

Atlas,

Being a collection of maps describing the eastern regions of Septentrionalis.

As DM, you can use the maps in this chapter to plan your *Septentrionalis* campaign, and to regulate overland and riverine movement by PCs during an adventure. The first map is a master campaign map showing the eastern half of the continent, with the areas covered by the four detail maps indicated by rectangles. Key areas which lie outside of the detail map area, such as San Agostin, are shown on the master map. Like all named locations in the Atlas, they have their own entry in the Gazetteer chapter.

Point-to-Point Navigation

The detail maps in this Atlas are designed to allow for point-to-point travel along routes between key areas, rather than movement across a grid of squares or hexagons. Four types of routes are shown (see the sidebar for info). Routes are divided into segments which link adjacent key areas or waypoints. Each route segment is labelled with a value indicating the minimum days' travel to traverse that segment. Random or DM-planned events can make the actual time longer (see the sidebar for event tables).

Event Tables

For each day the PCs travel along a route, the DM rolls 1d20 on the appropriate event table (see sidebar). I have divided events into three classes: NPC encounters, natural encounter, and twists of fate. An *NPC encounter* is a meeting with NPCs of some sort, either hostile, friendly, or potentially either (meetings with indifferent NPCs aren't considered events; their too boring to note). A *natural encounter* is a natural event, either harmful or helpful, such as a tornado, a herd of game animals, snowstorm, or pack of wolves. A *twist of fate* is a bit of good or bad luck which happens to one or more PCs, selected at random, such as a sprained ankle, an illness, or the finding of a short cut.

Benign, Hostile, or Uncertain?

These event tables do not specify the identity of a particular event -- that's the DM's job. This system allows the DM to improvise an appropriate event, based on the type of event, and whether the situation is benign, hostile, or uncertain. First, roll 1d6 on the following table:

<i>1d6 Result:</i>	<i>1-3</i>	<i>4-5</i>	<i>6</i>
Situation:	Hostile	Uncertain	Benign

Hostile events are from the outset a threat to the PCs, who can either fight, give up, or run away. *Uncertain events* have the potential to be beneficial or harmful to the PCs, depending on their reaction, for example, an encounter with a group of nomads who are initially wary,

Key Areas

Key Areas are named locations, indicated on the map by a black star. Each key area has a corresponding entry in the *Septentrionalis* gazetteer.

Waypoints

Waypoints are unnamed intersections between different route segments. Their only function is to show where intersecting route segments terminate.

Route Types

Roads (indicated by a solid red line) are unpaved tracks capable of carrying not only foot traffic and horses, but also carts or wagons. Water crossings are accomplished by bridges, ferries, or easily negotiated fords. Accommodations are available at intervals of a days' journey.

Paths (indicated by a dashed green line) are unimproved tracks unfit for wheeled travel. Water crossings are accomplished by foot bridges, or by fords, often dangerous in high water. Accommodations are not available.

Water Routes (Open), indicated by a solid blue line, are accessible to ocean-going ships.

Water Routes (Shallow-Draught), indicated by a dashed blue line, are limited to canoes, rafts, and other vessels with a draught of one foot or less. They often include rapids, falls, and short portage areas.

Event Tables:

Encounters, Hazards, and Mishaps

Roll 1d20 each day on the appropriate table:

<i>Road</i>	
<i>Die Roll</i>	<i>Result</i>
1-5	No Event
6-18	NPC Encounter
19	Natural Encounter
20	Twist of Fate

<i>Path</i>	
<i>Die Roll</i>	<i>Result</i>
1-12	No Event
13-15	NPC Encounter
16-19	Natural Encounter
20	Twist of Fate

<i>Water Route (Open)</i>	
<i>Die Roll</i>	<i>Result</i>
1-12	No Event
13-18	NPC Encounter
19	Natural Encounter
20	Twist of Fate

<i>Water Route (Shallow Draught)</i>	
<i>Die Roll</i>	<i>Result</i>
1-14	No Event
15-16	NPC Encounter
17-19	Natural Encounter
20	Twist of Fate

Encounter Levels

To quickly determine the encounter level of a hostile or uncertain event, roll 1d6:

Die Roll	Result
1	PC's Level - 2
2	PC's Level - 1
3-4	PC's Level
5	PC's Level + 1
6	PC's Level + 1d3+1

A List of Event Ideas, by Type

NPC Encounters

- Banditti
- Bard
- Ranger
- Mercenaries
- Priests
- Algonkian Warriors
- Natural Philosopher
- Highwayman
- Swindler
- Beggars

Natural Encounters

- Tornado
- Rockslide
- Avalanche
- Flash Flood
- Blow-Downs (Fallen Trees)
- Deer Herd
- Wild Berry Patches
- Bear and Cubs
- Snowstorm
- Rapids
- Log Bridge
- Cave

Twists of Fate

- Sprained Ankle
- Lucky Penny
- Head Cold
- Mistaken Identity
- Lost Wallet
- Free Ride

but could be befriended with a successful Diplomacy check. *Benign events* are from the out-set good news for the PCs; they will gain some benefit from the event: a full belly, some information, or valuable supplies, for example.

Sample Events

Use these events as models for your own improvised events:

NPC Encounters

Banditti (hostile) The number of banditti will vary according to EL of the event. They attack immediately, surprising the party unless at least one party member makes a Spot or Listen check at DC 20.

Bard (uncertain) If not paid to perform for the PCs, the bard will either attempt to pick a pocket or else ride ahead of the PCs and spread false rumors about them, perhaps even writing a catchy but insulting tune about them.

Ranger (benign) The ranger accompanies the PCs for 1d3 days, guiding them past any natural hazards they might encounter, or perhaps steering them safely past an ambush.

Natural Encounters

Rapids (hostile) Travelers on a shallow-draught water route encounter some unexpected rapids, requiring either a Sail check at a DC equal to the EL, or else a Balance check at a DC equal to the EL +4.

Log Bridge (uncertain) A great tree has fallen across a stream, allowing characters to make a shortcut that would save one day of travel. A Balance check at a DC equal to the EL will get a PC across; if one or more PCs fall in, add an extra day's travel time to recover lost supplies and dry off.

Cave (benign) The PCs find a small cave, giving them shelter and concealment for the night.

Twists of Fate

Mistaken Identity (hostile) One of the PCs is mistaken for a notorious local outlaw. A Disguise check at a DC equal to the EL will get the PC safely through the area without further incident.

Lost Wallet (uncertain) A PC finds a lost wallet, embossed with the owner's name. Should he return it and possibly get a reward, or will he keep it, and possibly be misidentified as a pickpocket at the next tavern, when the wallet falls out of his pocket by accident?

Free Ride (benign) The characters meet a farmer in an empty wagon. He gives them a ride for 1d2 days, subtracting 1 day from their overall travel time.



West Algonkia - Schematic Map



KEY:

Road	—	Water Route (open)	—
Path	- - -	Water Route (shallow draught)	- - -
Key Area	★	Waypoint	●

East Algonkia - Schematic Map



KEY:

Road ———
 Path - - -
 Key Area ★

Water Route (open) ———
 Water Route (shallow draught) - - -
 Waypoint ●

West Appalachia - Schematic Map



KEY: Road ——— Water Route (open) ———
 Path - - - - - Water Route (shallow draught) - - - - -
 Key Area ★ Waypoint ●

This map illustrates the Southeastern United States, divided into three main regions: the Republic of Sophia (purple), the Kingdom of Carolingia (brown), and New Spain (orange). The map shows a network of trade routes, including the Ohio, Kanawha, Potomacke, Rappahannock, James, Chowan, and Savannah rivers. Key geographical features include the Alleghenies, Blue Ridge, Mountains of Smoke, and various swamps like Dismal, White Oak, and Green. Numerous settlements are marked, such as Mingo, Logstown, Cumberland, Pottomacke, Castle Massanutten, Blue Ridge, Pamunkey, Richmond, Jamestown, Salisbury, Henrietta, Campbellton, Camden, Castle James, Ogeechee Marches, Charles Town, San Felipe, and various swamps and passes. The map also shows the Chesapeake Bay, Pamlico Sound, and Cape Hatteras. The Republic of Sophia is labeled in purple, the Kingdom of Carolingia in brown, and New Spain in orange. The map is color-coded and includes a legend for different regions and features.

Water Route (open) 
 Water Route (shallow draught) 
 Waypoint 