part of a long tradition, stretching back to the days of the Norman Conquest, when William and his household of *aigles hippiques* soared over the Saxon shield wall at Hastings and tore apart the unfortunate Harold. Since that time, the English crown has always maintained one or more squadrons of hippogriff cavalry as the monarchs personal parade guards and vanguard units in times of war.

Unlike many magical beasts whose numbers have dwindled through hunting or deliberate extirpation by farmers and herders, hippogriffs are protected by law, and were brought to Carolingia at an early date to be bred for the saddle. They are invaluable to the Carolingian royal army as scouts, marauders, and shock troops.

Charles II keeps two hippogriff companies. One is typically on parade duty in Charles Town at any given time, while the other is serving on the Ogechee Marches or anywhere else where their services are needed.

Each company contains four squadrons of 20 riders each led by an ensign, under the overall command of a captain. The captains report directly to Charles himself, who is their nominal commander, but in practice delegates this authority to one of

his generals, usually as a mark of favor.

Candidates for the Carolingian hippogriff lancers must be of courtly social rank, by longstanding tradition. Most are the younger children of the rural gentry, with some prior experience in a cavalry unit. Keen eyesight is also essential.



Being a prestigious and often glamorous duty, the hippogriff lancers are said to attract a fair share of rakes, as well as soldiers. With so many young spitfires in the lancers, aerial duels of honor between lancers are not uncommon.

Recruits swear fealty to the king, and are subject to the same regulations as other army troops, although their accommodations are much more comfortable.

Characters who leave the hippogriff lancers must surrender their mounts and all their gear. If discharged honorably, they retain their Social Rank bonuses, but if disgraced, lose them.

Hit Die: d10.

Requirements

To become a Carolingian hippogriff lancer, a character must meet these criteria:

Base Attack Bonus: +5.

Skills: 6 ranks Handle Animal, 8 ranks Ride, 4 ranks Spot.

Feats: Guns, Mounted Combat, Ride-by Attack, medium armor proficiency.

Special: The character must be

a Carolingian with a Social Rank of 16 or higher.

Class Skills

The Carolingian hippogriff lancer's class skills (and the key ability for each skill) are Handle Animal (Cha), Intimidate (Cha), Profession (military) (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 Carolingian hippogriff lancer prestige class.

Weapon and Armor

Proficiency: Carolingian hippogriff lancers retain the weapon and armor proficiencies of whatever core classes they were before joining this prestige class.

Gear: At 1st level, Carolingian hippogriff lancers receive a masterwork aerial lance, broadsword, 2 wheellock horse pistols, breastplate, military saddle, and soldier's uniform.

Mount: At 1st level, a Carolingian hippogriff lancer is matched with a

hippogriff mount. Hippogriffs are trained in combat riding; the lancer can use Handle Animal to train them in additional tricks.

Social Rank +1: Carolingian hippogriff lancers gain a +1 bonus to Social Rank at 1st level.

Lancer Rank: At 1st level, Carolingian hippogriff lancers gain the rank of Hippogriff Lancer and are placed in one of the lancer squadrons under an ensign.

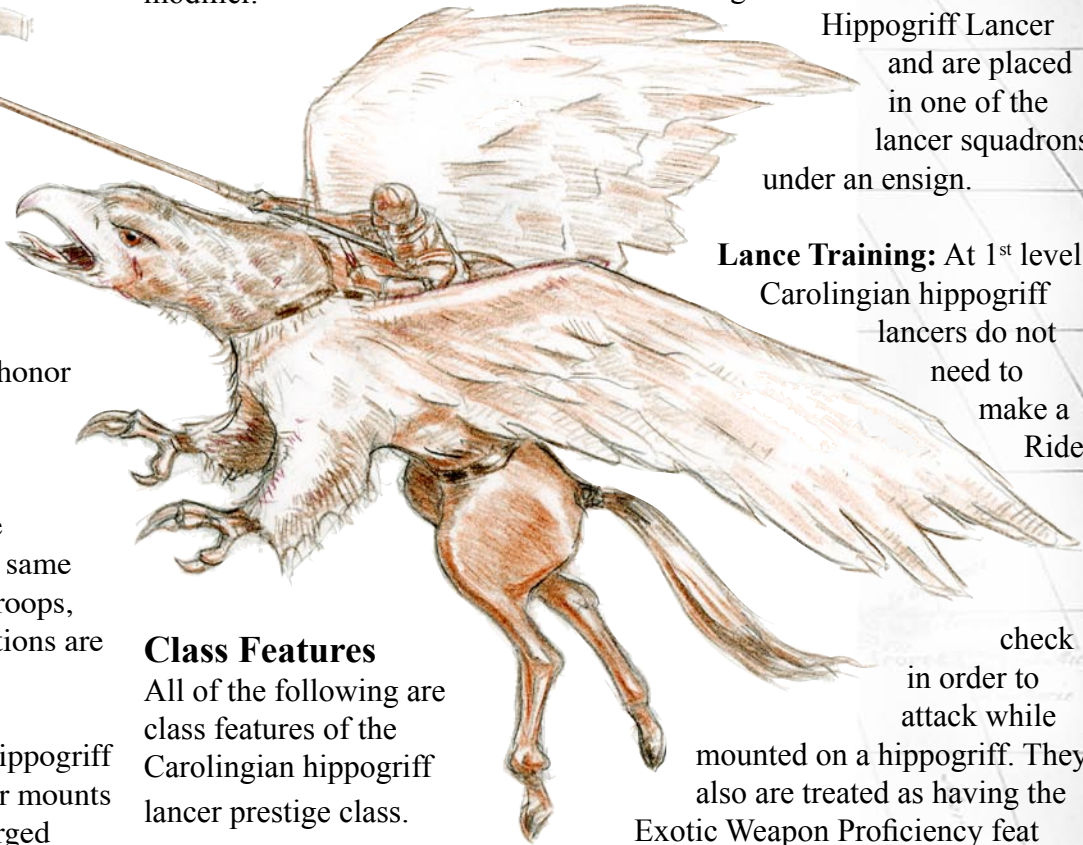
Lance Training: At 1st level, Carolingian hippogriff lancers do not need to make a Ride

check in order to attack while mounted on a hippogriff. They also are treated as having the Exotic Weapon Proficiency feat applied to the aerial lance.

Weapon Focus (aerial lance): At 2nd level, Carolingian hippogriff lancers gain Weapon Focus, applied to the aerial lance.

Spirited Charge At 3rd level, Carolingian hippogriff lancers gain the Spirited Charge feat.

Ensign Rank: At 3rd level, Carolingian hippogriff lancers gain the rank of Hippogriff Ensign, taking command of a squadron within their company. A 3rd-level



Carolingian hippogriff lancer with at least one level in the officer prestige class (see Northern Crown: New World Adventures) may purchase a commission for 20,000 gp, and receive the title of Hippogriff Captain, commanding an entire company.

CAROLINGIAN HIPPOGRIFF LANCER

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	0	Gear, mount, Social Rank +1, lance training, lancer rank
2nd	+2	+2	+0	0	Weapon Focus (aerial lance)
3rd	+3	+3	+1	+1	Spirited Charge, Ensign rank

NEW WEAPON: AERIAL LANCE (ONE-HANDED EXOTIC MELEE WEAPON)

Cost	Damage (M)	Critical	Weight	Type
30 gp	1d10	x3	8 lb.	P

An aerial lance is a very long, slender spear with a lozenge-shaped blade that allows it to pierce and then slide out of a target as the rider pulls away.

Because of its extreme length, it cannot be used by a rider whose mount is on the ground — it is typically held blade-down at a 30 degree angle, which would place its point below the level of a terrestrial mount's hoofs.

A rider snatches it from an elevated rack soon after going airborne, and it must be dropped before the mount touches down again.

The aerial lance deals double damage when used from the back of a flying mount making a dive attack. It has reach, so it can strike opponents 20 feet away, but can't be used against a foe closer than 15 feet. The aerial lance is an exotic weapon, but can be used as a two-handed martial weapon by someone fighting on foot.

SAMPLE NPC: ANNE GRANTHAM, CAROLINGIAN HIPPOGRIFF LANCER

5th-Level Female Soldier/2nd-Level
Carolingian Hippogriff Lancer,
Carolingian, Social Rank 19

CR 7; SZ M (humanoid); HD 7d10+21; hp 60; Init +4; Spd 25 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +9; Atk +11 melee (1d10+2, x3, aerial lance) or Atk +10 melee (1d8+2, 19-20/x2, broadsword) or +9 ranged (1d10, 18-20/x2, wheellock horse pistol); Full Atk +11/+6 melee (1d10+2, x3, aerial lance) or Atk +10/+5 melee (1d8+2, 19-20/x2, broadsword) or +9 ranged (1d10, 18-20/x2, wheellock horse pistol); Space 5 ft.; Reach 5 ft.;

SA none; SQ soldier and Carolingian hippogriff lancer class abilities; AL LN; SV Fort +9, Ref +3, Will +0; Str 15, Dex 13, Con 16, Int 14, Wis 9, Cha 10

Skills: Climb (Str) +6, Handle Animal (Cha) +10*, Intimidate (Cha) +9, Jump (Str) +7, Knowledge (nobility and royalty) (Int) +5*, Ride (Dex) +12*, Spot (Wis) +4, Swim (Str) +4
*includes Carolingian culture bonus

Feats: Guns**, Mounted Combat*, Improved Initiative**, Mounted Shot**, Power Attack, Ride-by Attack, Fencing, Quick Draw, Weapon Focus (broadsword, saber)* *Carolingian culture bonus **bonus soldier feats or class features

Languages: English, Français, Espaniard

Carolingian Soldier: Handle Animal

+1, Ride +2, Knowledge (nobility and royalty) +3. Anne is proficient in and treated as having Weapon Focus for the broadsword and saber. As a Carolingian soldier, Anne receives Mounted Combat as a free feat.

Soldier Abilities: Proficient in guns, simple weapons, and martial weapons; Military Training (hussar): Heavy Armor Proficiency, Mounted Combat, +4 to Ride checks to control mount in battle, leap, spur mount, or make a soft fall; 2 bonus feats (Improved Initiative, Mounted Shot).

Carolingian Hippogriff Lancer

Abilities: Social Rank +1; can attack while mounted on a hippogriff without making a Ride check; can use aerial lance as an exotic weapon; Weapon Focus (aerial lance).

Anne Grantham is the youngest daughter of a Carolingian country squire, a member of the rural gentry. From an early age, she loved riding, often racing her brothers across the fields of her family estate upon the back of her favorite charger. She traveled to Charles Town to receive a commission in the hussars while still in her teens, and spent the next several years in skirmish actions along the southern frontier. Having honed her riding and fighting skills, she graduated into the Royal Hippogriff Lancers three years ago, and has spent time on parade in the capital and in more exciting, less glamorous duty on the front.

Combat Tactics: Anne favors the following tactics in combat:

Devastating Lance Attack: When attacking with her lance from the back of her hippogriff while making a dive attack, Anne does double damage.

Fencing: Anne's Fencing feat allows her to employ any fencing move. She receives a +2 shield AC bonus against melee attacks when armed with a fencing weapon, such as her broadsword.

Mounted Shot: Anne is adept at firing her pistols from the back of her mount, but if she's holding her lance, she won't be able to reload once she's fired. She uses her pistols to finish off weak opponents, or to signal to her fellow lancers over distance using a charged but unloaded pistol.

Power Attack: Anne often uses Power Attack when attacking with her broadsword, increasing her damage to 1d8+7 but decreasing her attack bonus to +5/+0. She is most likely to use Power Attack when facing a poorly armored or otherwise weak opponent.

Possessions: Hippogriff, masterwork aerial lance, broadsword, 2 wheellock horse pistols, 12 powder flasks, bullet bag with 50 bullets, breastplate, military saddle, soldier's uniform, 200 gp.

NEW PRESTIGE CLASS: FRANÇAIS GENDARME

When the captain has his grooms bring out his best mount, you know it's time. The captain saves her for the tough actions, and here she is, her armor polished to mirror brightness, fresh white plumes adorning her chanfron.

You start donning your armor, with help from the lads, of course. The day is hot. One way or the other, you'll not be wearing it long — any mud-covered footslogger lucky enough to bring you down and strip you of your armor will be toting two years' pay on his back. A boost into the saddle, a final check of the action on your pistols, and you form up with the others.

Never put your visor down. It's not worth it. You can't hit if you can't see, and if you keep your head down except to shoot, it's almost as good. And don't be in a hurry to get to the start line. Let the footsloggers see you coming, let them sweat a bit while they wonder if it's their turn to catch it or the next unit down the line.

You go in column, slow at first — save your mount's wind for the retreat. Pick up speed as you get within range, fire, wheel, fire over your shoulder as you retreat. Reload your pistols and do it again.

You've been hit a few times by now, nothing serious if you're lucky, just rattled around a bit. The captain gives the signal for the charge.

You give 'em one last volley as you charge in, breaking from column

to line, one broad front of steel. If they break, your work is done, and the infantry will come up after you. If they hold steady, well, you're the closest thing left in this profane world to a knight in shining armor, so enjoy it.

The Français gendarme is a formidable cavalry trooper, armed with powerful pistols and protected by heavy plate armor. Gendarmes are trained to break enemy infantry units, first by repeated pistol fire at close range, then by charging in and intimidating or overrunning the survivors. Field commanders often save them to sway a key moment in a battle, especially when one segment of the enemy line seems to be wavering; their intimidation value is nearly as great as their firepower.

King Louis XIV maintains many squadrons of gendarmes in Uropa, but only a single squadron in Nouvelle France, stabled in Québec and under the direct command of the gouverneur.

The Québec squadron, only recently arrived in Northern Crown and yet to prove itself in battle, includes two squadrons of twenty gendarmes, each under the command of an ensign, who in turn report to a captain.

It is rumored that they are part of a military buildup linked to growing Français concerns that its claims on the center of the continent may soon have to be backed up with military force.

The gendarme class attracts men and women of unshakable fortitude and aggressive disposition. Soldiers form the majority of candidates.

Unlike the mail-clad knights of the previous age, candidates for the gendarmes do not have to be of courtly rank, although many are, attracted by the aura of danger and romance associated with being among the last fully armored cavalry on Uropan battlefields. Recruits swear an oath to obey and serve the Français crown.

Gendarmes who retire from their unit must surrender all their gear except for one pistol, which is ceremonially handed to them by their superior officer as a token of gratitude for their service. Retired gendarmes often find work as mercenaries or bandits, depending on their current employment prospects.

Hit Die: d10.

Requirements

To become a Français gendarme, a character must meet these criteria:

Base Attack Bonus: +5.

Skills: 6 ranks Intimidate, 8 ranks Ride.

Feats: Guns, Mounted Combat, Mounted Shot, heavy armor proficiency.

Class Skills

The Français gendarme's class skills (and the key ability for each skill) are Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Profession (military) (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 Français gendarme prestige class.

Weapon and Armor Proficiency: Français gendarmes retain the weapon and armor proficiencies of whatever core classes they were before joining this prestige class.

Gear: At 1st level, Français gendarmes receive heavy plate armor (pistol-proofed), heavy warhorse, barding, military saddle, 2 gendarme pistols.

Social Rank +1: Français gendarmes gain a +1 bonus to Social Rank at 1st level.

Gendarme Rank: At 1st level, Français gendarmes gain the rank of Gendarme and are placed in one of the gendarme squadrons under an ensign.

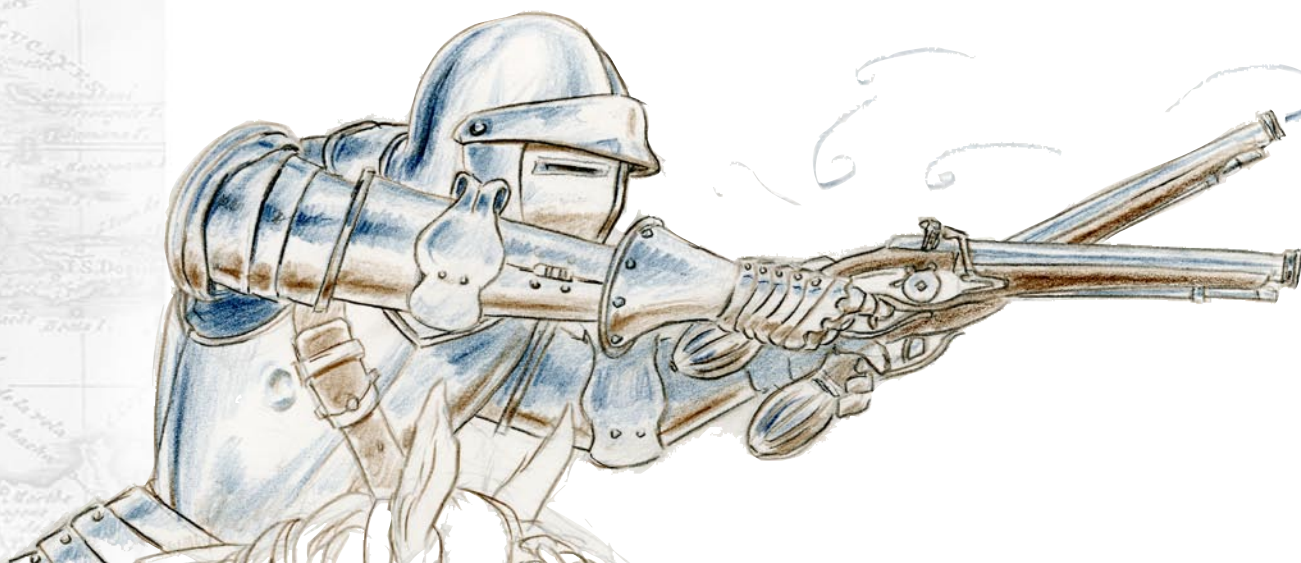
Pistol Training: At 1st level, Français gendarmes are treated as having the Exotic Weapon Proficiency feat, applied to the gendarme pistol.

Ride-by Attack: At 2nd level, Français gendarmes gain Ride-by Attack as a free feat.

Enhanced Demoralization: At 2nd level, Français gendarmes, when mounted, cause demoralized opponents to become frightened rather than shaken on a successful Intimidation check.

Rapid Reload (snaphances and wheellocks): At 3rd level, Français gendarmes gain Rapid Reload, applied to all snaphance and wheellock guns.

Ensign Rank: At 3rd level, Français gendarmes gain the rank of Ensign, taking command of a squadron within their company. A 3rd-level Français gendarme with at least one level in the officer



prestige class (see *Northern Crown: New World Adventures*) may purchase a commission for 20,000 gp, and receive the title of Captain of Gendarmes, commanding an entire company.

THE FRANÇAIS GENDARME

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	0	Gear, Social Rank +1, Gendarme rank, pistol training
2nd	+2	+3	+0	0	Ride-by Attack, Enhanced Demoralization
3rd	+3	+3	+1	+1	Ensign rank, Rapid Reload (snapshots and wheellocks)

NEW WEAPON: GENDARME PISTOL

(ONE-HANDED EXOTIC RANGED WEAPON/MELEE WEAPON)

Cost	Damage (M)	Critical	Range Increment	Weight	Type
250 gp	1d12 (ranged) 1d8 (melee)	18-20/x2 (ranged) x3 (melee)	40 feet	7 lb.	P B

A gendarme pistol is a very heavy wheellock pistol carried by Français gendarmes. When used one-handed as a ranged weapon, it is considered an exotic weapon requiring both Guns and the Exotic Weapon Proficiency feat, but can be fired two-handed by characters with the Guns feat alone. Extremely robust in design, with a heavy grip terminating in a mace-like head, the gendarme pistol can also be held by the barrel and used as a one-handed martial melee weapon.

GERARD BAUDE, FRANÇAIS GENDARME

**5th-Level Male Soldier/2nd-Level
Français Gendarme, Français,
Social Rank 13**

CR 7; SZ M (humanoid); HD 7d10+14; hp 58; Init +3; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +7; Grp +10; Atk +10 melee (1d8+5/x3, gendarme pistol) or +11 ranged (1d12+2, 18-20/x2, gendarme pistol) or Atk +10 melee (1d6+2/19-20/x2, rapier); Full Atk +10/+5 melee (1d8+5/x3, gendarme pistol) or +11 ranged (1d12+2, 18-20/x2, gendarme pistol) or +11/+11 ranged (1d12+2, 18-20/x2, gendarme pistol) or Atk +10/+5 melee (1d6+2/19-20/x2, rapier); Space 5 ft.; Reach 5 ft.; SA none; SQ soldier and Français gendarme abilities, DR 5/+1 vs. ranged weapons; AL CN; SV Fort +9, Ref +5, Will +1; Str 15, Dex 17, Con 15, Int 10, Wis 10, Cha 12

Skills: Climb (Str) +2, Concentration (Con) +8, Handle Animal (Cha) +6*, Intimidate (Cha) +11*, Jump (Str) +2, Ride (Dex) +12, Spot (Wis) +0, Swim (Str) +2

*includes Français culture bonus

Feats: Both Barrels, Exotic Weapon Proficiency (gendarme pistol)***, Fencing*, Guns**, Mounted Combat**, Mounted Shot**, Take Aim**, Two-Weapon Fighting, Weapon Focus (gendarme pistol), Weapon Focus (Rapier)*, Weapon Specialization (gendarme pistol)

*Français culture bonus, **soldier bonus feat or class feature, ***gendarme bonus feat or class feature

Languages: Français

Français Soldier: Gerard receives Fencing as a free feat. He is proficient in and treated as having Weapon Focus for the rapier and smallsword. He receives a +1 bonus to all skills with Charisma as the key ability.

Soldier Abilities: Proficient in guns, simple weapons, and martial weapons; Military Training (Hussar): Heavy Armor Proficiency, Mounted Combat, +4 to Ride checks to control mount in battle, leap, spur mount, or make a soft fall; 2 bonus feats (Mounted Shot, Take Aim).

Français Gendarme Abilities: Social Rank +1; can use gendarme pistol one-handed; Ride-by Attack; frightens opponent on a successful Intimidation check while mounted.

DR 5/+1: Gerard's pistol-proofed armor gives him DR 5/+1 against ranged weapons.

Gerard has recently arrived in Nouvelle France as part of the first squadron of Français gendarmes in Northern Crown. Trained in France, he has seen combat in Uropa but not yet here. Originally a humble farmer's son from Normandy, Gerard has been caring for and riding heavy horses since childhood. His mount, Mercie, is the same animal he rode in France;

his friends jest that he gets on better with horses than people. Considering the number of duels of honor he has fought with other soldiers, they may be right.

Combat Tactics: Gerard employs the following tactics in battle:

Take Aim: By spending two full-round actions aiming, Gerard increases his attack bonus to +12 and doubles his pistol's critical threat range to 16-20. His ranks in Concentration help ensure that even if he's hit while aiming, he'll still shoot true.

Both Barrels: By using the Both Barrels feat, Gerard can fire both his pistols in the same round without sacrificing accuracy.

Fencing: Although not standard gendarme weaponry, a rapier is always at Gerard's side, and he is well-versed in fencing techniques. When armed with a rapier or other fencing weapon, he receives a +2 shield AC bonus against melee attacks.

Possessions: heavy plate armor (pistol-proofed), heavy warhorse, barding, military saddle, 2 gendarme pistols, 12 powder flasks, bullet bag with 50 bullets, rapier, 150 gp.

JOINING AN ELITE TROOP PRESTIGE CLASS DURING A CAMPAIGN

So your 5th-level scout is starting to get an itch to join the Sophian winged sabers. How does that happen in the course of a typical *Northern Crown* campaign? The most common answer is: it

happens between adventures.

Your party has just returned from battling the Great Serpent Witches in Shawnee territory, and your PC is ready to level up. Most GMs allow some down time between adventures.

As long as you have a month or so off, gaining a level in an elite troop prestige class is easy. Just say you're joining the sabers and going through your initial training, and when the next adventure begins, you show up in your shiny new uniform to impress your fellow party members.

How did you get permission to leave your unit so soon and rejoin your adventuring party? Read on — the next section gives some ideas that could become seeds for an adventure in themselves.

INTEGRATING ELITE TROOPS INTO AN ADVENTURING PARTY

The challenge of integrating a character with levels in an elite troops prestige class into a party of PCs is the same one that faces a GM whenever a party member belongs to a military organization: why would a lone soldier be allowed to join a party of civilians?

It isn't hard to find reasons why this might occur. The following ideas are presented in order from the mundane to the dramatic:

The Veteran: What happens when PCs retire from an elite unit? They often go into business for themselves as mercenaries, bodyguards, or bandits. No longer allowed to wear their uniforms, they retain many of their class features and no longer have to



answer to a superior officer.

Sometimes they are hired by their nation's confidential service, or invited to join in a diplomatic mission or voyage of exploration.

The Detachment: The PC's colonel has hand-picked her to assist one or more civilians in an important endeavor — one that requires the PC's particular skills and abilities.

The confidential services of many nations in *Northern Crown* often request elite troops from their respective militaries when the limited combat abilities of agent-class characters are not sufficient.

Usually the assignment is approved

by a high-level military officer, but there are also times when your commander needs you to act without authority to tidy up a potentially embarrassing political situation or to counter a threat to the company's honor.

The Deserter: The PC is AWOL from his unit, driven by some pressing need to clear his name, help his friends, or save his honor. He can't count on any overt help from his fellow soldiers, and may be pursued by military constables on the lookout for deserters.

Should his goal in the adventure be achieved, he still faces arrest and trial by a court-martial for desertion if he ever returns to his company.

Unless, of course, his friends are covering for him for a brief period while he is out of camp!

The Survivor: Last of his company, a lone elite soldier remains, to exact revenge upon... whom? The foes who slew his companions, offering no quarter? The traitor within his own unit who slipped away before the fatal ambush and now fights for the other side?

The survivor PC is motivated by vengeance, honor, or justice. Often, his superiors don't know he has survived, and they may not be happy to hear it, since he may be able to implicate an incompetent or traitorous superior.



BEST OF INTENTIONS:

A TALE OF THE REPUBLIC OF SOPHIA

By Jim Alcalá Salés, Patrick Collins & Brian D. Gute

INTRODUCTION

Best of Intentions is a short adventure for use with the Northern Crown campaign setting published by Atlas Games. It is designed as a moderately challenging adventure for four 1st-level characters. Consult the “Scaling the Adventure” sidebar to adjust the scenario for higher level characters.

Included in this adventure is a fully developed NPC, a natural philosopher, who is ideally suited to be used by the GM as a contact or mentor for characters in future adventures set in *Northern Crown*.

To run this adventure, the Game Master (GM) will need a copy of *Northern Crown: New World Adventures* and *Northern Crown: The Gazetteer*, as well as the PHB and DMG. Paragraphs of italicized text are meant to be read aloud or paraphrased for players.

PREPARATION

It is strongly recommended that GM read through the entire adventure and thoroughly familiarize himself with the events and various situations that are



likely to occur.

Before play, the players should create their own characters, or they can use the pre-generated characters from the adventure *The Caves of Chisca*, available as a free download from Adamant Entertainment and RPGNow

SYNOPSIS

The characters arrive in Arvonsburg on other business, or on their way to another destination such as Richmond. They find the peaceful evening disturbed by a tavern fire caused by a rogue automaton.

After helping the residents deal with the fire, they discover that the automaton belongs to Silas Howes, a natural philosopher who has been promoting his invention as a labor saving device to be used for tobacco harvesting.

On their way to talk to Howes, they learn from two children that someone has been tampering with the automaton. When they finally meet Howes, he denies all charges against his invention and is happy to show the

characters that it is right where he left it.

Silas accompanies them back to Bryn's Tavern to set things straight, but on the way the group is accosted by thugs. After dealing with these ruffians, the group is once again confronted, but

this time by the Mayor and two soldiers.

Apparently the automaton has gone rogue again, and this time slaughtered a cow and some chickens—and it even attacked the Mayor and town guard before wandering off into the dark. Howes is placed under house arrest and the characters must do what they can to stop the automaton before more damage is done, or worse yet, lives are lost.

After stopping the construct, they discover that someone has attached a magical device to it that might allow a wizard to wrest control from its creator. After the adventure concludes, if the characters have learned that Mathias Wickerbee is responsible, they may want to track him down and bring him to justice.

BACKGROUND

Arvonsburg is a small agricultural village a few days ride west of Richmond in the Republic of Sophia. Its residents have become wealthy by growing and selling high-quality tobacco, as well as other less lucrative crops.

The egalitarian laws of the nascent Republic have meant that using slave labor for harvesting and drying the tender ripe tobacco leaves is no longer legal. The labor has been taken up by low-paid migrant farmhands and, here on the Carolingian border, small numbers of indentured servants.

Silas Howes, a young natural philosopher has come to Arvonsburg with the intention of putting natural philosophy and scientific inventions to work

to help the villagers. His newly constructed automaton, designed to harvest tobacco and hang it in drying barns, is undergoing field testing when the adventure begins.

Two tenuously allied forces are opposed to Howes' research. **Brodie Duke** (male Sophian Expert 4, SocR 11, Burgess) has become powerful and wealthy by providing labor gangs for the farms in the region. Over the border in Carolingia, he deals in slaves, but here in the Republic, he uses indentured laborers and some poorly-paid hired hands to maintain his business and his position.

He is opposed to Howes' efforts, but has not yet acted openly against the natural philosopher or his automata. However, he has been acting as a patron for a transient wizard, **Mathias Wickerbee** (male Carolingian Wizard 9, SocR 9, Tradesman), who has come to him with a potential solution to the problem.

Posing as a tobacco buyer, Wickerbee has rented several rooms in Fannie Miller's boarding house on the pretense that he needs meeting space to host some of his potential business partners.

In actuality, he has set up a small laboratory and is working to perfect magical means of controlling automata and other types of constructs. While poking around Arvonsburg, Wickerbee discovered that Duke does not want his business undercut, so he proposed a partnership that Duke was only too happy to accept.

And so, with a source of local funding, Wickerbee has been hard

SCALING THE ADVENTURE

Best of Intentions is designed for a party of four 1st-level characters, but it can easily be modified to make it suitable for groups of 2nd- or 3rd-level adventurers.

2nd-level characters

Characters of this level should still find the adventure challenging, but the following minor revision should be made:

- Make all of the thugs (1st-level commoners) in Scene Six 1st-level soldiers, and make their leader, Jacques Maigre, a 2nd-level soldier.

3rd-level characters

The adventure will not be challenging for 3rd-level characters without the following minor revisions:

- Make the thugs in Scene Six tougher as described above.
- Add two more laborers to the confrontation in Scene One.
- Increase the size of the automaton to Large in the final encounter. See *Northern Crown: New World Adventures* page 158 for changes to the automaton's statistics.

at work perfecting a means to disable, control, or interfere with mechanical devices, inventions,

and automata. Unbeknownst to Howes, Wickerbee has attached an amulet to the automaton, allowing him to exert limited control over the invention using the spells he is devising. Thus far, his spell effects are erratic and temporary, but they definitely show promise in wresting control of the automata from its creator.

The residents of Arvonsburg, except for Brodie Duke, are unaware that Wickerbee is researching his spells; they believe his cover story. When the automaton is apparently out of control, it is in fact being guided, somewhat erratically, by Wickerbee whose intent is two-fold—discredit Howes and automata in general, and perfect his invention-influencing spells.

Should the characters succeed in stopping the automaton without destroying it and find the attached amulet that assists Wickerbee in controlling it, he will disappear from Arvonsburg, retreating to a place of safety before the characters can confront him.

ADVENTURE HOOKS

This adventure is ideally set in late summer with the characters arriving in Arvonsburg in the early evening, just as the automaton is raiding the rum supply at Bryn's Tavern.

You may wish to use one of the following adventure hooks to get the characters involved, or use them as inspiration for something of your own invention:

- The characters are from a neighboring village and have

decided to travel together to Richmond in search of wealth and adventure.

- The characters have been hired by a businessman to bring a shipment of tobacco from Arvonsburg into Richmond.
- The characters were hired by a natural philosopher in Richmond to bring needed supplies to Howes.

FIRE! FIRE!

The rich smell of ripe tobacco wafts on the late evening breeze as you approach the village of Arvonsburg. Lightning bugs dot the darkening sky with brief flashes of light, while the droning of cicadas pulses through the heavy night air. The road between here and Richmond, three day's travel away, is wide and well-traveled, but every other route leading in or out of Arvonsburg is little more than a narrow track skirting the fields or a forest trail.

Where the main road to Richmond turns to the east sits a three-story, half-timbered building that houses one of Arvonsburg's three ale-houses. A short distance away, at the center of the town square, a large, timber-framed pavilion protects the stone-walled well.

Despite the hour, the village is hardly quiet. Ahead, past the slat-walled tobacco drying barns, a noisy commotion erupts as the characters approach. Across the village, a bell is clanging frantically, accompanied by

shouting, and the barking of dogs.

Have the characters make Listen checks, and consult the table below for difficulty classes. A great deal of noise suddenly erupts from the village and what the adventurers can hear depends on the degree of success of their Listen checks.

DC	Results
4	In addition to the barking dog and ringing bell, you can hear loud voices and the word "fire."
8	"Fire at Bryn's Tavern!"
13	Just before the shouting and bell ringing began, there was the sound of splintering timbers and crashing followed by, "Get out of its way!"
18	Just before the shouting and bell ringing began, several raised voices were heard exclaiming in surprise and alarm, followed by the sound of crashing and splintering wood, "Get out of its way, the thing has gone berserk!"
20	Through the din of the many voices raised in confusion, the ringing bell, and the barking dog, you hear a small boy's strangely echoing cry of "Help!"

Silas' automata has just raided the tavern and stolen four one-gallon jugs of fine rum. During the heist, **Bryn** (male Sophian Soldier 1/ Expert 3, SocR 7, Tradesman) the owner of the ale-house tried to command the automata to stop but

it ignored him.

When the innkeeper tried to use force, the automata knocked him down, causing a lantern and several bottles of liquor to crash to the floor, igniting a fire behind the bar. The patrons tried barring the exit so the automata couldn't get away, but it crashed through the door, leaving it in splinters, and ran off past the well and disappeared into the darkness.

SCENE ONE: TROUBLE IN THE STREETS (EL I)

A small group of laborers from a neighboring tavern rush out into the street, mistaking the fire alarm for a warning of trouble in the streets. They immediately confront the characters, assuming they are the perpetrators.

As you approach the source of the commotion, the door of a nearby ale-house is thrown open and four farmhands come rushing out into the night. The men are grimy, still dressed in their field clothes, and appear exhausted from a hard day's labor. You barely catch some of their conversation over the din.

"More trouble, whazzit this time?"

"Didn't I tell you we were gonna have more trouble from Maigre and his thugs."

"Ah, ya doan know what yer talkin' about, Ned. It's a fire."

Nah, I'll bet it's them dern rapsCALLIONS agin. I hear the magistrate's put a bounty on their heads. Look...it's them! Right there! Git 'em, boys!"

You suddenly realize that the workers have turned, and are looking in your direction. With that last comment, the four of them ball their fists, and advance on the party.

Confused Laborers (4): hp 5 each. The laborers are exhausted, having worked hard in the heat all day and they just recently started drinking. They are not sure what just happened, but are responding to the strident alarm; treat them as shaken (–2 morale penalty to attack, damage, and saves). Their stats in Appendix A have already been adjusted for their condition.

The laborers are none too bright, but it is not too difficult to convince them that they do not need to fight the characters (a Bluff or Diplomacy check DC 5). They are harder to scare off (Intimidate DC 13).

Despite the confusion at the tavern, other locals are aware of the confrontation between the laborers and the characters, and will respond to help the laborers if needed, especially if the adventurers escalate the situation by drawing weapons.

If the characters successfully defuse the situation and get past the laborers without a fight, award normal XPs for the encounter. If they enlist the laborers' help in dealing with the fire at Bryn's Tavern, award an additional 100 XPs for the encounter.

AVOIDING PLAYER ESCALATION

The main danger of this encounter is that the characters will overreact and escalate the situation into a life or death confrontation.

Be sure to describe the laborers as dressed in simple work clothes and not brandishing anything more deadly than a clenched fist. In fact, the workers are likely to back down immediately if the characters bare weapons, though they'll likely report them to the watch as well.

SCENE TWO: DOWN THE WELL (EL I)

The fire in Bryn's Tavern started quickly with the mixture of lamp oil, alcohol, and dry wood and is rapidly gaining strength. Residents, trained to respond to alarm raised by the fire bell have started to arrive, some with buckets filled with water, some empty handed.

While the townsfolk have responded quickly, readied fire buckets have already been emptied and the fire continues to grow. The town's well is nearby, as is Boxwood Creek, a small, shallow stream that can be used for some of the water needed to fight the fire. There are enough locals responding to the fire that they need to use both sources of water.

Normally the townsfolk would handle all of this on their own,

unfortunately a small boy, Timothy Veckersen, has fallen into the well and water from that source will not be available until he has been rescued.

After about 5 minutes the townsfolk have the fire under control, though they continue to work for another half-an-hour to get the ale-house completely soaked so there is no possibility of a re-ignition.

Arriving at the scene of the commotion, you see a crowd of angry men rushing out of Bryn's Tavern, some with empty buckets, and one with a large brass hand bell that he continues to ring emphatically. Other residents start streaming out of the dozen or so half-timbered and wooden buildings nearby—some carrying buckets of water, while others arrive empty-handed. Smoke is beginning to pour out of an open window of the tavern.

At this point, have the characters make Spot checks (DC 18) and Listen checks (DC 15).

On a successful Spot check, the characters notice that the bucket for the well is nowhere to be seen and the line has spooled completely into the well. In fact, the rope appears to be pulled taut. With successful Listen checks, they hear a young boy's faint cries of "Help" echoing strangely and some splashing noises.

You see that some of the townsfolk are rushing off to a nearby stream to refill their buckets, while others have headed to the nearby

town well. Just as the first man approaches the well, you hear him exclaim, "'Sblood, somebody's fallen in the well! Quick! Someone get a rope!"

A few others join in, "Help! Help! Someone's down the well!"

Timothy Veckersen (weight 45 lbs., Str Mod -2, Climb +0, Swim +0) had been dropping stones in the well when Silas' automata crashed out of the tavern. Startled by its sudden appearance, he lost his balance and fell into the well, dragging the bucket and rope with him. While the bucket and rope have helped him to remain afloat, the ensuing commotion has drowned out his cries for help. He is on the verge of panic and is growing fatigued.

When the characters look down the well, Timothy becomes excited and tries climbing the rope. The characters should make Use Rope (DC 10) or Spot checks (DC 16). Success indicates that they notice the rope straining and about to break as Timothy puts his full weight on it.

If Timothy is allowed to continue climbing the rope, it breaks and he must now make Swim checks (DC 10) each round he is in the well. If he fails his check, he begins to drown (see the drowning rules, DMG). The distance from the top of the stone wall surrounding the well to the water is 15 feet. The water at the bottom of the well is 20 feet deep.

If the characters tie a loop in a rope (Use Rope DC 10), Timmy will not have to make Strength or Climb checks, and the characters

can simply haul him up out of the well—with Timothy only weighing 45 pounds this is a fairly simple task, even for a character with Strength 7+.

Timothy's father, **Hermes Veckersen**, quickly arrives on the scene to escort him home and invites the characters to drop by in the morning for a reward—17 crowns each (51 gp) for saving his son. If Timothy is rescued, alive but unconscious, reduce the reward to 9 crowns each (27 gp).

SCENE THREE: FETCH ME THAT PHILOSOPHER

Bryn approaches the characters as soon as the fire is under control. He should address the character with the highest social rank, thanking for them help and asking for assistance getting in touch with Silas. How exactly he addresses the characters will largely depend on their social rank in relation to his own. See Chapter Three of *Northern Crown: New World Adventures* for more information on social rank and courtesy. Bryn offers each character 2 crowns (6 gp) for their timely assistance in contacting Silas.

Luckily for the characters, who have no idea where to find Silas, the townsfolk remain roused and active for some time before heading back to their homes and the other ale-houses. This is an opportune chance for the characters to question some of the residents about the incident and try to discover where they can find Silas. Successful Gather Information or

Bardic Knowledge checks reveal the following:

DC Information Gained

- 5 Silas Howes, a natural philosopher is building and testing an automaton.
- 8 The rogue automata took several gallons of hard liquor from the tavern.
- 9 Howes has a small house and workshop on the southeast side of the town.
- 10 The automata entered Bryn's Tavern through the rear entrance and went right to the shelf where the rum was stored. When Bryn told it to 'stop' it ignored him, when he tried to take away the rum it knocked him, a lantern, and several bottles onto the floor, starting the fire.
- 11 Silas had his automaton working in Farmer Fallon's fields earlier today.
- 12 Brodie Duke who organizes work crews for the tobacco harvest doesn't like Howes or his ideas for creating automata to pick, store, and dry tobacco.
- 14 One of the farm hands saw Silas talking with Apollo Wellington on his farm while the automaton was working in Fallon's fields.
- 16 Automata can use alcohol for fuel.
- 22 Lately there have been

several strange instances where firearms, crossbows, and other mechanical devices have not functioned properly. No one has been able to explain this odd occurrence.

SCENE FOUR WHISPERS IN THE TREES (EL 1)

Patty and Eddie Kricksmith (ages 11 and 9, respectively) were on their way home. They had been playing with friends after supper when a horrible metal monster came stomping down the road. They didn't recognize it at first, so they climbed up a tree to hide.

From that vantage point they saw Silas' creation stop in front of Mathias, the tobacco merchant, in the field next to the road. After taking three bottles from the automaton, Mathias vanished right in front of their eyes and the monster set off again.

The party can gain a wealth of information from this encounter.

The kids can tell them who Mathias is, where he lives, and what direction the automaton was going. They also know that the construct is a creation of the nice man, Silas. They can point the direction to where Silas is currently talking with Apollo Wellington. There are three opportunities for starting this encounter.

Have the characters make Spot checks (DC 14) as they head down the road to see if they spot the two children hiding in the branches of a southern red oak overhanging the road up ahead.

If no one makes the Spot check, there is still a chance that someone overhears Patty and Eddie talking.

The characters should make Listen checks (DC 16) to see if they hear the children whispering. On a Listen check (DC 26), the characters overhear part of the children's whispered conversation.



In this case, read the following text aloud:

You hear a faint rustling of leaves and whispering ahead of you.

Listening carefully you catch bits of conversation between two children, a boy and a girl, high above in the branches of an oak tree.

You just barely catch the boy saying "I don't know if we can trust them, they might be bandits."

And the girl's whispered reply, "But we need their help. Quiet, I think they heard us."

Patty and Eddie are arguing about whether they should ask the adventurers for help or not. If the group spots or hears the kids, they can make a Diplomacy check (DC 3) modified by the chart below.

The kids are considered friendly but they are still scared. If Patty and Eddie are won over by the characters, they willingly share what they know.

DC Modifier Situation

+4 Characters are talking about finding the automaton.

+5 Silas is with the group.

+8 Characters are polite and well-mannered.

-4 Characters raise their voices or order the children to come down from the tree.

-6 Characters are brandishing weapons.

If the party neither sees nor hears the children there is still a chance that the kids might call down to them. The kids are already scared so they need to make Sense Motive checks (DC 20). The children have no skill modifiers for this check, but make use of the same situational modifiers used with the Diplomacy check. Both Patty and Eddie should make checks, and if one of them succeeds, they call out to the characters for help.

If the party misses this encounter the kids stay in the tree until morning, or until they see someone friendly coming down the road. When Silas and the characters head into town to talk to Bryn, have them make Spot and Listen checks again and check to see if the kids call out to them.

The base experience award for this encounter should be 100 XPs. If the party offers to escort the kids safely home before pursuing their mission, they earn an additional 50 XPs.

SCENE FIVE: A CONFUSED SILAS (EL I)

If the characters have missed the various opportunities to learn Silas' location, feel free to add in a few role-playing encounters with various residents of Arvonsburg. You could even have them stumble across Silas' modest cottage and workshop, only to discover that no one is home. Be sure not to drag this out too long before the characters eventually come across Silas and Apollo in the following scene.

Turning down the lane that leads to Apollo Wellington's farm, you see two men standing near a split rail fence, deep in conversation.

One of the men, obviously a wealthy landowner and member of the local gentry, has a well-groomed mustache, long black hair pulled into a single braid, and wears fine cotton trousers gathered at the knee and a light jacket.

The other man is similarly attired, but his clothes are patched and worn, and covered by a smudged leather work apron. His blond hair is also pulled back into a braid, but some has pulled out of the braid and frizzy tufts stick out from behind his ears. Perched on his forehead, seemingly forgotten, is a leather band set with a number of magnifying lenses, and a lantern giving off an odd, bluish glow sits at his feet.

When the characters arrive on the scene, Silas, the somewhat disheveled man, is deep in conversation with **Apollo Edward Wellington** (male Sophian Aristocrat 3/Soldier 2, SocR 17, Gentry), explaining the potential labor saving benefits of his invention.

A successful Listen check (DC 13) allows any character to catch just a few bits of their conversation before they stop talking, including the words: *automaton*, *harvesting*, and *expenses*.

As you approach, they both turn and look your way. The well-dressed gentleman clears his throat and says, "Is there something I can help you with? Please identify yourselves and your business here

on my farmstead.”

Both Apollo and Silas are members of the gentry. Unless one of the characters is of similar social rank, both will be insulted if directly addressed by the characters before Apollo has a chance to initiate the conversation. This is a great opportunity for role-playing and to emphasize the importance of social rank in Northern Crown.

Before any discussion can take place, Apollo insists that the characters introduce themselves and state their business on his farm. The characters must be diplomatic or this conversation will not go well at all. His initial attitude toward the characters is Indifferent, though it immediately changes to Unfriendly if the characters do not follow correct social forms, or are rude and discourteous.

If the characters are polite, make their introductions, and state their business, Apollo introduces Silas.

Likewise, a successful Diplomacy or Charisma check (DC 15) will go along way to gaining Apollo's help. Silas allows his friend Apollo to shield him from the characters' investigations until any mention is made of his automaton damaging Bryn's tavern. At this point, he simply cannot contain his disbelief at these accusations and begins to explain why the allegations are completely preposterous.

“Ludicrous! Preposterous! There is simply no way that my invention could be responsible for this ruckus. Why, at this very moment it is in Goodman Fallon's field, just along the way, and....” Quickly checking his pocket watch, Silas



suddenly seems extremely pleased with himself, "and it has run out of fuel exactly 15 minutes ago."

If the characters insist on seeing the automaton at work in the field, Silas happily walks them over to Farmer Fallon's fields where they see the construct continuing to work on in the fading light of evening. Silas is definitely startled to see it still performing its duties, but makes it clear that he feels himself vindicated by the fact that it is still in Fallon's field.

Up ahead, in the fading light, you can just see the mechanical man in the midst of a tobacco field. It bends over to harvest the leaves with a short knife and then carefully transfers them into the basket on its back before moving on to the next plant.

"You see, right where I said...odd, it should've run out of fuel by now...anyhow, yes, it is right where it should be, just as I said. There is absolutely no way that my creation could have been responsible for the damages done to poor Bryn's ale-house."

With the characters as witnesses that his automaton is exactly where it should be, Silas happily accompanies them back to Bryn's Tavern to convince Bryn that the damages were not caused by his creation.

If the characters did not insist on seeing the machine, but only in escorting Silas to the ale-house to face Bryn, Silas insists that they first walk to Fallon's farm just to be sure that everything is in order. The following are some important bits of information that the

characters should learn during their encounter with Silas. If no one thinks to ask these questions directly, allow each of the characters to make a Gather Information check to attempt to learn these facts. Natural philosophers gain a +2 bonus to these checks, due to their knowledge of science and Silas' interest in "talking shop."

DC	Information Gained
8	As with all automata, Silas' automaton servant uses alcohol for fuel.*
10	A small locked hatch on the automaton's back allows Silas to access its power source and the knife switch that starts up or shuts down the construct.
12	The service hatch is currently covered by the automaton's tobacco harvesting basket, worn like a backpack.
14	The automaton is conditioned to respond only to Silas' voice, though Silas can modify it to respond to commands from other people.
18	Silas has received several threatening, anonymous notes telling him to "clear out" and take his "mechanical monstrosity" with him.
20	A few days ago, Silas found the door to his workshop slightly ajar and it appeared that one of his bottles of fuel was missing. He later found the empty bottle,

but was confused because he can't remember emptying it.

* Silas doesn't realize the implications of this fact until the characters directly point out to him that his automaton must have gotten more fuel somewhere if it's still running, and Bryn says that it grabbed several bottles of rum.

SCENE SIX: BASHING HEADS FOR BEER MONEY (EL 2)

Ahead on the road are six rough-looking men. Two carry torches, and by the flickering light you can see that they are not gentlemen. All six are dressed in common Français travelers' garb, though one wears a long, heavy leather coat. Three of the other men carry clubs, while the last wears a broadsword sheathed at his side. They are headed your way and are about 30 feet away and closing at a walk.

The man with the sword steps forward, tosses his long, greasy black hair out of his eyes and delivers a warning to Silas in broken English, "I am zee infamoos Jacques Maigre, und I haff decided eet is time for you to leaf zees town."

If anyone replies in any language other than Français, the thugs look at one another, shrug and then attack. If the characters reply in Français, Maigre replies:

"Ve are heer to roon sooch trooble makers out uf town. You can leaf on your feet, or feet first." All of the thugs laugh heartily at this Maigre's little joke and then step forward menacingly. "Georges, Gérard, get zee philosopher!"

Jacques Maigre (male Français Soldier 1): hp 11

Thugs with clubs (3): hp 8

Thugs with torches (2): hp 8

Mathias Wickerbee has given an advance payment payment of 30 gp to each of the thugs, offering another 30 gp each upon completion of the task. The thugs are to scare off the characters and run Howes out of town. Barring that, they are to learn what they can about the strength of the adventurers and report back to him.

Tactics: The thugs use their clubs or torches in melee combat, though their leader, Maigre, does not hesitate to draw his sword and wade into battle. While torches are clumsy improvised weapons, the thugs think that they are pretty intimidating.

Note that normal rules for catching fire do not apply, as this is not considered sustained contact with a flame. The thugs try to keep at least two of their number in melee combat with Silas at all times.

TORCHES AS IMPROVISED WEAPONS

If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size (small 1d2), plus 1 point of fire damage. As an improvised weapon, the torch is -4 to attack, inflicts 1d2 damage +1 point of fire, and is treated as a simple weapon.

OFFICIAL NOTICE OF BOUNTY

The state of Richmond, through the offices of the Notable Everett Shirley, hereby provides notice of the following bounties for the apprehension of these reprehensible individuals:

Jacques Maigre — 18 pounds (216 gp)
 Georges "Sanglant" Montblanc — 10 pounds (120 gp)
 Gérard "Le Couteau" Martins — 8 pounds (96 gp)
 François "Joli Blond" — 5 pounds (60 gp)
 Rene "Le Petit Roux" — 3 pounds (36 gp)
 Remy Dubois — 3 pounds (36 gp)

Possible Outcomes:

- **Characters run away or are killed.** Wickerbee continues his experiments which lead to more injuries and deaths in the very near future.
- **Characters defeat but don't kill the thugs.** Assuming they can communicate with the thugs, an Intimidate check (DC 10, -2 for each thug killed in battle) reveals that they were hired by Mathias Wickerbee to run the characters off or kill them if need be. They don't know why, but can tell the characters that Wickerbee is staying at Fannie Miller's boarding house. Wickerbee is invisible and has been watching the whole while from a nearby field. He immediately heads home, grabs a couple of his most valued possessions, and leaves on horseback as quickly as possible.
- **Characters kill all of the thugs.** Wickerbee is watching from a nearby field, cloaked in an *invisibility* spell. He heads home, but takes his time packing all of his possessions and research notes before he leaves town as he does not see the characters as an immediate threat.
- **Characters somehow avoid the encounter.** The thugs keep searching throughout the night to earn their other 30 gp for completing their "task." Check for an encounter each hour with a 20% chance that the characters encounter them if they are on the main town road.
- **Silas is killed by the thugs.** This is a sad outcome and might well end the adventure, unless the characters continue investigating to clear Silas' name.

SCENE SEVEN: THE LAW COMES FOR SILAS (EL I)

As the characters leave the scene of their scuffle with Maigre and his thugs, headed once again for Byrn's Tavern, they are confronted by **Mayor Everett Shirley** (male Sophian Expert 3/Soldier 2, SocR 11, Burgess) and a **town guardsman** (male Sophian Soldier 1, SocR 4, Yeoman). The two have been looking for Howes and are intent on placing him under house arrest (due to his social status they will need irrefutable proof before placing him under arrest).

As you round a corner, you spot two men in uniform. One is a short, stout man with spectacles framing his severe face. His long gray hair is tied back and his tricorne hat rests atop a bloody bandage. Hailing Silas with a wave of his hand, he begins to approach. His companion, a town guardsman is also injured—his left arm immobilized in a sling—but his sword hand, resting on the butt of his wheellock double pistol, appears to be working perfectly.

As they come closer, the Mayor, Everett Shirley, speaks. "Silas, I'm afraid I'm going to have to place you under house arrest until this matter is resolved. Please surrender yourself into my custody immediately."

Regardless of Howes' response, he continues, "Your invention has resulted in the burning of Bryn's Tavern, injury to Timothy Veckersen, the deaths of valuable livestock—namely Mary Reading's

milk cow and seven of her laying hens—and bodily injury to myself and two officers of the law. The Richmond dragoons have been summoned and will be here within a day to deal with the automaton, if the matter is not resolved before then." The Mayor eyes narrow as he looks down his nose at Silas who appears horror stricken by this litany of charges. "One of my officers is gravely injured Silas. If he dies, there will be grave consequences. What have you to say for yourself?"

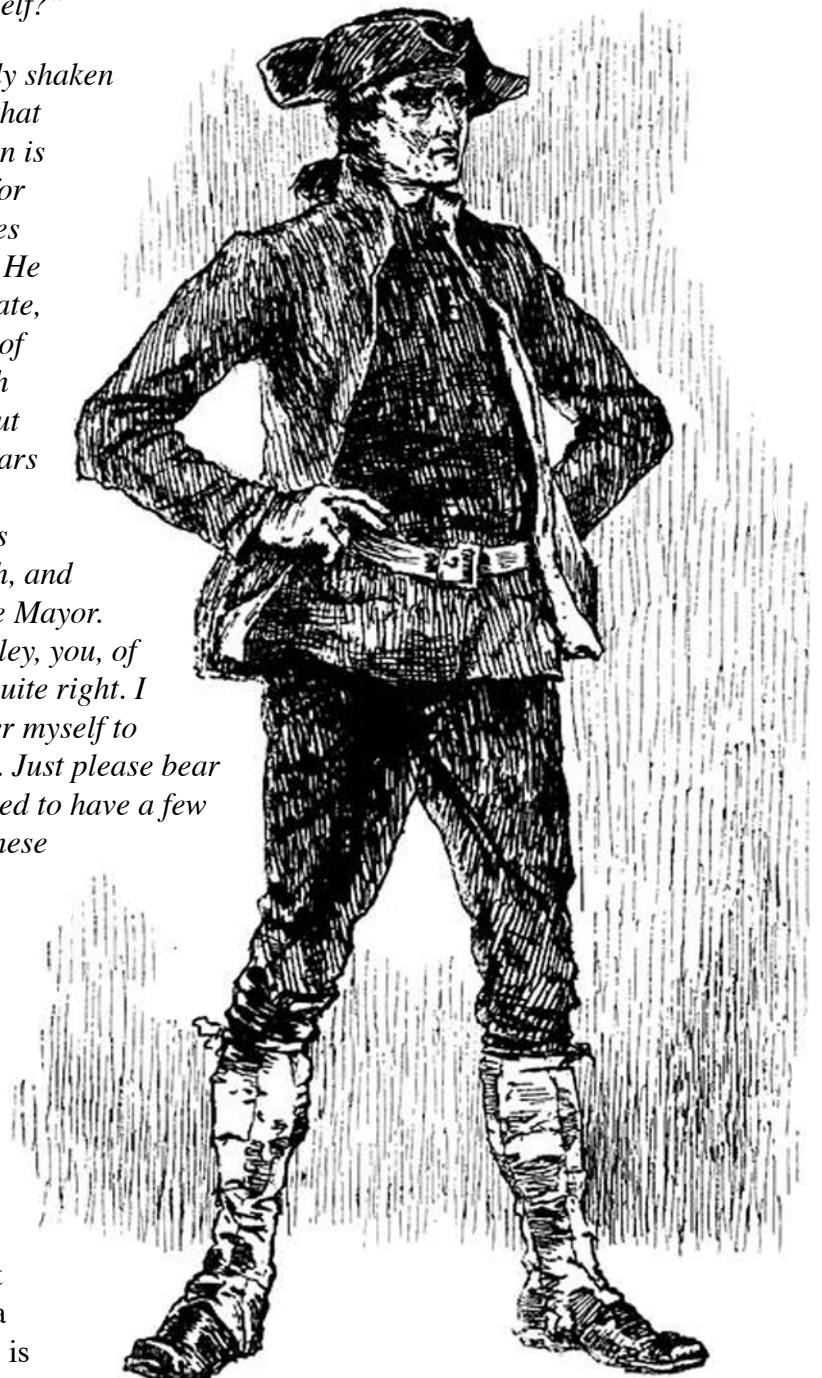
Silas is visibly shaken by the news that his automaton is responsible for more damages and injuries. He looks desperate, on the verge of pleading with the Mayor, but then he appears to gather himself, takes a deep breath, and addresses the Mayor.

"Mayor Shirley, you, of course, are quite right. I will surrender myself to your custody. Just please bear with me, I need to have a few words with these gentle folk."

Silas turns to speak with the characters. If they immediately offer their help, without any offer of a reward, Silas is

deeply touched by their charity and courage.

Either way, he offers the characters all of the coin in his purse for their assistance (204 gp). He also promises an additional 800 gp reward if they can stop the automaton without completely destroying it. Silas immediately reviews what the characters know about the automaton, and he makes sure they know how to deactivate the automaton.



Unfortunately, Silas is frazzled and does not think to give the characters the key unless they ask for it.

With that settled, Silas says, "Please, do what you must, but if you can shut it down without destroying it, I will be most grateful. Remember, if you can open the hatch on its back, you will be able to shut it down.

Otherwise, may God smile upon your effort, for I am afraid that your weapons will be of little use against its iron skin.

As for myself, I must surrender myself into the good Mayor's custody and rely on your charity and courage to resolve this matter." With that, Silas turns back to the Mayor and is promptly escorted away to his house.

Silas does not actually go to jail, as would a member of one of the common social classes. However, one of the guardsmen must keep watch outside his house that night.

Characters can visit Silas at home while he's under house arrest. If they do, they encounter the guardsman with the injured arm keeping watch at the front door of his house.

If the characters resist the arrest by force of arms, Silas is stunned for a round and then does everything in his power to prevent the characters from harming the Mayor and the guardsman.

This could be a very dangerous encounter for the characters, and may very well end with them dead

or imprisoned. If they do attack, Silas immediately sees them as a threat to the community rather than a potential source of aid.

Whatever the outcome of any armed resistance, the characters very likely become outlaws if they pursue this approach, with Silas Howes assisting the authorities as best he can.

SCENE EIGHT: SHOWDOWN IN ARYONSBURG (EL 2)

When the characters catch up with the automaton, it is slowly closing in on the center of town. Given its slow speed, they can quickly overtake the construct, and it ignores them completely until they either attack or get in its way, at which point it attacks.

Automaton Servant: hp 31
Possible Tactics:

If the characters plan to shut down the automaton rather than destroying it as requested by Silas, they face several challenges. First they need to gain access to the service hatch on the automaton's back. That means getting rid of the harvesting basket. The harvesting basket can be smashed, or the shoulder straps can be cut and the basket will fall off. Treat attacking the basket as attacking a worn object (see PHB, Combat chapter).

- **Smash the basket.** Only bludgeoning and slashing weapons work, and the basket is very resilient (AC 11, hardness 5, hp 15).
- **Cut the straps.** Only slashing

weapons work and both straps must be cut to gain access to the hatch (AC 12, hardness 5, hp 8 each).

Once the hatch is revealed, the characters still need to get it open. If they have not procured the key from Silas, they will have to pursue one of these approaches:

- **Destroy the hatch.** Any damage that gets through the hardness of the hatch is also applied to the automaton (AC 12, hardness 10, hp 10).
- **Pick the lock.** This requires an Open Lock check (DC 20). Attempting to pick the lock without somehow incapacitating the automaton (perhaps using the 0-level spell *pause invention*) draws an attack of opportunity and requires a Concentration check regardless, (DC 10 + damage dealt if the attack succeeds, otherwise DC 10 due to the automaton's movements).

With the hatch finally open, it's a simple matter to throw the knife switch to deactivate the automaton's power plant; however, doing so is a standard action that draws an attack of opportunity.

Once the automaton has been shutdown or destroyed, a Search check (DC 12) reveals a small, compact device attached to the base of the construct's neck. This round device, apparently a golden amulet inset with small gems, radiates faint transmutation magic and bears an odd glyph on its surface. It is firmly attached to the automaton, and cannot be removed by any normal means.

Note: If you want Mathis to be affiliated with Le Dragon Rouge (see *Northern Crown: The Gazetteer*) the glyph on the amulet could easily be in the shape of a coiled red dragon.

If the characters are not successful, the automaton continues its rampage of destruction and mayhem in Arvonsburg.

Once finished, it returns to Silas' workshop where it is found in the morning, inactive, but covered in blood from its murderous rampage—ample evidence that it was responsible for the damage and killings. That evening when the dragoons arrive, the automaton is thoroughly destroyed.

SCENE NINE: CONCLUSION

If the characters are successful in stopping the construct, word travels quickly and two town guardsmen appear as the characters are deciding on their next course of action. The guardsmen take possession of the inactive automaton and ask the characters to accompany them to the Mayor's office.

If the characters resist, the guardsmen remind them of the damage done by the machine and that it must be brought in for inspection and possibly destruction.

Silas is already there when the characters arrive. The automaton is brought before him, and he immediately begins to inspect the damage. If the characters do not point it out, Silas almost

immediately notices the amulet. He quickly uses his apparatuses to cast *detect magic* and then *dispel magic* to remove the amulet.

"Well, that most certainly does not belong there, and...umh...it doesn't want to move, either. Quickly, someone hand me apparatuses!"

One of the watchmen hands Silas his gear and Silas pulls a small, wooden box out of a leather pouch. The velvet lined box contains a small brass sphere, roughly the size of an apple. Silas manipulates the sphere, turning some gears and knobs, and suddenly the sphere begins ticking, followed shortly by a whirring of gears and loud chiming that continues for about twenty seconds.

"Just as I suspected, this is a magical device designed to somehow control my creation. Well, we'll see about that." And he begins resetting some of the controls on his Copernican clock. This time the clock ticks and whirs, but chimes only once. As the clock chimes, the amulet comes free in Silas' hand. "Yes, I thought that would do it."

Carefully packing away his Copernican clock, Silas begins to explain. "It's all much clearer to me now. You see, I believe that a wizard has been tampering with my invention, and here we have the proof. This device must have somehow overridden the controls of my automaton, allowing this wizard to issue orders to it. Though, I believe that this amulet was only part of the control, it simply isn't powerful enough on its own. So, the erratic behavior must have

been the wizard experimenting with variations on a spell that would grant him control of an automaton...and it would seem that he finally got it right. At least we have his amulet, and hopefully he doesn't have anymore already constructed."

Successful Spellcraft checks (DC 15 and 18) or Knowledge (science) checks (DC 18 and 21) reveal that he first used *detect magic*, quickly followed by *dispel magic* to remove the amulet.

While the amulet is substantial proof of tampering, the Mayor feels the need for further investigations before he is willing to let Silas completely off the hook—he'll remain under house arrest until Shirley is satisfied. And even though it was not Silas' fault, he is still held financially responsible for the damages.

If the characters were successful in stopping the automaton, Mayor Shirley is interested in anything else they might know about the strange behavior or the construct and wants them to continue investigating on Silas' behalf.

Additionally, Silas makes good on his promised reward. If the automaton was destroyed, he still gives the party an additional 50 gp each for their help. If they inflicted significant damage (more than 21 hp) he gives them 100 gp each.

Finally, if they managed to shut it down without significant damage (as defined above) he makes good on his promise of 200 gp each. If you want to add a little additional setting flavor, a portion

of the reward is a 50 pound bale of tobacco, marked with the Wellington family crest—due to his other financial obligations, Silas had to call on his friend Apollo for assistance. This particular variety of tobacco fetches 8 shillings per pound at market making the bale worth 240 gp.

EXPERIENCE AWARDS

Scene 1—600 XPs + 100 XPs if they recruit the laborers to help at Bryn's

Scene 2—200 XPs for saving Timothy (only 100 XPs if he is unconscious by the time they rescue him; only 50 XPs if they merely recover his body from the well)

Scene 4—100 XPs + and additional 50 XPs if they escort the children home

Scene 5—300 XPs

Scene 6—1,050 XPs

Scene 7—300 XPs

Scene 8—300 XPs

FURTHER ADVENTURES

The following are ideas for possible follow-up adventures:

- The characters decide to track down this mysterious Mathias mentioned by Patty and Eddie. Since the children knew who he was, it shouldn't be difficult to find someone in town who knows where he was staying and who he might have been seen with.

The characters will fairly easily discover that he was staying at Fannie Miller's boarding house—unfortunately, by the time the characters get there he has already cleared out leaving little trace of his activities.

They'll have to do some careful detective work around town to track down his association with Brodie Duke and some leads on where Mathias may have gone.

- Burnt scraps of parchment found in Mathias' fireplace and the symbol from the amulet suggest possible links between Wickerbee and a shadowy cabal of Carolingian wizards.

Alternately he could be involved with Le Dragon Rouge.

- Silas offers the characters a retainer to remain in Arvonsburg for a while as he finishes testing his automaton. With the heroes watching over future tests, Mayor Shirley is willing to allow Silas to continue his work.

Unfortunately, with Mathias gone, Duke is starting to get impatient and is looking for any means of sabotaging Silas' research or destroying the automaton. The characters have their hands full protecting Silas and the construct.

- Silas needs the characters to test some of his new inventions. What is more dangerous, the inventions or the unwanted attention they attract?

- Silas has written a paper based on his experience and his research into Wickerbee's amulet. This paper, in a scroll tube, must get to Richmond and be delivered to the Richmond Philosophical Society.

- Having seen the heroes in action, Hermes Veckersen (male Sophian Expert 5, SocR 14, Burgess) has a proposition for them. Several shipments of tobacco sent to Richmond have gone missing and Hermes suspects bandits. The bandits are smart and have not bothered any heavily guarded wagons or caravans, so he proposes that the characters pose as merchants traveling the route to Richmond.

Once ambushed, they can attempt to track the bandits to their lair and bring them to justice. If part of the payment from Silas was in tobacco leaf, the group can use their bale of tobacco as bait.

APPENDIX A: NPCs AND CREATURES

Automaton Servant

CR 2; SZ M (construct); HD 2d10+20; hp 31; Init +0; Spd 20 ft.; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +1; Atk +1 melee (1d4/19–20, dagger); Full Atk +1 melee (1d4/19–20, dagger); Space/Reach 5 ft./5 ft.; SA —; SQ Construct traits, darkvision, DR 5/—, skilled; AL None; SV Fort +0, Ref +0, Will –5; Str 10, Dex 10, Con —, Int 10, Wis 1, Cha 1.

Languages: none (understands commands in English).

Skills & Feats: Craft (tobacco harvester) +5, Rope Use +5; none.

Possessions: harvesting basket, dagger.

Confused Laborers

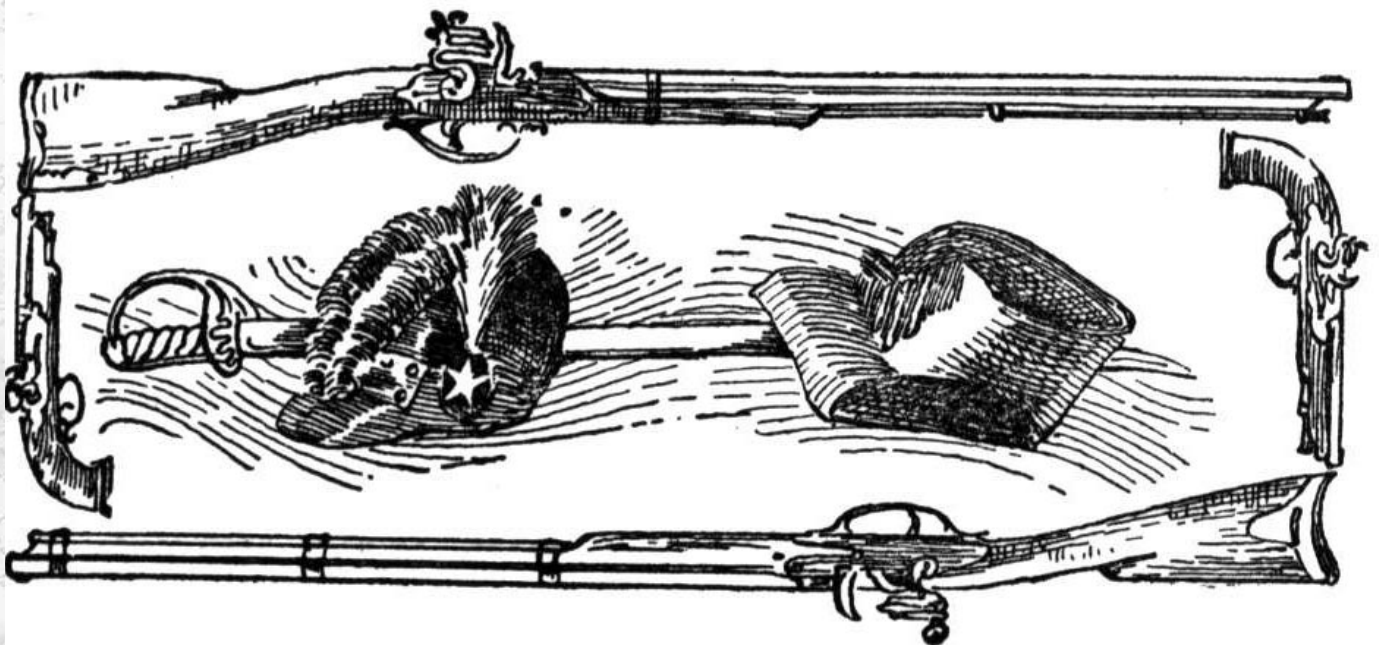
1st-Level Male Human Commoners, Sophians, Social Rank 2 (Laborers)

CR 1/2; SZ M (humanoid); HD 1d4+1; hp 5; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0*; Atk +0* melee (1d3*, unarmed strike); Full Atk +0* melee (1d3*, unarmed strike); Space 5 ft.; Reach 5 ft.; SA none; SQ Sophian culture bonuses; AL N; SV Fort –1, Ref –1, Will –3; Str 14, Dex 12, Con 12, Int 8, Wis 7, Cha 10.

*Includes exhaustion penalty described in Scene One (–2 morale penalty to attack, damage, and saves).

Skills and Feats: Climb +4, Handle Animal +2, Profession (laborer) +3, Spot –2, Swim +4, Use Rope +2; Athletic, Endurance.

Possessions: each has 13 sp, and a dagger.



Français Ruffians

Jacques Maigre, 1st-Level Human Français Soldier, Social Rank 6 (Yeoman)

CR 1; SZ M (humanoid); HD 1d10+5; hp 11; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/x3, masterwork broadsword); Full Atk +4 melee (1d8+2/x3, masterwork broadsword); Space/Reach 5 ft./5 ft.; SA —; SQ Dragoon training, Français culture bonuses, saddle-crafty; AL CE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +6*, Handle Animal +4*, Intimidate +8*, Ride +3; Mounted Shot*, Quick Draw, Persuasive, Weapon Focus (matchlock caliver)*.

*includes +1 cultural bonus; dragoon bonus feats; also note that as a soldier Jacques is proficient with all guns.

Languages: Français.

Français Culture Bonuses: +1 to all Charisma based checks.

Possessions: 36 gp and 16 sp in a coin purse, buff coat, masterwork broadsword, masterwork wheellock belt pistol.

**Georges “Sanglant” Montblanc,
Gérard “Le Couteau” Martins,
François “Joli Blond,”
Rene “Le Petit Roux,”
Remy Dubois**

1st-Level Human Français Commoner, Social Rank 2 (Laborer)

CR 1/2; SZ M (humanoid); HD 1d4+5; hp 8; Init +0; Spd 30 ft.; AC 11, touch 10, flat-footed 11; Base Atk +0; Grp +2; Atk +2 melee (1d6+2, club) or –2 melee (1d2+2+1 fire damage, torch); Full Atk +2 melee (1d6+2, club) or –2 melee (1d2+2+1 fire damage, torch); Space/Reach 5 ft./5 ft.; SA —; SQ Français culture bonuses; AL CE; SV Fort +2, Ref +0, Will –1; Str 14, Dex 10, Con 14, Int 10, Wis 9, Cha 10.

Skills and Feats: Bluff +2*, Hide +2, Intimidate +3*, Profession (laborer) +1; Power Attack, Simple Weapon Proficiency (club), Toughness.

*includes +1 cultural bonus.

Languages: Français.

Français Culture Bonuses: +1 to all Charisma based checks.

Possessions: each thug has 30 gp and 9 sp; all wear padded coats, three have clubs, the other two have torches.

Silas Howes

9th-Level Male Human Natural Philosopher, Sophian, Social Rank 20 (Gentry)

CR 9; SZ M (humanoid); HD 9d4+18; hp 47; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +4; Grp +4; Atk +5 melee (1d4 plus 1d4 cold/19–20, cryonic dagger); Full Atk +5 melee (1d4 plus 1d4 cold/19–20, cryonic dagger); Space 5 ft.; Reach 5 ft.; SA phenomena, turn undead; SQ Sophian culture bonuses, SR 9; AL NG; SV Fort +5, Ref +4, Will +6; Str 10, Dex 13, Con 14, Int 17, Wis 11, Cha 13.

Skills & Feats: Appraise +11, Concentration +13*, Craft (clockmaker) +14, Decipher Script +10, Diplomacy +8*, Disable Device +16, Knowledge (arcana) +8, Knowledge (nature) +9, Knowledge (science) +14, Open Lock +8, Ride +4, Spellcraft +10, Swim +3; *Cheap Invention, Craft Invention, Diligent, Invention Specialization (automata), Manners, Nimble Fingers, Science Specialization (matter).*

*includes +2 cultural bonuses; italicized feats are taken from *Northern Crown: New World Adventures*

Languages: English, Français, Greek, Latin.

Silas Howes is a little known natural philosopher who has decided to carve out a niche for himself in the Republic of Sophia. Born of common stock, he saw his parents work hard day-in and day-out to provide

for himself and his five siblings. Dreaming of a better life for his parents, he swore that someday he would be a great scientist and create inventions to take the drudgery out of everyday life.

Reporting his findings with some infrequency to the ladies and gentlemen of the Richmond Philosophical Society, he has chosen the sleepy village of Arvonsburg, on the southern border of the Republic, as a place to develop and test his inventions.

While Howes is a member of the gentry, he is little concerned with his appearance, often wearing patched or soiled garments. The folk of Arvonsburg are used to seeing him walking about still wearing his leather work apron and clockmaker's lenses. His blond hair, normally pulled back into a pony tail in the fashion of Sophia, is frequently disheveled, with frizzy tufts sticking out from behind his ears.

Sophian Culture: As a Sophian, Howes receives +2 Concentration, +2 Diplomacy, and +1 to attacks against members of any nation at war with Sophia.

Phenomena: (6/5/5/4/2/1) Howes can create natural philosopher phenomena from the following sciences: Antimagic, Magnetism, and Matter.

Howes normally has his apparatuses calibrated for the following phenomena:

0 Level—*detect magic* (x2), *mending, open/close, ray of frost* (x2)

1st Level—*erase, hold portal* (x2), *produce flame, pyrotechnics, shocking grasp*

2nd Level—*chill metal* (DC 17)*, *heat metal* (DC 17)*, *hold person* (DC 15), *levitate, see invisibility*

3rd Level—*arcane sight, dispel magic, continual flame, water breathing*

4th Level—*air walk, resilient sphere*

5th Level—*hold monster* (DC 18)

* The save DC for Howes' phenomena are 13 + phenomena level, except for Matter phenomena which have a save DC of 15 + level from the +2 bonus provided by the Science Specialization feat.

Possessions: 12 pounds, 16 crowns, 20 shillings (204 gp) in a pouch, arcanostatic rod, cryonic dagger*, galvanic lantern, key to the automaton's service hatch, natural philosopher apparatuses (Copernican clock, galvanic belt, sympathetic fork), pocket watch.

*Silas' cryonic dagger is an energy weapon created from a masterwork dagger. A charged scabbard is part of the weapon, and after a successful use the dagger simply works as a masterwork weapon until it can be sheathed and recharged.

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