

The New World Campaign Primer

Campaign setting compatible with 4th edition Dungeons & Dragons



Created by Role Playing Public Radio

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Table of Contents

The New World Awaits	4
Tabula Rasa	6
The Colony's First Year	8
History of the New World	10
Colonial Law	12
Factions	16
Tribes of the New World	24
Nature Spirits	27
Backgrounds	29
Adventure Hooks	31
The Grippli	40
New Monsters	42
New Rituals	50
New Feats	52
Adventure: The Lost Totem	54

The New World Awaits

News of the discovery spreads like wildfire. Ambitious lords, zealous high priests and enterprising merchants draw their plans fervently. The docks of the cities blaze with activity, as ships are outfitted for long journeys and word goes out at every village square and tavern throughout the kingdom. The New World has been found and the rush to claim and colonize it has begun!

A brave group of adventurers joins the first expedition to make landfall in the New World. They will have to overcome unique challenges and threats unheard of in the known world. Their greatest enemy is not an evil adversary or corrupt king. It is the unknown. The unknown land that stretches endlessly past the horizon: the unknown inhabitants of the New World and most importantly the unknown decisions that will ensure the safety and prosperity of the fledgling colony. There are many possible futures for the adventurers and the colony but most paths end in failure and death. The adventurers must choose wisely or they will not survive the first winter.

Saria – The Forest of Tombs

The region around the colony is known by the natives as Saria, which translates to “The Forest of Tombs”. This name came about from the frequent battles between the Gray Fang and Black Raven tribes over the last fifty years in the forests. So many warriors have fallen that the trees now serve as tombstones for them. Furthermore, the raven mockers that stalk the forest for dead and dying creatures give the region a gruesome reputation among the native tribes.

Climate: Temperate but with extreme variations. Summers are very hot and humid, almost tropical. However, winters are very cold and snowy.

Flora: Heavily forested, with some grasslands scattered about the region.

Fauna: Temperate range animals such as wolves, ravens, deer, elk, rabbits, and cougars are common. The Lemurian ruins host a wide variety of monsters and several young dragons lair in the region. A hydra lives in the Scaly Swamp.

Population: The Gray Fang and Black Raven Tribes are the most numerous tribes of the region but several small tribes live in the region.

- Gnolls – three small nomadic tribes exist, each with about 50-60 active adults.
- Lizardfolk – a tribe of about 450 lives in the Scaly Swamp. Several other nomadic tribes visit them on a regular basis, which can double or even triple the population.



Map Key

1. The colony
2. Grippli Island
3. Scaly Swamp
4. Lemurian Ruins

- Orcs and goblins are not common in the New World and none live in Saria.
- Ogres – Many clans live in the southern part of Saria, near the foothills.
- Giants – Families of hill giants and stone giants live in the foothills.
- Elves– a tribe of elves (44 in all) lives deep in the forests of Saria. They only deal with the Gray Fang Tribe and fear outsiders.
- Dwarves – none are native to Saria, although there are dwarven tribes in the New World.
- Kobolds – Over a thousand kobolds live in Saria, but they dwell deep within the Lemurian ruins and seldom venture out into the wilderness. They guard the ruins fiercely and expand by digging further down.

Setting the New World in your campaign

This campaign setting is meant to be easily integrated into most campaign worlds. Only the region around the colony's landing is described in detail. The exact shape and nature of the rest of the New World is left for you to fill as the campaign requires. The only assumptions this campaign makes are the following:

- The New World is a newly discovered continent in the existing campaign world.
- The players are members of the first expedition to explore and colonize the New World.
- The expedition travels by ship to the New World and the journey takes months.
- The expedition is mostly on its own for the first year. Help may come from the known world, but only sporadically and with a heavy price.
- Little to nothing is known initially of the New World.
- The known world colonists use the campaign standard magic and technology.

Tabula Rasa

The most important theme of the New World is the tabula rasa, Latin for “blank slate”. While the New World has its own history, native tribes and more, to the first colonists, it is a blank slate waiting to be changed by their efforts. The player characters play a pivotal role, as their actions will shape the colony and greatly affect the New World.

The New World has a different dynamic than many fantasy adventures. Typically, the world is relatively stable until the villain upsets the balance and the heroes must stop the villain before the world is irrevocably changed. Here, the player characters are the agents of change. They upset the balance of the world by colonizing a new continent. They determine what this new era will look like through their actions. Selfless heroes who sacrifice and suffer can lay the foundations for a pious and noble colony while merciless opportunists carve out a breeding ground for cutthroats and wretched scum.

Planning the campaign

The New World campaign works best as a clean slate. Each player should make a new level 1 character. Furthermore, don't rely too much on the politics of the known world. While the existing nations will exert their influence on the fledgling colony, the emphasis of the campaign should be focused on how the actions of the party affects the New World, not what a distant king demands of the colony.

Before the first session, you should pick a number of reoccurring themes for the campaign based on the interests of the group. For example, a combat focused group should be given chances protect the colony from invaders by fending off marauding monsters and waging war against hostile native tribes. A roleplaying heavy group could focus on diplomacy and negotiate with the tribes to make peace or help the gripli become civilized. There are countless opportunities for adventure in the New World, so choose the best themes for your group. You can't cover every aspect of the colony's struggle so only put a spotlight on the themes that matter to you.

The following themes should give you an idea of where to get started. This list is by no means conclusive, so feel free to use whatever themes appeal to you. Try to only focus on a few themes in your campaign though. If you use too many, your players may get confused and the campaign will seem haphazard and unplanned.

Tactical military: The players are an elite squad in the colony's militia. They are called in when all things fail and deal with the greatest threats, from rampaging monsters to hordes of goblin raiders. The tactical military theme focuses solely on the battlefield. The characters become warriors of renown but leave the political and strategic decisions to others.

Strategic military: The players are important decision makers when it comes to military issues. They may be officers in the colony's militia or

independent heroes that are trusted to make the right decisions when it comes to the defense of the colony. The characters are not expected to fight every battle. Rather, they must decide how best to use the scarce resources of the colony to protect it from harm. Do they train colonists as militia, hire mercenaries or build fortifications? Adventures typically revolve around keeping morale up, acquiring vital supplies, gathering intelligence and making battle plans.

Politics: While the governor of the colony technically has total control over the colony, in reality he must get the cooperation of the different factions in the colony just like anyone else. If the players want to have any say in how the colony operates, they will need to join the game of politics. Political games tend to focus on currying favor with other factions, sabotaging political rivals and raising support for the party's agenda.

Religion: Faith is an integral aspect of the colony. Only a few brave missionaries and priests travel with the first expedition. These priests will become an important part of the colony, tending to the many needs of the settlers and some will attempt to convert the native tribes to their faith. The players may be allies or possibly enemies to the colony's priests.

Exploration: Ambitious players might want to explore the vast unknown wilderness of the New World rather than deal with the day to day issues of the colony. As a result, they can load up on supplies and march bravely into the depths of the wilderness. Their discoveries will still affect the colony though. Parties that recklessly unearth tombs and disturb the natural world in the pursuit of profit may cause problems for the colony, while parties that respect the natives and the land may not get the resources the colony desperately needs. The challenge is to harvest the bounty of the New World wisely, without excessive greed or meekness.

Diplomacy: Two powerful tribes live near the colony: the Gray Fangs and the Black Ravens. They oppose each other but both are neutral to the colony...for now. No one in the colony is willing to try to talk to either tribe, leaving the players a free hand to attempt diplomacy with them.

Commerce: Gold makes the world turn round and business is just as vital in the New World as it is the known world. The players will have many chances to start their company, although that will result in its own problems. The biggest problem is drawing the line between ethical and unethical business practices. Furthermore, player characters who tend to a business instead of traipsing along in dusty tombs or murdering various local fauna find that they earn exactly the same amount of gold as their more violently inclined colleagues. (In other words, if the players own a business and all of their adventures revolve around supporting that business, give them the same amount of treasure as you would otherwise. They just happen to earn it from their business.)

Adventuring: Of course, the player characters are brave adventurers who have great destinies ahead of them, whether they like it or not.

Tactical military adventure hooks

- A tribe of gnolls has kidnapped a group of colonists. The players must find the tribe, get the colonists back and teach the gnolls not to mess with the colony.
- The execution of a political dissident sparks a riot. The players must quell the rebellion without too much bloodshed and protect the innocent.
- The scouts have found a stronghold of an enemy tribe or the thieves guild. The players must infiltrate it and take out the leader.

Strategic military adventure hooks

- Rumors of a massive goblin invasion spread like wildfire. The players must rally the troops with a show of force, either by recruiting native tribal warriors or by killing one of the goblin chieftains.
- An aristocrat has hired many of the militia as private guards, leaving the colony vulnerable. The players must either convince the aristocrat to contribute to the colony's defense or find more soldiers to make up the gap.
- Scouts have found the ruins of a massive citadel nearby. The stones could be used to make fortifications for the colony but a dragon lives in the ruins. The players must convince the dragon to let them use the stones or drive it away.

Political adventure hooks

- A merchant wants to build a massive set of docks so he can export timber to the known world for profit. This would drain vital resources needed to build housing for the poor colonists. The players must convince the other factions that the docks are not needed.
- The governor has allowed slavers to conduct business within the colony, which would allow them to enslave natives and the gripli. The players must convince the governor to ban slavery outright or at least grant protection to the natives or the colony will be attacked by the natives.
- In order to win favor with a faction leader, the players must find something of unparalleled beauty (a bird of paradise, an exotic gem, a Lemurian artifact) so the leader can give it as a gift to a woman he is courting.

Religious adventure hooks

- A missionary has ventured alone into the wilderness to preach to the native tribes. However, he is needed by the colony and the players must track him down and convince him to return to the colony.
- Many colonists have had visions of doom, but they are vague. The players must figure out what is the cause of the visions and stop it before it destroys the colony.
- An evil cult starts up in the colony, kidnapping drunks off the streets at night and sacrificing them to their demonic master. The players need to stop them before they summon a being of great evil.

There's probably an ancient Lemurian tablet buried in the ruins that prophesize of the player characters saving the world from evil. Or only the player characters can save the gripli from extinction. Or...You get the point.

The Colony's First Year

The first year is the most crucial year in the colony's existence. The expedition lands in early spring. If it cannot get a firm foothold in the New World before winter falls, then the colony will probably collapse. Thus, the party has their work out for them if they want to prosper. Remember that there is nothing but the untamed wilderness when the expedition arrives. Furthermore, the food and water brought by the expedition will eventually run out. Time is of the essence.

Of course, as this is a game of adventuring and heroics, the players probably aren't too interested in managing the logistics of the colony or drafting the first legal charter. Instead, use the needs of the colony as a springboard for adventures in the colony and allow the players to determine what aspect of the colony most interests them. Using a few of the themes listed in the previous section, describe what kind of problems the colonists are having and ask what the players want to do about it. Then, build your adventures around the plans of the party. The party serves the colony best as troubleshooters that fix whatever otherwise intractable problems may arise in the first year.

Assume that the colonists are capable of building the colony in whatever areas the players don't focus on. If your group is interested in clearing the nearby wilderness of threatening monsters (the tactical military theme) and becoming a powerful faction within the colony (politics), then don't worry about the water supply (commerce) or negotiating with the local tribes (diplomacy).

The following is a list of colony milestones in the first year. There are no dates attached to them because they should be met when it is appropriate for the campaign. In the RPPR New World campaign, I simply used the number of sessions played so far as a guideline for when certain milestones were met, as well as dramatic necessity and rewards for players completing certain quests. You may use these milestones out of order as well. However, the first three milestones should come regardless, as they are the absolute basic necessities for the colony.

Milestone 1: Initial colony ground cleared. Construction of first buildings and walls begins.

Milestone 2: First fortifications built – wooden walls, guard towers, gates.

Milestone 3: Water supply secured either by taking it by force from the Black Ravens or by negotiating a treaty with the tribe.

Milestone 4: First buildings finished – town hall, militia barracks, temple and secure storage of supplies and food.

Milestone 5: First legal charter of the colony passed.

Milestone 6: First supply ship arrives. New colonists and first merchants arrive.

Milestone 7: Buildings finished for less critical uses – individual residences, the first tavern, merchant stores etc.

Milestone 8: First map of the Saria region completed.

Milestone 9: Contact with Gray Fangs and Black Raven tribe made. Assumed to be peaceful unless players angered one or both tribes.

Milestone 10: First Lemurian ruins found.

Milestone 11: Grippli discovered.

Milestone 12: First crops planted. Primary source of food is now locally produced as the expedition's stored food is now too low to support the colony.

Milestone 13: Second supply ship includes children and families of the first colonists. Colony now resembles a village from the known world.

Milestone 14: Docks completed. Cargo ships can now load and unload quickly and efficiently. Regular trade with the known world begins, with a high volume of imports and exports.

Milestone 15: Winter arrives and slows all activity to a crawl. Food supplies dwindle, depending on the actions of the players. Parties who helped the colony with many tasks will find that the colony will survive the harsh winter while selfish or lazy parties will see famine and despair overtake the colony.



Exploration adventure hooks:

- Gold! The party finds a rich vein of gold in the hills near the colony. If the party cashes in, word will get out and a gold rush will disrupt the colony in many ways. However, if they keep the discovery secret, what use is the gold to them?

- A tribe of lizardfolk guard a forest with valuable timber and other resources. The colony wants the players to get rid of the lizardfolk and the lizardfolk want to stay. Should the players try to find an alternate source of timber or simply drive the lizardfolk out?

- The party finds a half-buried stone colossus in a canyon. They find that it is hollow and can be explored. Once they enter, they learn that the colossus can be reactivated if three components are found. Such a weapon could change the balance of power in the entire world and no one else knows of it. What will the player do with such potential power?

Diplomatic adventure hooks

- A faction leader in the colony suggests that the players back one of the tribes and then provoke a war between the two tribes. Once one tribe is eliminated, the colony can sweep in to destroy the other, leaving the colonists sole control of the region around the colony. If the players do not agree to this, the faction leader will hate the players.

Goblin Hulk by Ean Moody

Diplomatic adventure hooks

- The Gray Fangs are angered by the colonists' wanton destruction of the forest. They plan to ask the Air spirit to destroy the colony in a great storm. At least that's what the emissary from the Black Ravens has told the party.
- The governor of the colony wants the players to get the Black Ravens to sign a nonaggression treaty so they can draw water from the river they control. The Black Ravens want assurances that the priests of the colony won't attack their undead servants. The priests are going to be hard to convince.

Commercial adventure hooks

- The Water Barons! Just as in the actual RPPR campaign, the colony needs a source of fresh water in order to guarantee its survival and the player characters are just the people to deliver it. For a price. The players can undergo a test by the Water Spirit in order learn the Conjure Water ritual or they can divert water from the river controlled by the Black Raven tribe. Either method is an adventure in of itself.
- A new species of song bird, the bird of paradise, produces plumage of unimaginable beauty. Aristocrats will pay handsomely for such exotic feathers. If the players over hunt the birds too much, either the Gray Fang tribe will attack them for upsetting the natural balance or the absence of the bird allows a plague of mosquitoes to grow, which in turns causes an outbreak of malaria in the colony.

History of Lemuria and the New World

Many thousands of years ago, the greatest civilization ever known flourished, Lemuria. The people of Lemuria built great monuments to their own glory, including a continental network of teleportation chambers, linking every major city, temple, university and bazaar. Their scholars and sages uncovered the secrets of the universe, harnessing the power of the cosmos for their own purposes. The gods smiled upon Lemuria for despite their progress, remained pious and faithful. Yet this golden age would come to an end.

The greatest Lemurian savant, whose name has been lost to history, built a machine of such power that even the gods could not foresee what would happen once it was activated. The gods would not allow themselves to be blinded in this way nor could they allow Lemuria to exist. Even if they simply struck down the savant, Lemuria would produce another talented inventor sooner or later. The entire pantheon decided that Lemuria had to be brought down before the Lemurians became too powerful. A dark entity of great power – some believe it was a god of chaos while others think it was a demon lord of nearly deific power – was given leave to destroy Lemuria. The entity raised a horde of demons and utterly annihilated the Lemurian civilization, leaving only the remnants of its edifices and monuments behind. The gods then entrapped the dark entity in a massive ziggurat in a barren desert in the center of the continent. Nature reclaimed the land and after a century, few traces of the demonic horde remained behind. It was as though the cataclysm had never happened.

Eventually, nomadic tribes crossed the oceans and rediscovered the New World. They spread and prospered in the New World and their patron nature spirits – almost as powerful as the gods – soon adapted to the New World. One spirit, Coyote, was intrigued by the Lemurian ruins and soon figured out what had happened. Miraculously, the savant's machine still existed (it was an artifact and indestructible as a result), although its central components had been scattered around the continent. Coyote, ever the trickster, desperately wanted to activate the machine to spite the gods who thought themselves as superior to the nature spirits. Of course, Coyote could not activate the machine himself, as the gods would destroy him in an instant if he attempted to do so. Thus, Coyote first tricked the gods out of their memories of the machine through an elaborate series of cons that would take an epic saga to retell. Then, Coyote began to search for mortals who would be willing to reassemble the machine. Today, the gods believe that they destroyed Lemuria because they had blasphemed against them. Every tribe of the New World has a different legend about the fall of Lemuria, but none of them know the truth. Only Coyote knows of the savant's machine.

The nomadic tribes spread across the entire continent and splintered into many different tribes. They stay clear of the Lemurian ruins for



the most part; content to scavenge metal weapons and tools from the edges of the ruins. However, several tribes are aware of the dark entity imprisoned beneath the ziggurat. Shamans and druids have foreseen that the entity will eventually escape and wreck havoc across the New World once again. Some tribes have devoted themselves to preparing for that fateful day, while others believe it will not happen for thousands of years. Only time will tell when the entity escapes...

The Dark Entity

While the identity of the dark entity has been revealed in the New World actual play, for the purposes of this primer, I will leave it unnamed. Use it to throw it whatever evil god/demon lord/Great Old One you see fit for your campaign. Its only relevant traits are:

- It is capable of destroying an advanced civilization
- It is a divine or near divine being
- It is imprisoned beneath an ancient ziggurat
- It will one day awaken and continue to destroy
- The colony is unaware of the Dark Entity
- It has cultists and monsters slowly but surely working to release it

The last point bears some clarification. What big bad evil guy worth its salt doesn't have a cult doing its bidding? The Dark Entity in the New World has one. While the players haven't interacted much with the cult, feel free to use them as antagonists in your campaign.

When the campaign starts, the players and the colony will be unaware of the Dark Entity. However, sooner or later, the players should learn about it. Perhaps the natives tell them legends about how Lemuria fell or the players receive divine visions warning of the Dark Entity. Once they learn of the Dark Entity, they must decide to either keep it secret or warn the colony. If they warn the colony, Mordecai will tell his church that in turn will send a group of crusaders to investigate the Dark Entity. Furthermore, the average citizen will become more distrustful of outsiders making it harder to grant citizenship or protection to the native tribes or the grippli. But if the players keep news of the Dark Entity to themselves, the cult of the Dark Entity will find it easier to infiltrate the colony.

•The players take possession of the only tavern in the colony after the tavern owner gives it to them for saving his family's life (or through a bet or something else). Now the players have to hire trustworthy and competent employees, supply the liquor and all the other mundane tasks of running a business. Of course, the players are brave adventurers, so it's only a matter of time before a crooked bureaucrat tries to extort bribe money from them or an ogre warband decides to take up residence in the tavern or a ghost of a man murdered in the tavern begins to haunt the customers.

Generic adventure hooks

- A Lemurian lich awakens and sees that the players may save the world from the great evil that destroyed Lemuria. He sends them an agent to train and prepare the group for their fate. The players learn of the trickery far too soon for the lich's liking and the players have to figure out how to deal with this.
- A powerful nature spirit demands that the players destroy a gate to a dark plane or it will destroy the colony.
- Five sages of the native tribes want to learn about the colony. To ignore them or let them be harmed by distrustful colonists would be very dangerous to the colony. The players have to protect the sages while trying to teach them about the ways of civilization. If they are successful, the sages will give great gifts to the colony.

The Rule of Thumb

Be as draconian as possible. Punishments in colonial legal system tend to be harsh for practical reasons. The building of a new colony requires the complete participation of all members involved. Indolence is unacceptable because it puts the entire colony at risk. Such acts must be dealt with swiftly.

Punishments

Though D&D offers a wide varied of magical and divine punishments, you should not overlook mundane punishments when developing your colony's law and legal system. Below are some of the most common punishments associated with colonial legal systems.

Make your players police themselves and others. One thing to keep in mind is that colonial legal systems do not have to operate on a police state model in enforcing their laws. One way colonial legal systems get around the use of a police force is by creating a surveillance society in which colonist police themselves and one another. One effect of such a surveillance society is an active paranoia among colonists, which could easily be worked into encounters in your game.

Whipping

Whipping is the most common punishment in colonial legal systems. Whippings vary in the number of lashes with the severity of the crime being punished. Whippings can either be performed in public or in private. Public whippings typically serve as a type of moral lesson to the community at large.

Colonial Law

Overview

The following section describes the legal systems of various colonies throughout history. Of course, the New World is in a universe quite different than reality, so feel free to use none, any or all of the information in this section. It is presented to give you generalized guidelines that you may adapt as you see fit.

This section will discuss different forms of colonial law. Including law and legal systems in your game will give you a much more dynamic game.

Colonial legal systems typically consist of two parts. The first part is the laws of the parent country and the second part is the laws of the colony. The laws of the parent country must not be violated by the laws of the colony. Any violations could bring reprimands by the parent country. As you plan your colony's laws and legal systems, it is important to keep this two part structure in mind. Remember your colonists are not just dealing with indigenous tribes, hostile terrains, and the constant searching for food and supplies, they are dealing with a parent country that may be antagonistic to the colonists' plans. Often interventions by the parent country will be based on the violations of colony law.

Below are examples of a few different types of colonial law and legal systems on which you can base the laws and legal system of your own colony. This list is nowhere near exhaustive as there are many different types of colonial legal systems and combinations of them.

Laws of the Parent Country

Copying the laws of the parent country directly is an easy way to avoid attention from the parent country because on paper the laws are identical. Although this is the ultimate way to prevent violations of the laws of the parent country by colonial law, there are several unforeseen difficulties in trying to maintain such laws and legal systems. Remember the laws of the parent country have developed over hundreds, if not thousands, of years and have been specifically adapted to the conditions of the parent country. Colony leaders and colonists do not have the advantage of a fully developed social system as they are literally building it from the ground up. What could result are different types of social and moral dilemmas than one would typically expect.

Encounter: Recently, the indigenous population introduced an herb to the colonists that when smoked produces hallucinogenic effects. Many colonists have taken to smoking so much of this herb that they have neglected their work, including planting and harvesting food for themselves and other colonists. The laws of the parent country place high regard on individual rights and do not forbid smoking on any grounds. Furthermore, the laws of the parent country state that if a citizen cannot feed themselves for any reason, then they must be

supported by the state. Colony leaders have requested that your players intervene, which is a violation of the colony's and parent country's laws. What do your players do?

Military Code

The military code is the simplest of the colonial law and legal systems listed here. Military codes are based on an explicit contract outlined within the code itself. Because of the adherence to this contract, military codes emphasize order and discipline utilizing reveille, curfews, and strict duties toward labor. To main order and discipline, military codes use harsh punishments when dealing with transgressors.

Despite the implicit limitations to the military code, it does not attract much attention from the parent country. Also, military codes can easily be modified to meet new scenarios and even easily replaced by another legal system once it has outlived its usefulness. It is best to think about having a military code when your colony is first developing unless your colony has been founded on a specific set of religious principles (see Religious Laws).

Encounter: One of the carpenters working on the construction of the fort has been caught drunk on the job. The military commander orders him to be lashed fifty times, a punishment he demands one of your players carries out. How do your players react?

Religious Laws

"THE USE OF THE LAW IN UNREGENERATE PERSONS is three fold. The first is to lay open sin and make it known. The second use is accidentally to effect and augment sin by reason of the flesh, which causeth man to decline from that which is commanded and ever to incline to that which is prohibited. ... The third use is to denounce eternal damnation for the least disobedience, without offering any hope of pardon. This sentence the law pronounceth against offenders, and by it, partly by threatening, partly by terrifying, it reigneth and ruleth over man. The end why sin resigned in man is to urge sinners to fly unto Christ."

– William Perkins, A Golden Chain

Religious laws are the most complex of the colonial law and legal systems listed here. Religious laws rely on specific religious tenets to justify their definitions of criminal acts and punishments for those acts. Under religious law, crimes are viewed as transgressions against the god of the religion and not just transgressions against the state. Each punishment also serves the purpose of religious moral instruction and should be treated as such. In this regard, punishments should take place in the public square and colonists should be required to attend the "punishment day."

Religious laws and legal systems can attract the attention of the parent country when the religious law calls for religiously justified punishments that violate the parent country's law. However, interventions by the parent country can also stir up religious fervor and animosity toward the parent country within the colony's faithful. If you plan on using religious laws as the basis of your colonial law and legal system, you

Whipping Post

Closely associated with the pillory, the whipping post is a pole planted into the ground where a criminal is whipped. The criminal has their hands bound above their head on the whipping post so that they cannot slump over without taking his or her body's weight on their wrists. Whipping posts become sites of public humiliation for criminals.

Stocks

Similarly to the whipping post, the stocks are closely associated with the pillory. The stocks are a board with at least two holes drilled in it that has been set into the ground. The criminal's legs and hands are placed through the holes in the board and then manacled so that the criminal must remain in a fixed position. The stocks become sites of public humiliation for criminals.

Pillory

Whereas with the stocks a criminal sits on the ground and has their hands and feet bound, in the pillory the criminal stands. The pillory is a board that has been placed several feet above the ground with three holes drilled in it. The criminal's hands and head are fed through the holes and the criminal's hands are then manacled so that the criminal must remain in a fixed, standing position. The pillory can double as a whipping post in this way because the criminal's back is exposed. The pillory becomes a site of public humiliation of criminals.

Scaffold

The scaffold is a raised platform where criminals are hanged and announcements are made to the crowds. For hanging criminals, a

trap door would be set in the scaffold and a gallows placed above the trap door. A criminal would be stood on the trap door and a noose placed around the criminal's neck then the trap door would be opened. Other minor public punishments, such as branding, marking clothes, or tongue piercing, are also often performed on scaffolds so that the crowd can witness the punishments.

Branding

Branding involves placing a hot iron shaped with a specific symbol or letter against a criminal's bare skin thus leaving them with a permanent imprint of that symbol or letter. Different symbols or letters signify different things – a "B" could signify burglar, a "D" could represent drunkard, and so on. Because it is a permanent mark, branding should be used in cases where a judge wants to forever humiliate a criminal without necessarily killing the criminal.

Marking Clothes

Similar to branding, marking clothes involves making a criminal wear a particular letter on their clothing at all times. Because this does not permanently scar the criminal, it should be considered the more preferable method of dealing with crimes that would require such a punishment. Once a criminal has been required to wear a letter on their clothes, however, other colonists may begin to police their actions more frequently.

Tongue Piercing

Tongue piercing involves driving a hot iron bar through a criminal's tongue.

should use them from the outset and use them consistently. Although this will require much more preparation work, it can make for some interesting scenarios.

Encounter: One of the colonists has been caught blaspheming the god of colony's religious law and slandering the name of the colony leader. For her transgressions, the colonist is to have her tongue pierced. Your players are forced to witness her punishment with the other colonists.

Radical Alternatives

Radical alternative laws and legal systems offer a complete break from the parent country's laws and legal system. Radical alternatives can exist in any many different forms including combinations of military codes and religious laws. While radical alternatives give you a way of socially uniting your colonists, they will always attract attention and possible intervention by the parent country and even by competing colonies. You should consider this while planning out whatever utopia you imagine your colonists attempting to form.

Property

Land is the most important commodity in a new colony, but there are different ways of parceling the land only two of which will be discussed here. The first way assumes that all land in the colony is the property of the government of the parent country and private citizens directly purchase this land from the government. The second way assumes that all land in the colony is the property of a land trust or joint stock company that has purchased the land from government of the parent country. The land trust or joint stock company can then parcel the land out to members of the company or to private citizens who purchase the land from the company. Any discovered land that exists outside of the designated colony's boundaries is disputable. The ownership of such discovered land must be negotiated through the government of the parent country, especially if the dispute involves a citizen and the land trust or joint stock company that owns the surrounding lands.

Encounter: While exploring, your players find a dungeon that cartographically lies outside the colony's borders. Despite not owning the land where the dungeon has been found, the leader of the colony has laid claim to the dungeon.

Trade Restrictions

One aspect of colonial law and legal systems that you do not want to overlook is how the parent country reacts to the importation and exportation of trade goods between the colony and the parent country and also between colonies. Parent countries may suspend the exportation of exotic plants from the colony to the parent country for any number of reasons (see the encounter under the Laws of the Parent Country as an example). Also, parent countries may place restrictions on the importation of goods or raw materials to the colony as punishment for violating the parent country's laws. Trade restrictions are a good way of developing tensions in your game because they place the colony at certain disadvantages that players must figure out ways to overcome.

Encounter: The parent country of the colony has recently restricted the importation of iron into the colony as a punitive measure. Without iron, construction in the colony has come to a standstill. The colony's leader has received unconfirmed reports of iron in a nearby mountain chain and has requested the players confirm these rumors. The mountain chain, however, is controlled by a hostile indigenous tribe.

“Whereas We, out of the dislike we had of the Use of Tobacco, tending to a generall and new Corruption both of Men’s Bodies and Manners, and yet nevertheless houlding it of the two, more tolerable that the same should be ymported amongst many other Vanities and Superfluities which came beyond the Seas, then permitted to be planted here within this Realm, thereby to abuse the misimploy of the Soile of this fruitfull Kindome; did, by our Proclamation, dated the thirtieth Day of December nowe last past, straightly charg and command, all, and euerie Person and Persons, of what Degree or Condition soever, that they, or any of them, by themselves their Servantes, Workmen or Laborers, should not, from and after the Second Day of February then next following, presume to sowe, set, or plant, or cause to be sowen, set, or planted, within this our Realme of England, and the Dominion of Wales, any Sort or Kinde of Tobacco whatsoever, and that they, or any of them, should not maintaine or conteynue any old Stockes or Plantes of Tobacco formerly sowen or planted, but should forthwith utterly destroy and roote up the same.”

“A Proclamation for the Restraint of the Disordered Trading of Tobacco”, 1620

Indigenous Peoples and Citizenship

You will want to establish early on how indigenous peoples are treated under colonial law. As your colony progresses and more contact is made between colonists and indigenous peoples, the more chances are that a colonist will do something to break a tribal custom of one of the indigenous peoples or a member of one of the indigenous tribes will do something to break one of the laws of the colony. Most likely one of your players will be the first to perform such an action. Because these actions can often enter a legal grey area, they allow for opportunities to explore moral choices by colony leaders and by the players.

Encounter 1: While exploring, your players are attacked (or attack) a party from one of the indigenous tribes. The tribe comes to the colony leader demanding that the leader hand over the players or provide adequate restitution. How do your players respond since their actions were perfectly legal by colony standards?

Encounter 2: A member of an indigenous tribe kills a colonist who was trying to cheat him in a trade. The member of the tribe claims he is completely justified by his tribe's customs, which strictly forbid cheating another person for fear of the punishment of death. The local magistrate has imprisoned the member of the tribe and wants to try him under colonial law; an action your players are sure will lead to a swift “guilty” verdict and execution. Meanwhile, the tribe has begun making war preparations if the member of the tribe is not released, which will mean several deaths on both sides.

Cropping Ears

Cropping ears involves completely cutting a criminal's ears from the head. Other alternative punishments involving the ears to consider would be nailing one of the criminal's ears to the pillory as the criminal is whipped.

Achieving Goals with the help of Factions

Once the players help the faction, they will in turn gain the support of the faction. But what use is it to gain the help of the factions? Below are some possible political goals that can only be achieved through their help.

Minor political goals: only one colonial faction's support is needed.

- Host a public event such as a wedding, religious ceremony, or speech to persuade the colonists.
- Provide medical and food aid to a native tribe or gripli.
- Build a headquarters for the PC's party.
- Defend a person in court from minor offenses.

Moderate political goals: At least two colonial factions' support is needed.

- Grant legal protection to the natives or gripli.
- Provide military aid to a native or gripli.
- Declare a holiday in honor of an event.
- Request help from the known world.
- Grant citizenship to a single gripli or native tribe member.
- Defend a person in court from major charges, such as murder or sedition.

Major political goals: A majority of the colonial factions must support the goal.

- Declare war on a native tribe
- Outlaw a faction – this destroys the faction.
- Grant citizenship to the gripli or members of a native tribe.
- Change a major law of the colony.

Factions

Politics come into play whenever people group together for a common purpose and the colony is no different. From the first day, the colonists will form different factions and pursue their own agendas, regardless of the possible consequences. If the player characters want to decide how things are done in the colony, they must build up support among the factions. This requires undertaking missions or giving up resources to benefit the faction.

Each faction has its own agenda, enemies and unique resources. Remember that the players don't have to get involved with politics, but they might want to get at least one faction to help them out at some point or another.

A faction is destroyed when one of the following events happen:

- The faction leader is killed.
- The faction is outlawed by the colony.
- The faction fails to complete at least one goal of its agenda by the end of the first year.
- It becomes impossible for the faction to achieve any of its agenda by the end of the first year.
- The player characters undertake a mission to destroy the faction and succeed.

Merchants

There are two options for this faction. You can either group all of the merchants into one faction or create a separate faction for each merchant lord. If you are running a politically oriented game, then use the separate merchant lords. But if you don't wish to spend that much time on the merchants, use the consolidated faction entry.

Option One

The Merchants (consolidated) - colonial

Overview: The merchants want to exploit the New World's vast resources to become rich and powerful. They are not evil though as they are strong supporters of a lawful government that protects their wealth from raiders and thieves. They will seek to maximize their wealth by working inside the existing colonial system and will not do business with obviously evil or chaotic groups.

Agenda: Find new business opportunities and maximize profit. Players who help them find new opportunities will gain their support.

Enemies: The Thieves Guild.

Unique Resources: Wealth. The merchants have the largest treasury of any faction and can foot the bill for nearly anything if it has a suitable payoff. They count as two factions when it comes to achieving political goals.

Option Two

The Eight Merchant Lords

All merchant lords are colonial factions

Thelonious the Merchant Prince – male human

Overview: A merchant prince from the known world, Thelonious views himself the equal to any king or head priest. Unlike the other merchants, he is willing to do business with anyone or anything that can further his agenda, and is willing to expand into any trade if it means a hefty profit. He is richer than any of the other merchant lords but his ambition (some say arrogance) means that he will take on all of them at once.

Agenda: Take over the colony by any means and make it a new fiefdom in his growing empire. Destroy all other factions. Players who want his support need to take out his enemies or help him gain political power.

Enemies: Technically, all other factions. However, no one knows his agenda and thus only the other merchant lords oppose him, simply because he will compete with all of them at once.

Unique Resources: Unlimited wealth. Thelonious is richer than the other seven combined. He can outspend them if necessary. He is not a fool and won't waste money unless he thinks it will mean victory.

Axgore the Slave Trader – male half-ogre

Overview: A cunning half-ogre who has picked up enough business skills to become the world's greatest slave trader. Axgore knows that the hard and brutal work necessary to build the colony and slaves are the cheapest way of getting that work done. The governor will allow slavery in the colony unless the players make it illegal.

Agenda: Expand slaving business by importing slaves to sell to the factions of the colony. Enslave native tribes and gripli for export. Players who want his support must help him with these tasks. Any player who helps Axgore must be evil. Good and unaligned characters will not participate in such a vile trade.

Enemies: The Church is Axgore's greatest enemy. Mordecai is an idealist who hates slavery and preaches openly against it.

Unique Resources: Slaves. Axgore can provide skilled servants or even slave warriors to help the players.

Falstaff – Plantation Owner – male human

Overview: A retired adventuring rogue turned entrepreneur, Falstaff wants to establish the first great plantation of the New World, raising crops to feed the growing populace of the colony. He is a larger than life figure, boastful and charming. He lights up any room he enters and few can say no to him. His stubbornness and passion are only balanced by the deep fits of rage that overtake him on occasion. His greatest ally and enemy is himself.

- Make slavery illegal in the colony.
- Grant legal immunity to a person on any charged crimes.

Revolutionary political goals: All factions must support this goal.

- Declare independence from the known world. This goes beyond the scope of this primer, but revolutionary minded characters might want to forge a new nation. In this case, they must gain the support of all factions or outlaw any factions who do not support them.

Agenda: Build the Falstaff plantation. Find new profitable crops in the New World. Enjoy life to its fullest.

Enemies: Lo-Koth is his greatest business rival. He wants to show up that arrogant cleric more than anything.

Unique Resources: Magical item arsenal. As a retired adventurer, Falstaff has a large arsenal of magical items that may loan to the player characters for a limited time or may sell to them.

Lo-Koth – Plantation Owner – female human

Overview: A retired cleric of the Egyptian sun god Ra (or similar deity in your campaign) who retained her magical abilities, Lo-Koth has come to the New World to build a better life for herself and her family. As she views herself the equal to any noble, Lo-Koth has imported a massive work force of slaves and indentured servants to raise crops and do her bidding. Lo-Koth no longer actively works to spread the word of her god, but would like to build a temple to Ra and bring in several younger priests to proselytize. She has a husband, two daughters and three sons.

Agenda: Beat Falstaff in business. Build a temple to Ra. Raise her family's social status. Get her daughters married to important men in the colony. Find her sons powerful positions in the colony. Players can convert to Ra or help her defeat Falstaff by acquiring the best land or help her daughters find husbands or her sons good jobs if they want to gain her support. Note that she does not want her daughters to marry adventurers as they have very short life spans in her experience.

Enemies: Falstaff as a business rival. Mordecai the priest because of her opposing faith.

Unique Resource: Clerical powers. Lo-Koth can raise the dead and heal the sick. She uses this power to heal her own family, servants and slaves for the most part but will use it if the players help her out, even if they do not worship Ra.

Luxion the Blacksmith – male warforged

Overview: An orderly metalworker who believes in hard work and having a strong military. Luxion is blunt to the point of rudeness. He speaks his mind and negotiates a hard bargain. However, once his loyalty is earned, he will never betray his allies unless they betray him first. Luxion despises weakness, softness, criminals, and slavers for their practices and low honor.

Agenda: Find new sources of ore in the New World, become the sole contractor for the colony's military. Drive out criminals from the colony.

Enemies: The Thieves Guild. Akgore is almost an enemy but Luxion will only oppose him openly if the players ask for his support against the slaver.

Unique Resources: Master Smith. Luxion's skills at the forge are renowned. He can build or upgrade any magical metal item for the players and can build custom items as well. He will only upgrade or create magical weapons or armor for trusted allies, as he does not want his work to be misused.

Wulf the Naturalist – male half-elf

Overview: An experienced ranger with a mind for commerce, Wulf sees the New World as a cornucopia of new herbs to harvest, animals to hunt and trap, and flowers to collect to export back to the known world for a handsome profit. While he spends most of his time in the colony conducting business, he still loves to head out into the wild. While he respects nature, he believes that its bounties are there to be exploited for the good of mankind.

Agenda: Find new and exotic plants and animals with commercial value and harvest them. Drive up demand for New World flora and fauna to increase sales. Players who find new herbs or animals with value or convince the nobility that they must get Wulf's latest find in order to be fashionable will earn his support. Find new components suitable for ritual spell casters.

Enemies: Gribble-Lock the caravan trader frequently poaches Wulf's aristocratic customers.

Unique Resources: Wulf has a good supply of rare ingredients used for magic and can provide ritual spell casters with all the components they need for their spells.

Gribble-Lock the Caravan Trader – female halfling

Overview: An eccentric world-traveler who has traded and dealt with practically every civilization and culture in the world, Gribble-lock loves to meet new people and swindle them out of their money. She isn't a thief exactly but she's always on the lookout for a quick gold coin and loves to overstate the value of her merchandise. She trades whatever she thinks has the greatest payoff. One month, she'll stock up on wine and incense, then next swords and ink. She is the most chaotic of all of the merchant lords.

Agenda: Find a big pay day. In the New World, she'll be the first to sell to the native tribes and any player who introduces her to the tribes will win her favor.

Enemies: Wulf despises her for stealing customers. The Thieves Guild dislikes her for her skill at gambling. She's won thousands of gold coins from them over the years. They suspect she cheats but can't prove it.

Unique Resources: Gribble-lock has a vast network of contacts and informants to keep her apprised of the latest news all over the world. She can introduce the players to practically anyone in the world or learn nearly any secret...for a price.

Loric the Lumber Magnate – male human

Overview: A rough man, Loric is as brutish as the lumberjacks who work for him. He sees the forests of the New World only as lumber to be chopped down and sold. However, he takes great care to ingratiate himself with the government and other merchant lords by hosting lavish drinking parties. He is quite insecure about his position and tends to punish those who betray him or may betray him in the future by having some of his men ambush the unfortunate.

Agenda: Secure lumber rights for the forests surrounding the colony. Get rid of any potential obstacles to getting that lumber. Players who want to earn his favor can take care of the natives who stand in his way.

Enemies: Both the Black Raven and Gray Fang Tribes do not want Loric's men to wantonly harvest the trees of the local forests.

Unique Resources: Loric maintains a personal goon squad to threaten, harass and blackmail his enemies. If the players have befriended Loric and have problems with another faction in the colony, Loric will sic the squad after them and either dig up dirt or force them to leave the players alone. The goon squad won't be effective against militant or violent factions like the crusaders or the thieves guild but will be persuasive against the other factions.

The Church – Colonial Faction

Leader: Mordecai the Priest – male human cleric

Overview: The church of a dominant good aligned deity sends Mordecai, a few acolytes and a handful of church warriors to accompany the expedition. During the long journey, Mordecai converts many colonists and reinforces the faith of others so that by the time the expedition makes landfall, the church is a powerful faction within the colony. Mordecai is a talented cleric, a charismatic speaker, experienced administrator and natural leader. He is also an idealist who believes in peace and his god. The church hierarchy knows the New World will be a vital territory in the years to come, so they sent one of their best to lay the foundations of its first diocese.

Agenda: Mordecai wants to establish the first diocese of his church in the New World. Ideally, he wants to convert all of the colonists to his faith and make all of the laws reflect the tenets of his religion. Of course, he knows that will be highly impractical. He would be content to win the hearts and minds of as many people as possible. Players who help spread the faith will win his favor.

Enemies: The thieves guild and Akgore hate him for his sermons that denounce their practices. Lo-Koth worships a rival god and has great wealth and power.

Unique Resources: Mordecai is a powerful cleric able to raise the dead, remove curses and heal the sick. Furthermore, he has access to the vast accumulated lore of his church. If he doesn't know the answer to

a question, he can request scholarly aid from the known world. He will only provide this aid to the faithful.

The Crusaders – Colonial Faction – special

Leader: Sebastian the Templar – male dwarf paladin

Overview: The militant arm of Mordecai's church. The crusaders will only establish a presence in the New World if word of the Dark Entity reaches Mordecai. Once Mordecai learns of the Dark Entity, he will send a request for help from the central church and the crusaders will soon arrive.

Agenda: Investigate the Dark Entity and stop it, at all costs. Root out demons, undead and other evil creatures. Raise an army in the New World. Players who provide lore about the Dark Entity or destroy evil monsters in the name of the church will become allies of the crusaders.

Enemies: The thieves guild, the cult of the Dark Entity, all native tribes, Axgore, Lo-Koth. The colonial government and governor dislike the crusaders because they weaken the sovereignty of the government.

Unique Resources: The Crusaders can call upon angelic warriors to fight great evil if necessary. They will only do so as a last resort. They also have many zealous warriors, a large arsenal of holy weapons and armor and several experienced clerics to raise the dead

Thieves Guild – Special – Secret faction

Leader: Sigmund the faceless – doppelganger rogue

Overview: Normally, the thieves guild wouldn't be interested in a poor and remote colony, far from the riches of the known world. However, a rival nation from the known world wants to take over the colony. They have paid the thieves guild to either usurp control of the colony or destroy it altogether. The guild members pose as pirates and bandits to cover their true identity. The players will only learn about the thieves guild if they capture a member and interrogate them or intercept a message from the known world.

Agenda: Weaken the colony. Stir up conflict within the colony and try to get one faction to attempt a coup or take it over by force themselves. Rob the colonists of all of their wealth. Find any other profitable opportunities in the New World. Characters can only gain the support of the guild by helping them take it over.

Enemies: All other factions but in particular the colony government

Unique Resources: The guild is highly skilled at espionage, ambushes, assassination and general skullduggery. They can effectively take out three factions by themselves. If the colony is reduced to three factions or less, the thieves guild can take over the colony in a final assault.

The Goblin hulk – Special

Leader: None! Five goblin chieftains collectively control the goblin hulk but the goblins are an unorganized mob. The faction can only be destroyed if all five chieftains are slain or the goblin hulk is destroyed.

Overview: A horde of goblins in a massive jury-rigged ship, a hulk, may or may not make it across the ocean. If the goblins show up, they will try to exploit the resources of the New World as best they can. They are incredibly greedy and have no sense of moderation. In a year, they will utterly devastate Saria. However, as the incredible cowards they are, they will not fight or openly oppose the colony. In fact, they agree to work for whoever pays them. Given the limited number of colonists, they will be useful to the colony but what if more of them show up?

Agenda: Get rich, get food and shelter, and invite more goblins to join them. Players can easily gain the support of the faction with a few well placed bribes.

Enemies: The native tribes and grippli.

Unique Resources: The goblins are surprisingly effective as manual laborers. If the players need a lot of work done quickly and without complaint, the goblins are the faction to call.

Colonial Government – Colonial Faction

Leader: Governor Wyatt – male human fighter

Overview: Captain of the expedition and governor of the colony, Wyatt is the sole source of legitimate governmental authority in the colony. He is a harsh man but also an experienced hand in politics. He is pragmatic leader above all and is willing to make any reasonable deal to assure the colony's safety.

Agenda: Ensure the survival of the colony by any means necessary. Defeat all threats to the colony. Players who help with either goal will earn his favor.

Enemies: The thieves guild.

Unique Resources: Governor Wyatt is the law of the colony. He can pardon any crime, imprison anyone, grant citizenship or change laws. Normally, he will only do so if the other factions in the colony agree to it, as he needs their help as well but if a vital mission calls for it, Wyatt will not hesitate to act.

Pontifex the Lich – Secret

History: Little is known about Pontifex's background, but he was there when the first nomadic tribes discovered the New World. He is thought by some tribal elders to be the only Lemurian in existence and the only one who survived the destruction of the ancient civilization.

Many tribes tell the story of the Blood Dogs tribe. They were a dark and violent tribe who admired Pontifex's strength. To please him, they enslaved a smaller tribe and sacrificed all of them in Pontifex's honor and their mystics summoned demons to help conquer the world in his name. The lich arrived one night and killed every adult in the Blood Dogs tribe. He then ordered the nearby tribes to raise the remaining children as their own but never explained why the Blood Dogs angered him. To this day, adults tell the story of the Blood Dogs to terrify their children around the nightly campfires.

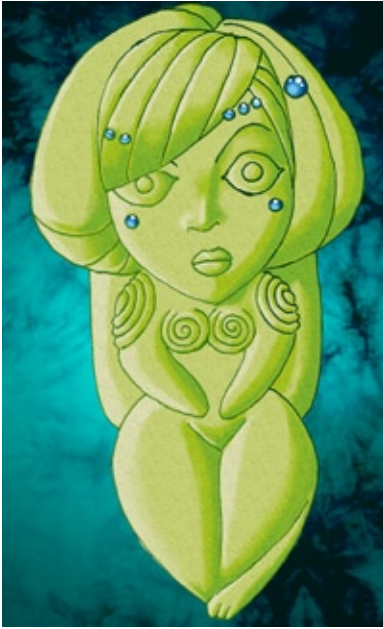
Overview: Known as 'Grandfather' to every tribe of the New World, Pontifex is the oldest being on the continent and one of its most powerful. Even the nature spirits respect Pontifex's arcane skills. Despite his strength, the tribes do not fear Pontifex per se. Rather they view him in the same way they view storms, forest fires and other events beyond their control. They stay out of his way for the most part and obey him if he asks them to do something for him. Even the tribes who hate undead and necromancy do not hate Pontifex, as the lich has protected the land from demonic incursions and other disasters several times over the centuries. Of course as a lich, Pontifex rarely interacts with mortals, preferring to spend most of his time hidden away, researching and meditating.

Agenda: Pontifex wishes to destroy the Dark Entity, by any means necessary. He does not care how many die to achieve this goal, but he does not use unnecessary brutality either. He has effectively banned the worship of demons among the tribes of the New World, as he fears that their presence might awaken the Dark Entity. As a practical matter, he will oppose any colonial faction that hunt undead, although he prefers to subvert them rather than destroy them outright. Pontifex takes the long view, preferring to spend however long it takes to carry out his plans.

Currently, he is investigating legends of a subterranean cult of the Dark Entity, headquartered somewhere below the Saria region. He will study the colony with great interest and may attempt to recruit one or more of the player characters as his agents, promising the knowledge to accomplish their goals.

Enemies: The Dark Entity's minions. Any anti-undead faction. Those who oppose his will.

Unique Resources: Pontifex is a mastermind who can provide brilliant advice on virtually any topic, from politics to parenting, believe it or not. He has thousands of years of experience and has studied every topic in order to explore every possible option in defeating the Dark Entity.



**Water Spirit Idol by
Vincent Daniels**

The Tribes of the New World

Many tribes of sapient humanoids live in the New World. The largest and most powerful tribes are usually human or elven but there are exceptions. All of these tribes descend from the same ancestors, a few nomadic hunting tribes that found the New World over a thousand years ago. Since then, the tribes splintered into different groups primarily over differences in belief.

When it comes to understanding the tribes, it is best to learn the foundation of every tribe's ideology which stems from two central concepts: how they reacted to Lemurian ruins and destruction of Lemuria and how they interact with the nature spirits of the New World.

The vast scale of Lemuria's ruins and the implicit knowledge that something of unimaginable power destroyed the Lemurians virtually overnight has profoundly affected the natives of the New World. Every tribe wonders what happened and whether it could happen again. As a result, every tribe has a unique myth of the Lemuria. This myth always justifies the core ideology of the tribe and forms the foundation of the tribe's outlook on life.

The shamans, medicine men, druids and other tribal mystics eventually learned of the Dark Entity and its ziggurat prison within the Plains of Sorrow – a near-mythic wasteland deep inside the New World. They told their tribesmen and the Dark Entity has become a figure of universal evil among the tribes. Each tribe has a theory as to the Entity's origin and agenda but none know for certain.

The Gray Fangs Tribe

Leader: Agantha the elder druid – male half-elf

Common races: Human, elf and half-elf

History: The Gray Fangs are one of the oldest tribes in the New World. They were the first to learn the secrets of druidic magic from the nature spirits. They passed their knowledge to other tribes in exchange for peace treaties and as a result, few tribes would raid the Gray Fangs. Their name derives from an event early in their history.

The first druid of the Gray Fangs was once chased by a demon, a wandering minion of the Dark Entity. The druid fell near a cliff and grabbed a rock to defend himself. To his surprise, the gray rock was shaped like a dragon's fang and its sharp edge easily pierced the demon's heart. The druid saw this as a sign from the Earth spirit that his tribes were the Gray Fangs of the world – stoic defenders against the Dark Entity and all other unnatural evils.

Beliefs: The destructions of the Lemurians and their proud cities prove that mortals were not meant to alter the landscape in such a dramatic fashion. Instead, mortals should live in harmony with nature, harvesting only what they need. The Dark Entity is the ultimate predator and it

will awaken once again when the mortal races become numerous and advanced enough to arouse the Entity's appetite. This is inevitable, but by taking a different path than the Lemurians and allying themselves closely with powerful nature spirits, the Gray Fangs believe that they will be able to stop or at least survive the Dark Entity's next attack.

Pragmatism and endurance are chief virtues in the tribe. Mortals are subject to the whims of the nature spirits and they have no choice but to make the best of it. To the other tribes, the Gray Fangs are known as expert negotiators and hagglers, who prefer to talk instead of taking action. The only way to rouse them to action is to either threaten them directly or poison the land with dark magic. The Black Ravens did both when they began to raise an army of the undead.

The Colony: Once the Gray Fangs learn of the colony, they will approach it carefully. As long as the colony treats them peacefully, they will leave it alone. However, if the colonists blatantly exploit the wilderness without any sense of moderation or if they take hostile action against the Gray Fangs, the tribe will declare war on the colony. Fortunately, the Gray Fangs prefer to talk over resorting to violence.

The actions of the colony will remind the Gray Fangs of the Lemurians, particularly how they are building a permanent city with stone structures. However, they believe it is too early to judge them. Perhaps, in the years to come, they will rethink their position on the colony.

Agenda: Serve the will of the nature spirits. Protect the land from evil magic. Live peacefully with all except the Black Ravens Tribe. Players who negotiate a peace treaty with them and the colony will become friends of the tribe.

Enemies: The Black Ravens Tribe.

Unique Resources: The Gray Fangs can contact any nature spirit, allowing the players to directly communicate with any of the major spirits.

The Black Raven Tribe

Leader: Croesis female human wizard (tribal necromancer)

Races: Human, elf, half-elf, gnoll

History: The Black Ravens began as a mystic society within the Gray Fangs so named because ravens were thought to know all secrets of the world. They were keenly interested in learning how to fight the Dark Entity and its many minions. By plumbing the depths of some Lemurian ruins, a Black Raven named Croesis discovered the secrets of a powerful style of necromancy. This style of necromancy empowered any creature raised by it with incredible powers when fighting demons and devils. Croesis told the others in the Black Ravens and they began to experiment with raising their own undead army. Croesis reasoned that they could eventually raise an army capable of destroying the Dark Entity. After all, their undead servants never aged. Furthermore, these undead would be immune to the Dark Entity's corruption.



Tribal Territorial Map

The Gray Fangs control the northern green area while the Black Ravens control the red southern territory.

The colony's land (and all the water sources next to the colony) officially falls in the Black Raven's territory so the colonists will have to deal with them first.



Croesis confronted the Gray Fangs leaders and told them of her bold plan to destroy the Dark Entity. The elders were horrified by her actions and exiled her from the tribe. Many went with her and they formed a new tribe and even took in a clan of gnolls to complement their numbers. For the first several years, there was an uneasy peace between the two tribes but the Black Ravens quickly built a large army of undead warriors. Some in the Gray Fangs worried that the Black Ravens would test their army on them. The breaking point happened when a Black Raven shaman found the corpse of a scorpion demi-god in a remote desert. The mammoth corpse was over a mile long and the Black Ravens soon formed a coalition with several like minded tribes to raise it as an unstoppable undead siege engine. Once the Gray Fangs learned of their plan, they demanded that they stopped. The Black Ravens refused and the tribes went to war.

While the Black Ravens had a huge army of undead, they found that they could not maneuver well with such a ponderous force. The Gray Fangs summoned elemental beings to complement their numbers and called down great storms. The tribes seldom met in huge numbers, but their battles were bloody and frequent. The Black Ravens learned how to fight alongside their undead servants while the Gray Fangs pioneered new forms of elemental magic. After several decades of open conflict, the pace of the war has slowed down considerably. Now, each tribe is content to just raid the other, with border skirmishes happening nearly every week. The Black Ravens set aside a certain percentage of the undead they raise and set them to harass the Gray Fangs without any instruction from a living tribal warrior or necromancer. The Gray Fangs have set many traps near their territory to ward off the Black Ravens. It's become a stalemate.

Beliefs: The Black Ravens believe that necromancy and undead are not inherently evil, but are tools molded by their wielder. Thus, an army of immortal, untiring warriors who are immune to the Dark Entity's corrupting nature are the ultimate weapon against it. They believe it is immoral to not use every weapon available to fight the Dark Entity. However, they also believe that building permanent stone structures is arrogant and too reminiscent of the Lemurians for comfort.

Note that the Black Ravens are not evil. While they use undead and necromancy, they believe it is the best way to save the world from the Dark Entity.

Reaction to the Colony: The Black Ravens will be worried about the presence of the colony. They fear that it might ally with the Gray Fangs or simply declare war on them for their necromantic practices. Thus, they will be eager to strike up a deal with the colony. They control the river close to the colony and will grant access in exchange for peace.

Unique Resources: The magic users of the Black Ravens are skilled necromancers, able to raise, control or destroy most undead. Only Grandfather (Pontifex the Lich) exceeds the Black Raven elders in necromantic power. They can exorcise spirits, grant necromantic lore or provide powerful undead servants to the players.

Nature Spirits

The nature spirits are beings of great cosmic power, nearly as strong as the gods themselves. Unlike the gods, the nature spirits do not demand organized worship nor do they particularly favor the mortal races over lesser animals and beasts. However, each spirit demands respect from those who make use of its domain and the spirits do make use of dedicated mortals. They love to empower warlocks, druids and shamans to carry out their agenda. Nature spirits can even grant clerical powers to mortals but only do so to gifted and ambitious mortals who would fulfill the wishes of the spirit. Every major animal, plant and element has a nature spirit. The following list is by no means complete.

Water – Unpredictable and prone to streaks of cruelty, Water enjoys to see mortals fight for their lives. In particular, she loves pitting moral dilemmas to mortals who ask for her favor. She is endlessly fascinated by the drama generated by such angst. She wants to keep all bodies of water clean and free from over-fishing.

Coyote – A trickster nature spirit, Coyote wants nothing more than to prove that he is the cleverest of all beings in the universe. To that end, he wants to activate the Lemurian machine but he needs the help of a band of adventurers to reassemble it. He also tends to help other tricksters out if they want to pull off an ambitious con. Of course, nothing is funnier than tricking the trickster so a mortal who receives Coyote's help should be very cautious about it.

Ant - The great builder. Ant is keenly interested in civilization and wants all mortals to behave more orderly and reasonably as he finds chaos very disconcerting. Individual suffering and free will mean nothing to Ant, only the greater good of the community. Anyone who promises to bring order where there is chaos will gain Ant's interest.

Wolf – Wolf respects hunters and despises unnatural monsters that upset the balance. Demons, undead and aberrations that kill for sport are common targets for his wrath. Those who follow Wolf are loners who seldom interact with others but on occasion, they will join a group in order to take down a larger prey. Wolf is loyal to a fault to his followers, even if they stray far from his path.

Deer – In the New World, Deer imparts wisdom to shamans, warning them of supernatural dangers. She does not mind if his children are hunted but is angered when hunters fail to respect their sacrifice by praying to her after they kill a deer.

Air – Nearly as unpredictable as his sister, Water, Air enjoys brewing storms and causing trouble among the mortals. He favors those who fight with wild abandon and use magic to wreck havoc. He dislikes buildings that shield mortals from his fury and will not help anyone who lives in such a structure. Passionate mortals who stand for their beliefs despite great odds impress him.

Fire – A dark being fueled by rage, Fire is feared almost as much as the Dark Entity. Mortals cannot befriend him. Instead they must face him and show absolute bravery in order to wrest some of his power away from him. Mortals who show such tenacity can use his power to whatever end they desire. Fire secretly longs to marry Water but cannot see how such a match could be made.

Earth – Earth spends most of his time slumbering. Shamans who call on him simply enter his dreams to gain his favor. He is impressed with shows of politeness and calmness in the face of danger. Mortals who destroy the festering evils that lurk underground, such as undead or aberrations may be rewarded with gems. It is nearly impossible to rouse his anger but when Earth acts, it is with apocalyptic rage.



The Water spirit by
Vincent Daniels

Backgrounds

Slave – You were once a member of your community in the known world, but you made a mistake and it has now cost you your freedom. With the prisons in the known world full, and the New World in desperate need of some indentured servants to work the land, you've been shipped out to the colony. Once there, Axgore recognizes your potential as a killing machine, so he begins to hire you out to adventurers in need of an extra hand.

Some things to consider: What was your crime?
Can you atone for your sins? How?
What have you lost due to your crime?

Associated Skills: athletics, streetwise

Church Follower – The Church has established itself as a very powerful force in the new colony. Though there are other deities that are represented here in the New World, none of them have the might and power that the Church has. As a follower, you are partially a cop, partially an adventurer and completely devoted to spreading light to the darkness of the world. There is plenty of darkness here too. With each discovery of a new tribe, come more pagans to be converted to the ideals of kindness, mercy and compassion – by any means necessary.

Some things to consider: How will you deal with the Black Raven tribe considering their ideals are so different than yours?

There is so much room for advancement here in the New World that many faithful might become corrupted by power, how will you overcome this?

Associate Skills: history, religion

Grey Fang Outcast – Every member of the Grey Fang tribe is allowed to leave the tribe on their own to better understand their relationship with the world around them. After a sufficient amount of time has passed, the Grey Fang can return to the tribe or may continue traveling the world searching for their purpose. If the Grey Fang chooses to leave the tribe, they will be considered to be the lowest form of life. You are journeying away from your people when you come across the colony and you can't help but be fascinated by it. Who are these strange people?

Some things to consider: What will happen if the people of the colony realize you are an outsider?

These outsiders seem to be harming the environment to build their farms. What will you do about it?

Will you return home?

Associated Skills: Nature, Endurance

The role of the adventurer in the colony

So what kind of social position do the players have in the colony? Initially, they are included in the expedition as cannon fodder, to be blunt. Disposable muscle that can fight off local monsters or hostile natives. The average colonist views adventurers as selfish mercenaries who fight for personal glory and gold and who couldn't perform an honest day's work.

Of course, the reputation of an adventuring party soars after they accomplish heroic deeds. Once the party completes some mission of crucial importance to the colony, the citizens will view them as members of the upper classes, similar to the nobility or wealthy merchants.

Furthermore, it is common knowledge in the colony that adventurers are incredibly dangerous to their enemies and many times their allies. Legendary monsters fall beneath their blades and spells. Armies flee at the sight of an adventuring party armed to the teeth with magical weapons and loaded to bear. But the tales of adventurers who neglected to protect their friends and allies are told frequently by the settlers. The average settler might praise a heroic adventurer but will still keep a respectful distance from them, as they fear being collateral damage.

Cartographer – This New World is absolutely a cartographer’s dream – a whole new continent to explore and map out so the known world can marvel at your accomplishments. Why, you could be the first to discover a valuable mine of gems and name it for yourself! You could become very rich in this endeavor, but you’ll have to get working because you aren’t the only one in a hurry to make discoveries. Find yourself some adventurers to help you out and get going!

Some things to consider: What is your relationship to the other cartographers in the New World?

Being a cartographer can be quite dangerous, how will you convince others to follow you?

Associated Skills: Dungeoneering, Perception

Thieves’ Guild Member – A colony has to have people and where there are people, there is an opportunity to commit crimes. Crime is fun and all, but you know that crime going unchecked is just chaos. You love your crime nice and organized and that is why you’re part of the Guild. It doesn’t matter what race or class you are. It doesn’t matter what deity you worship or what profession you have. The only thing that matters is that you are in the Guild and everyone in the Guild protects their own. You are a power player here in the New World and yet, no one knows it because you manipulate everyone from the shadows.

Some things to consider: Some pesky adventurers are picking off Guild members and no one messes with the Guild. What will you do?

You always have a backup plan for everything, so how do you build all of that power?

How did you get into the Guild?

Perhaps you are tired of the old ways. The New World is a chance for a fresh start, so how do you make the Guild legitimate?

Associated Skills: Streetwise, Bluff

Naturalist – Oh what a world and such wonders in it! This new land has all sorts of creatures and plants that you have never seen before! You wish to catalog them all while there is still time to stake a claim on these things. New plants are interesting, but this new race of frog-like men, the grippli, seems particularly puzzling.

Some things to consider: What are you looking for specifically in this New World? What is your focus? Plants, animals, new races?

You’re fascinated by the grippli, but why? Why are so many others fascinated by them? What is their physiology like?

Associated Skills: Nature, Heal

Adventure Hooks

Mutiny

Opening: The colony is still in its early stages. Supplies are still being unloaded, and only the barest of essentials are available. One morning during this time, a small dinghy from one of the ships rows ashore, bearing a small group of sailors who are bloodied and exhausted. Once ashore, they report that a mutiny has occurred on their ship. The first mate and a large number of the crew seized the ship during the night and imprisoned the captain and some of the other crewmen who remained loyal. The first mate plans to set sail back for the known world and sell the supplies to another nation, using the captain and the others as hostages to ensure their escape. The ship contains supplies vital to the survival of the colony, and its loss could be devastating to the colonists.

The Plot: Unwilling to lose the ship, the captain has ordered volunteers to form a raiding party to partake in a night mission to row out to the ship and retake it. The survivors of the mutiny report that some of the rigging was damaged in the fighting, so the players have some time to formulate a plan. To sneak up on the ship would require a small group and only one boat. Any larger a force would run the risk of being detected. Even though the captain is in charge, it will be largely up to the players to decide how many should go, how the attack should be planned, and decide what supplies will be needed to accomplish the mission. While supplies are limited, the captain makes available whatever he can.

Complications: The approach to the ship is one of the more difficult problems to work out. The mutineers are well aware that reprisals are possible, but remain confident that any effort to retake the ship will not be ready before the rigging is repaired and they can get underway. Nevertheless, they will have lookouts posted to watch for any attacking party. If the players have befriended the Grippli, they could provide a huge advantage for any amphibious assault. Once the ship is boarded, it's a matter of subduing the mutineers before they can kill their hostages. Most of the mutineers are simple sailors with crude weapons, but the First Mate and a few others are seasoned fighters. If things go very wrong, the mutineers may even try to scuttle the ship.

Resolution: The single goal of the mission is to retake the ship intact and preserve the supplies it carries. If the players accomplish this, then the mission is considered a success. Extra rewards should be given if the players also manage to save the captain and most of the captives. If the ship should be lost, or the supplies destroyed, then the colony is in for some very difficult times. Food stores will be lost, and a large number of irreplaceable tools will vanish as well. While the colony may not be doomed, it will require some dedicated effort (from the PCs) to make sure the colonists have a chance to survive.

A peaceful outcome may be possible, but it will take some serious effort on the part of the PCs. The mutineers are well aware that they have committed a capital offense, and nothing short of a promise of safe passage with the ship will suffice. They will be open to surrendering the captives as well as most of the vital supplies, so long as they are allowed enough provisions to make it back to the known world. Of course, to the captain, the mutineers deserve nothing less than summary execution. He will not be happy with the players if they allow the mutineers to leave with the ship, captives and supplies notwithstanding.

Ill-Gotten Gains

Opening: One day, from out of the blue, a band of tribal hunters approaches the camp, bearing a freshly killed dinosaur-like creature. They announce they wish to trade the meat for some things they do not possess, such as metal tools, books, and so forth. Their terms are quite favorable to the colony. In fact, the rate of exchange they are offering makes little sense to anyone skilled in bartering and trade. Still, fresh food is something the colony needs, so the exchanges are made and the tribals head back off into the wilderness.

The Plot: Those who worried about the overly-generous terms of the trade turn out to be correct. Hours later, a large band of lizardfolk hunters emerge from the woods, demanding the return of their property. It turns out that the tribals had stolen the kill from the lizardfolk and were desperate to get rid of it when the lizardfolk found out and gave pursuit. They don't care in the slightest if they are told that the colony didn't know the meat was stolen when they traded for it. The lizardfolk want their kill back, and are prepared to attack the colony en masse if it is not returned.

Complications: The players (and indeed, everyone in the colony) have a serious problem. The lizardfolk are not simple tribesman, but rather seasoned hunters and warriors. Their numbers are sufficient to make any fight a desperate one. While the colony could very well hold off the attack, it is guaranteed that they would take many casualties in the process. Giving the meat back is an option, but that would mean that the colony would have given away valuable tools for no return.

Resolution: If events take the violent route, it is likely that the colony will emerge the victor, but it will be drained of manpower, and left vulnerable if another attack comes. Also, the colony will have the bitter enmity of the lizardfolk, who will not forget the incident and may well hound the colony for years to come. If they return the meat, the lizardfolk leave without another word, and the colony will be short of supplies. The lizardfolk will also remember that the colony is weak, and will be back to make more demands in the future.

The lizardfolk are not averse to negotiating, however. They recognize that the colony has future potential and may, given enough convincing, offer to let the colony keep the meat if the entire colony agrees to grant the lizardfolk a single favor at a later date. This will end the possibility of an attack and let the colony keep the meat it traded for. This will

also mean that the colony is indebted to a tribe of predatory lizardfolk, who may come to cash in that favor in the future. That favor is not likely to be a pleasant one.

Protection

Opening: At some point during the building of the colony, the number of able-bodied individuals capable of defending the stockades dwindles. Perhaps some of the men are ill, or perhaps they are needed to mount repairs after a storm. Whatever the case, the colony is left poorly defended, and with threats mounting outside the walls, people are on a razor's edge. At the height of this fear, a group of gnolls approach the camp under a sign of truce. They announce that they are refugees from a distant tribe and are looking for a place to call home. The gnolls say they have several trained warriors who will swear loyalty to the colony and help defend it if they are allowed asylum. They even go so far as to offer to convert to the worship of the Church to show their sincerity.

The Plot: In most circumstances, this offer would seem completely insane, even to the most foolish of people. But the colony is in desperate times, and such times call for desperate measures. The gnolls are tentatively allowed in, under the conditions that they immediately agree to all of the claims they made. And they all seem to do so. The entire group which consists of six warriors, five adult gnolls, and eight children, all swear loyalty to the colony. They all submit to the priesthood and convert to the Church, and go about doing what they can to aid the colony.

Complications: Everything is just fine, right? Not in the slightest. No one in the colony is happy about the agreement, and the colony guards are especially irate. Who knows what these creatures are planning? They might be plotting to raid the colony from within, or make offer the people as sacrifices to some dark god. Or, for all anyone knows, they could be planning to make a meal out of every colonist in the camp. The captain of the guard comes to the PCs with a plan to eliminate the gnolls once and for all. It consists of killing the six warriors first, then turning their attention to the remaining adults. The gnoll young could then be disposed of at the guard's leisure.

Resolution: Should the players side with the guards, the plan is a fairly successful one. Even though the gnoll warriors are quite fearsome opponents, they are heavily outnumbered. A few guards may die, but the gnolls will quickly be subdued. Of course, the players will have to contend with the slaughter of eight gnoll children after the battle. Or, the players could inform the captain of the plot. He will put a stop to it, though the guards and many of the colonists will lose faith in the players for siding with monsters rather than their own people.

The truth is, the gnolls truly are refugees, and their numbers dwindled from over a hundred to just the few that are left. Should the players stop the plot to kill them, they will be forever indebted to the PCs. They will also fiercely defend the colony from any aggressor. This might give them a chance to earn the trust of the rest of the colony.

High Treason

Opening: One of the officials who serves under the captain has been making his ill opinions of the administration of the colony known. This man claims that the colony should be much farther along than it currently stands, and believes that some fundamental changes need to be made. The captain, however, is quite certain of success, and quick to remind anyone who expresses concerns that the crown has made him the leader of this voyage. Dissenting views are welcome, but the captain's orders must be obeyed.

The Plot: The colonial official, completely unconvinced of the captain's ability to govern the colony, decides to take action. He begins to seek supporters among the colony's senior officials, and then approaches the players with his plans. He will not make his offer to any PC who has shown great loyalty to the captain, but will talk to those that remain neutral or who have spoken ill of the colony leadership. He tells them of his plan to arrest the captain and declare himself the new leader of the colony. He speculates that by the time that news of the coup reaches the known world, he will have had plenty of time to establish himself as the new leader and have the colony well on its way to success. He promises to greatly reward any who assist him in the coup.

Complications: What the rebellious official doesn't seem to realize is that he is a terrible leader and a disastrous organizer. He is, however, quite charismatic and adept at getting people to believe his claims. He has the ability to convince some of his claim to leadership, but he has no idea that the colony guards are loyal to the crown first, and the captain second. They will never stand with the rebels, nor will the majority of the colonists.

Resolution: No matter how much confidence the official has, his plan is most likely doomed to fail. He may convince a few to join him in the plot, but it will probably end the moment he confronts the captain. If the players have joined him however, things may turn out differently, especially if the PCs have made a name for themselves. It will still come down to a fight between the captain and his guards versus the official and those who stand with him.

If the probable happens and the captain is victorious, then the official will be executed for treason, along with some of the others who joined him. The rest will be exiled from the colony, sent to their fates in the wilderness. If the PCs backed the captain, then he praises them for restoring order, perhaps rewarding them with promotions to fill the colony positions the rebels once had. If the PCs backed the rebels, then they will probably be exiled along with the rest.

If, by chance, the rebellious official should actually succeed (not likely) then the colony is in for some truly terrible times under his completely ineffectual leadership.

For Ransom

Opening: A small work detail leaves the colony one morning, heading out to gather food and other resources. By the end of the day, they still haven't returned many in the colony fear the worst. Just as plans are being made to organize search parties, a single goblin comes into the camp bearing a list of demands. It seems that they ran in to a sizable group of goblins and were promptly taken hostage. The goblins demand a huge ransom for the safe return of the colonists. They warn that if the ransom isn't paid within one day, the hostages will be killed.

The Plot: The ransom the goblins are demanding is ridiculous, roughly ten to twenty times the value of everything in the colony. If the players tell the goblin messenger this, he will respond with disbelief, saying something like "Just use some of the gold you are going to pave your roads with." The goblins believe the colony is fabulously wealthy and can't be convinced otherwise. The only course of action the colony can think of is forming a party to rescue the hostages. If the players think to ask the goblin to take them to the hostages, he will do so gladly if he is told that the group is going to "negotiate". Even a large, heavily armed group will be taken, as the messenger isn't the sharpest knife in the drawer.

Complications: When the group reaches the hostages, it becomes obvious that the goblin in charge of keeping watch over them is not as foolish as the messenger. It will become obvious that over twenty goblins are watching the hostages, which are being held in a makeshift stockade. A few of the goblins seem overly eager for violence, and anyone with a decent insight will be able to tell that they are itching to kill some of the hostages. The goblin leader is hopeful for ransom, but won't hesitate to order the killing of the hostages if things go badly.

Resolution: If the players go there to actually negotiate, it becomes obvious how bad the goblins are at bargaining. At first, they will demand the original, astronomical ransom. If any of the players are skilled at diplomacy or bluff, they find that the goblins start lowering that number. It is possible that the players could lower that ransom to a few magical items or a couple thousand gold. If the players bargain them down to that level and pay them the greatly reduced ransom, the hostages are released.

If the players decide to go the violent route, the hostages are assuredly in dire peril. The goblin leader will focus on fighting the players for a few rounds, but if he sees the fight turn against them, he will order the hostages killed. Indeed, it may be a challenge to keep the overzealous goblins from killing the hostages before the order is given. If half the goblins are killed, they will surrender.

The primary goal is to get the hostages back alive. The colony will prefer to have the goblins killed or subdued, but they will be fine with the players lowering the ransom to a tolerable level. Of course, if any ransom is paid, the goblins will be encouraged to try taking hostages again.

Deluge

Opening: The colony is experiencing a severe water shortage. The one source of water has been contaminated, and the water the colony brought with them is rapidly being used up. Rationing is ordered for the whole colony, but it is believed that will only be a few more days before the colony is completely out of water. Things seem bleak until a wizard claims to have found a ritual to summon rain from a nearby ruin. The wizard is given the resources he needs to complete the ritual, and a rainstorm rolls in almost immediately. There is jubilation as the colonists begin refilling all of the water barrels. However, three days later, the rain still hasn't stopped.

The Plot: What started as a drought is now turning into a never-ending monsoon. The water is rising and threatening to wash away the entire colony. The wizard who performed the ritual has been working day and night, but can't find any way to stop the rain. Eventually, the wizard realizes that the only way to stop the ritual is likely buried in the same ruins he found. He agrees to take a small party to the ruins and show them where he found the ritual. Hopefully, a way to stop it can be found.

Complications: Getting to the ruins will be an ordeal, considering the rain and storm. After getting to the ruins, the players find a very different situation than the wizard did. The underground ruins are now partially flooded, and the direct route the wizard took below the ruins is impassable. The players will have to find an alternate route through a flooded ruin, avoiding drowning hazards, and some dangerous creatures that have been washed underground.

Resolution: Should the players fail to find the ritual to stop the rain, the colony will be washed away. It's as simple as that. Finding the reversal ritual is the only goal, but once it is found, the players have a powerful force to help the colony. The original ritual can be used to summon rain when the colony needs it, and the other to stop it before it floods everything out. Of course, the captain may decide that the rituals are too unstable and order them never to be used. Of course, once a ritual is learned, it can't be un-learned. It is possible that the rains may appear again to trouble the colony.

Iron Guardian

Opening: A scavenger has recently come back to the colony with what can only be described as the mother lode. He claims to have found an old ruin that was filled with gold, gems, and other priceless artifacts. The first load he has brought back easily makes him the wealthiest person in the colony. He has already made a deal with the captain to reveal the location of the ruin and turn control of it over to the colony as long as he is allowed to keep the first load he brought back, and get a small percentage of anything else found at the site. This stands to make him a very powerful person in the colony.

The Plot: While everyone in the colony is looking forward to looting this discovery, reports start filtering in about strange disturbances in the wilderness. Animals are running scared, and the tribes are going into hiding. The mystery is finally solved when a scout team sent to secure the ruin come fleeing back to the colony, reporting that a thirty foot statue of iron is slowly making its way to the colony. It seems that when the scavenger found the ruin and started looting it, he released the ruin's guardian; a huge iron golem.

Complications: Realizing that there is no way to fight the golem head-on, a bit of research leads the scholars of the colony to deduce that only the return of everything taken from the ruin will call off the golem. The players are entrusted with taking all of the stolen treasure back to the ruin before the golem smashes the entire colony. It's better than trying to fight off the golem, but it also means that the players will be escorting a wagon loaded with valuable treasure through miles of wilderness full of raiders that would love nothing more than to claim the treasure for themselves. And the colony isn't even sure if returning the treasure will cause the golem to leave.

Resolution: Should the players get back to the ruin and return the treasure, then the golem does indeed turn around and return leave the colony be. Since the players probably don't have any chance of destroying the golem, this should be the one logical course of action. However, when the group arrives, anyone with a skill in linguistics will be able to see that a warning about the golem is carved onto the door of the ruins. It warns that the guardian shall rise and hunt down the thieves, destroying them and any that harbor them. This means that while the colony will likely be destroyed, the players could technically take the treasure for themselves without the golem hunting them down. After all, its vengeance will be satisfied with the death of the actual thief, and the colony that protected him.

Mining the Dead

Opening: After a long time of simply building the basics of the colony so everyone can simply survive, good news finally comes with the news of a newly discovered mine with a bonanza of gold, silver, iron, and a host of other valuable minerals. This is especially good news for the captain, as it means the colony will finally be profitable. Work details are organized, and in a matter of days, the first cartload of ore is removed from the mine. For weeks, load after load is taken, each one a bit more valuable than the last. Feelings are very optimistic for the colony's future, until one of the mine details vanishes. When another team is sent in to investigate, they find that the previous mine crew broke through on a large chamber. Inside were dozens, maybe hundreds of zombies and other undead.

The Plot: Scores of undead are now infesting a very profitable mine in very close proximity to the colony itself. While none have yet emerged from the mine, it is only a matter of time before they do so. The undead very likely outnumber the colonial guard at least five to one. If the horde emerges from the mine, the colony will have a very desperate

fight on its hands.

Complications: Several courses of action are possible, but all carry a significant risk. The players, along with members of the colonial militia, could go into the mine and fight off the undead. But while the undead are not dangerous individually, their numbers are potentially overwhelming. On the other hand, there are lots of narrow passages and bottlenecks in the mine, and a disciplined group could lure the undead into organized killzones. Another option put forth is to simply collapse the entrance to the mine, sealing the undead inside.

Resolution: While eliminating the undead is the most dangerous and time-consuming of the options, the rewards of doing so are great. With the undead removed, the mine can resume operation. If the players were integral to the success of the battle, they may be rewarded with a percentage of the mine's future profits. Should the mine be sealed, the undead are trapped inside and unable to threaten the colony. However, this means that a valuable resource for the colony has been rendered useless, and many will not be pleased with the result.

There is, of course, the matter of how the undead got in the mine in the first place. And there is no guarantee that chamber was the only one in the mine that contained a dark secret. There's always the possibility of uncovering something even worse.

Plowshares to Swords

The first boats have arrived in the New World and the colonists get to work. They clear land for their shelters and for places to plant their crops when they hit a snag. Actually, quite a few snags:

The woods are teeming with monsters that aren't really thrilled with their homes being destroyed, so they are more than willing to give these strange visitors a taste of their power.

Once some of the land has been cleared and farms are being established, the colonists realize that the crops they have brought from the known world just won't grow in this New World. Without the ability to grow crops, the colony will starve to death.

Grey Fang scouts have found the colony and they aren't pleased that the land is being torn apart for new people who have nothing to offer. The Grey Fangs retaliate by disrupting the farming. They perform rituals to wither the plants on the newly farmed land thereby disrupting all the work that has already been done.

Even if enough land is cleared off to begin the farming process, there is still the little problem of maintaining the land. There aren't enough colonists to protect the colony, adventure into the new land and farm. Then again, there happens to be a slave trader by the name of Akgore who could be useful in providing help to maintain the farms.

The Dark Entity

Everyone knows the Church quite well. They protect the colony, they adventure out into the wilderness and they genuinely want the light of their deity to spread to all of the heathens of the world. Some adventurers find them to be annoying due to their sense of self-righteousness while others find comfort in their god's light. There are two sides to every coin though and while some priests fall prey to the sins of the flesh or slightly lust for power, absolutely none of them are nearly as corrupt as those that follow the Dark Entity.

The Dark Entity's cultists are the exact opposite of the brash, shining beacon of hope that the Church represents. While the Church has come to shine their light on the world, the Dark Entity seeks to destroy the New World. Of course, being that they worship a god as evil as the Dark Entity, the cultists must meet in secret, but mostly, they worship their god in private.

The cult's priests used powerful magic to place some sleeper agents into the colony. The sleepers are powerful but they have no knowledge of the cult's plans. They await the signal to awaken and the conquest of the colony will officially begin.

The Dark Entity's agents have tempted the goblins of the known world and a fleet of goblin hulks could arrive at any moment.

Revenge of the Fire Spirit

Long ago, a power-hungry member of the Black Raven tribe sought power to rule over his people. Using ancient rituals, he was able to summon the Fire Spirit as his ancestors before him had done. Fire is a powerful destroyer, but it is relatively easy to wield, such is the case with the Fire Spirit. The tribesman made a deal with the spirit: in exchange for the Fire Spirit's destructive power, the tribesman would give up his firstborn child. The spirit agreed and soon, the tribesman became a Black Raven chieftain. Once his child was born, the Fire Spirit came to collect its quarry, but the Black Raven chieftain was clever. He gave his newborn daughter to the Fire Spirit and she immediately turned into a raven and flew away. The Fire Spirit was enraged, but a deal was a deal, and the Fire Spirit disappeared without further comment. Coyote laughed and thanked the Black Raven Chieftain because, he said with a laugh, "that will enrage the Fire Spirit for centuries! "

Centuries pass and adventurers enter into the realm of the Fire Spirit. Still sick from being spurned by the chieftain, the Fire Spirit makes a deal: if the adventurers can somehow find the raven that escaped him so long ago, or if they can find the ancestor of the Black Raven chieftain who tricked him, or if they can somehow trap Coyote and bring him to the Fire Spirit, then they will be granted one wish.



Grippli King by Ean Moody

The Grippli – new player race

Average Height 3' to 4'

Average Weight 50-65 pounds

Ability Scores: +2 Dexterity, +2 Constitution

Size: Small

Speed: 6 squares

Vision: Normal

Languages: Common, Elven

Skills Bonuses: +2 to Athletics +2 to Endurance

The gripli are an emerging race in the New World. Endlessly energetic, they desire nothing more than to establish their place as one of the major races. They do not seek to rule the world, merely to assert their rightful position as a dominant species. After all, what other mortal race can jump as high as a gripli or swim as fast? They are a race of optimists, confident that they will become as important as the humans, elves and dwarves that seem to run the world. How can they be so confident about this? Why, they're gripli and everyone knows that the gripli are great!

Adhesive Grasp: When climbing, the gripli do not suffer any modifiers to the climbing DC from slippery or unusually smooth surfaces. They gain a +2 modifier to grapple other characters in combat. This bonus does not apply to escaping a grapple.

Color-Shifting: Grippli can change the color of their skin to a minor degree. For example, a green Grippli could change his skin from a bright green to a dark olive green but could not become blue or red. This ability gives them a +4 to Stealth checks made in an environment matching their natural coloration.

Amphibious: Grippli do not need to breathe air but they can hold their breath for 20 rounds before an Endurance check is necessary. They can move their full speed when swimming and do not need to make Athletics checks.

Powerful Leaping

At-Will

Move Action Personal

Effect: You may jump up to your full move speed either horizontally or vertically, but not both in the same jump. You ignore difficult terrain while jumping. If you jump horizontally, the height of your jump is equal to one quarter of the horizontal distance you travel. No athletics check is necessary to use this ability. You are still subject to attacks of opportunities from enemies when moving with this ability.

Play a Grippli if you want...

- to be an outgoing and rambunctious adventurer out to see the world.
- to be an underdog who rises up from humble beginnings.
- to be a member of a race that favors the ranger, rogue and warlock.

Playing a Gripli

Gripli Characteristics: Cheerful, determined, energetic, kind, tolerant, optimistic, easy-going, confident, respectful.

Male Names: Sea-Moss, Fly-Catcher, Red-Spots, Spirit-Watcher, Jagged-Coral, Day-Racer, Highest-Climber.

Female Names: Lilly-Pad, Jungle-Flower, Rainbow-Blade, Refreshing-Mists, Rain-Drop.

Gripli Adventurers

The gripli are highly curious about the outside world so some of the hunters and mystics take up adventuring, at least for a time. The gripli encourage this practice, as the adventurers who make it back alive bring with them new wealth and knowledge.

Jagged-Coral, a gripli ranger, never fit in with gripli society. He preferred to remain silent when others chattered on for hours on end. He thought nothing of spending hours waiting for prey to pass by, so he could drop it with a single bow shot. Finally, he admired the stoicism of the humans, who fought tirelessly for glory and honor. Since then, he has befriended several colonists in order to learn their ways and to gain glory for himself in battle.

Refreshing-Mists, a fey pact warlock, made a pact with the Water Spirit to carry out her will in exchange for power. The Water Spirit is interested in the mysteries of Lemuria, so Refreshing-Mists has agreed to join a band of adventurers who plan to explore the ruins.

Sea-Moss, a trickster rogue, spent several months learning the ways of the rogue from a thief who washed up on the shores of Gripli Island. Sea-Moss nursed the man back to health in exchange for his knowledge of traps and stealth and for his stories of treasure hoards and adventure. Sea-Moss has told these stories to a few of his friends and together they aim to become the greatest heroes of the New World.

Gripli Island

Gripli island, about 12 miles north of the colony, is home to one of the largest gripli populations in the New World. Once imprisoned by the Water Spirit, they have recently been loosed upon the world for reasons known only to the Water Spirit. The majority of the island is taken up by a large stone enclosure that encircles the central bay. Numerous caves line the sides of the enclosure that make up the homes of the gripli. The enclosure has an opening in the ceiling, forming a skylight in the center of the bay. Despite their relatively peaceful nature, dozens of gripli hunters and mystics guard the island, keeping an eye out for raiders.

New Monsters

Lemurian Skeleton

The remains of long dead Lemurian citizens are charged with necromantic energy and many of them spontaneously rise as undead to wander and destroy all living creatures in their path. The most common Lemurian undead found is the common foot soldier, still equipped for battle.

Lemurian Skeleton	Level 1 Soldier
Medium natural animate (undead)	EXP 100
Initiative: +3 Senses: +1 Perception; Darkvision	
HP: 32; Bloodied: 16	
AC: 17 Fortitude: 14 Reflex: 13 Will: 13	
Resist necrotic 5; Vulnerable radiant 5	
Immune” disease, poison	
Speed 6	
Ⓢ Gladius (Standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6+3 damage.	
‡ Riposte (Immediate Reaction; at-will) ♦ Weapon	
If an enemy misses a melee attack against the Lemurian Skeleton, the Lemurian Skeleton may make a basic melee attack against the attacker.	
‡ Numbing Strike (Standard; encounter) ♦ Necrotic	
+6 vs. Fort; 2d6+3 necrotic damage and the target is dazed (save ends).	
Alignment Chaotic Evil	
Equipment: gladius, breastplate.	
Str: 16 (+3)	Dex: 15 (+2) Wis: 13 (+1)
Con: 16 (+3)	Int: 3 (-4) Cha: 3 (-4)

Lemurian Skeleton Tactics

Unless controlled by a necromancer, Lemurian skeletons attack the first foe they see, attacking relentlessly. They use Numbing Strike to slow down melee attackers so they can move by and strike softer targets such as spell casters.

Raven Mocker

A magical being that collects necrotic energies and undead servants for the Black Raven Tribe, created when a necromancer imbues a normal raven with necromantic energy in a ritual known only to the Black Ravens. It searches for the dead and undead of the New World. When it finds a recent corpse, the raven mocker harvests its latent necrotic energies and stores them so a Black Raven necromancer can later retrieve it. Should the Raven Mocker find one of the many wandering mindless undead of the New World, it charms them into servitude. Normally it will lead them to the Black Raven tribe where the undead join the army of the Black Raven. However, many times the raven mocker will simply keep a small entourage of undead servants to protect it while it scavenges for the Black Ravens.



Raven Mocker by Josh Hunter

Raven Mocker**Level 3 Lurker****Medium shadow beast****EXP 150**

Initiative: +7 Senses: +3 Perception; Darkvision
 Weakening Aura (Necrotic) aura 5; All enemies suffer a -1 penalty to their Fortitude.

HP: 41; Bloodied: 20

AC: 17 Fortitude: 16 Reflex: 15 Will: 15

Resist necrotic 5; Vulnerable radiant 5

Speed 2 Fly 8 (clumsy)

⬇ Deathly Strike (standard; at will) ♦ Necrotic
 +8 vs. AC; 1d10+3 necrotic damage.

Gather Necrotic Energies (immediate reaction; whenever a living creature dies; at will)

The Raven Mocker heals 20 hit points and all undead allies within line of sight gain 10 temporary hit points. This also creates an amount of Grave Ash equal to the creature's Exp value. The ash is stored in a pouch tied to the raven mocker's leg.

⬇ Flying Charge (standard; encounter) ♦ Necrotic

The raven mocker makes a charge attack. +10 vs. AC: 2d10+6 necrotic damage.

☞ Deathly Influence (standard; at will) ♦ Necrotic

20 range +6 vs. Fortitude. Target gains Necrotic vulnerability 5 (save ends).

Alignment Chaotic Evil

Str: 16 (+3) Dex: 15 (+2) Wis: 13 (+1)

Con: 16 (+3) Int: 13 (+1) Cha: 13 (+1)

Raven Mocker Tactics

The raven mocker prefers to first use deathly influence on his prey, using undead like Lemurian skeletons to keep attackers away from him. Once he has succeeded with deathly influence, he charges in with flying charge and then continues to attack his foe until it dies. Then it either flees or uses deathly influence on his next target.

Raven Mocker Encounter Level 1 - 450 XP

Raven Mocker

3 Lemurian Skeletons

Yekyua

Yekyua are minor servants for druids, shamans and other mystical leaders throughout the tribes of the New World. They are normal animals, typically a small one such as a macaque, song bird, or squirrel although lizards, rabbits, and even turtles have been used as well. The Yekyua is identical in appearance except for a small golden necklace or bracelet found somewhere on the animal. This jewelry is the focus of the bond between the master and Yekyua.

Unlike traditional familiars, a single person can have many Yekyua as servants and some powerful druids have dozens. Even the kings of the grippli often have a few Yekyua. The Yekyua are not as powerful as a normal familiar but can still be useful servants and an extra set of eyes. They do not gain intelligence or become stronger as the master grows in power.

The Yekyua's master can do the following:

Command the Yekyua to perform simple tasks and tricks.

Send simple telepathic messages (one word or mental image) to the master – 10 mile range.

Have the Yekyua aid the master with a ranged attack – See guide the attack.

Have the Yekyua watch over the master while he rests, waking him if danger approaches.

Yekyua	Level 1 minion
Tiny Natural Beast	EXP 25
Initiative: +1 Senses: +1 Perception	
HP: 1; a missed attack never damages a minion.	
AC: 15 Fortitude: 14 Reflex: 13 Will: 13	
Speed 5	
Ⓣ Natural attack (standard; at will)	
+6 vs. AC; 3 damage	
Aid the Master (standard; encounter)	
Grant a +2 bonus to the master's next ranged attack roll.	
Alignment Unaligned	
Str: 4 (-3)	Dex: 16 (+3) Wis: 10 (0)
Con: 10 (0)	Int: 4 (-3) Cha: 10 (0)





Grippli Hunter by Josh Hunter

Grippli Hunter

Grippli society is primarily based around hunting and gathering and so the hunters make up the backbone of each tribe. They fight off raiders and supply the other gripli with vitally needed food. Hunters are often bravados by nature and are quite eager to prove their courage, especially to other races.

Grippli Hunter Tactics

Grippli hunters prefer to stay away from their enemies, using their leaping and climbing abilities to get out of reach. Grippli hunters tend to focus on one foe until it drops, using jump shot to do additional damage. If possible, gripli prefer to fight in environments matching their coloration so they can use stealth more effectively.

Grippli Hunter**Level 1 Skirmisher****Small natural humanoid
(aquatic)****EXP 100**

Initiative: +5 Senses: +1 Perception

HP: 32; Bloodied: 16

AC: 17 Fortitude: 14 Reflex: 15 Will: 13

Speed 6 swim 6

⊕ Spear (standard; at will) ♦ Weapon

+6 vs. AC; 1d8 damage.

↘ Short bow (standard; at will) ♦ Weapon

Range 10/20 +6 vs. AC; 1d6 damage.

↘ Jump Shot (standard; recharge ☹️ ☹️) ♦ Weapon

Range 10.20 +7 vs. AC; 3d6 damage. The grippli leaps high in the air and fires an arrow at the target, aiming at vulnerable spots at the top of their foe's head.

Powerful Leaping (Move; At-Will)

The grippli hunter jumps up to its full move speed either horizontally or vertically, but not both in the same jump. It ignores difficult terrain while jumping. If it jumps horizontally, the height of the jump is equal to one quarter of the horizontal distance it travels. It is still subject to attacks of opportunities from enemies when moving with this ability.

Color-Shifting

Grippli can change the color of their skin to a minor degree. For example, a green grippli could change his skin from a bright green to a dark olive green but could not become blue or red. This ability gives them a +4 to Stealth checks made in an environment matching their natural coloration.

Adhesive Grasp

When climbing, the grippli do not suffer any modifiers to the climbing DC from slippery or unusually smooth surfaces. They gain a +2 modifier to grapple other characters in combat. This bonus does not apply to escaping a grapple.

Equipment: Leather harness, spear, short bow, 20 arrows.

Alignment Unaligned

Languages: Common, Elven

Skills: Athletics +10, Acrobatics +10, Stealth +8

Str: 10 (0) Dex: 16 (+3) Wis: 10 (0)

Con: 16 (+3) Int: 10 (0) Cha: 10 (0)





Grippli king

The leader caste of the gripli. Each gripli tribe has only one king, but several other chieftains and hunting party leaders are virtually identical to the king, ready to take his place if the king falls in battle. Kings are proud, boastful leaders who are more interested in appearing strong to the tribe than any other practical considerations.

Grippli King Tactics

In battle, the king will focus on supporting the other gripli by blinding spell-casters and ranged attackers first. If attacked in melee, the king uses battle croak to stun his attacker. The king uses inspiring croak once the hunters have all used jump shot.

Grippli Encounter Level 1 - 500 XP

Grippli King

3 Grippli Hunters

2 Yekyua

Grippli King
Small natural humanoid
(aquatic)

Level 3 Controller
EXP 150

Initiative: +3 Senses: +5 Perception

HP: 32; Bloodied: 16

AC: 17 Fortitude: 14 Reflex: 15 Will: 13

Speed 6 swim 6

⊕ Staff (standard; at will) ♦ Weapon

+8 vs. AC; 1d8+4 damage.

☞ Toxic Spittle (standard; at will) ♦ Poison

Range 5/10 +7 vs. Reflex, 1d6+4 damage and the target is blinded (save ends).

↔ Battle Croak (standard; recharge ☞ ☞)

Close burst 2 +7 vs. Fort: target is stunned until the end of the Grippli King's next turn.

↔ Inspiring Croak (minor, encounter)

Close burst 10; Grippli allies recover one spent encounter or recharge power.

Powerful Leaping (Move; At-Will)

The grippli king jumps up to its full move speed either horizontally or vertically, but not both in the same jump. It ignores difficult terrain while jumping. If it jumps horizontally, the height of the jump is equal to one quarter of the horizontal distance it travels. It is still subject to attacks of opportunities from enemies when moving with this ability.

Color-Shifting

Grippli can change the color of their skin to a minor degree. For example, a green grippli could change his skin from a bright green to a dark olive green but could not become blue or red. This ability gives them a +4 to Stealth checks made in an environment matching their natural coloration.

Adhesive Grasp

When climbing, the grippli do not suffer any modifiers to the climbing DC from slippery or unusually smooth surfaces. They gain a +2 modifier to grapple other characters in combat. This bonus does not apply to escaping a grapple.

Equipment: Staff, crown.

Alignment Unaligned

Str: 18 (+4) Dex: 15 (+2) Wis: 13 (+1)

Con: 16 (+3) Int: 13 (+1) Cha: 13 (+1)

New Rituals

Conjure Water

You call upon the Water spirit to provide a bounty of fresh, pure water, spontaneously conjuring enough water to satisfy one hundred people.

Level: 1

Category: Creation

Time: 10 minutes

Duration: 3 days or until used.

Component Cost: Free - special

Market Price: N/A

Key Skill: Arcana, Religion or Nature

The ritual conjures approximately 100 gallons of water per casting. The ritual caster can perform as many times as possible but any conjured water disappears in 3 days if it is not used. This ritual has no component cost because the Water Spirit's divine power replaces the need for components. However, this ritual can only be taught by the Water Spirit, who grants only to mortals who entertain her.

Create Raven Mocker – Black Raven only

You take a normal raven and infuse with powerful necrotic energies, transforming it into a raven mocker.

Level: 10

Category: Binding

Time: 12 hours to create the raven mocker or 10 minutes to summon one.

Duration: Instantaneous

Component Cost: 1,000 GP to create a raven mocker, 100 GP to summon one.

Market Price: N/A

Key Skill: Religion

Taught only by the necromancers of the Black Raven tribe, this ritual transforms a normal raven into a raven mocker. The newly created monster will follow the caster's directions, although some raven mockers may later develop free will. Once the raven mocker has been created, the caster can summon the entity back by casting the ritual a second time. The caster can only summon raven mockers it has created. This ritual is only known by the Black Raven tribe and they only impart knowledge of it to full members of the tribe or allies who have gone above and beyond to prove their loyalty.

Gather Necrotic Energy – Black Raven only

The caster harvests the latent energies of a corpse for later use.

Level: 8

Category: Binding

Time: 10 minutes

Duration: Instantaneous

Component Cost: 50 GP

Market Price: N/A

Key Skill: Religion

The ritual caster draws forth the necrotic energies of a corpse no older

than a year and creates Grave Ash, a powerful magical substance. The caster creates an amount in gold coin value equal to the experience point value of the dead creature. Grave Ash can be used as the components of any Black Raven only ritual. This ritual cannot be performed on undead, constructs or plants.

Call Lemurian Skeletons – Black Raven only

Beckon one of the countless wandering skeletons of the New World to serve you for a day, before it disappears back into the wilderness.

Level: 5

Category: Binding

Time: 10 minutes

Duration: 24 hours

Component Cost: 50 GP

Market Price: N/A

Key Skill: Religion

The ritual caster calls forth a Lemurian Skeleton from the wilderness who will serve the caster faithfully for 24 hours. The skeleton appears in 1d6 minutes and can only obey simple commands, such as attack, guard, or carry but understands all languages. Once the duration expires, the skeleton simply wanders off into the wilderness. This ritual only works in the wilderness of the New World.

Bind Yekyua

Establish a link between you and a simple animal to act as your servant and spy.

Level: 2

Category: Binding

Time: 10 minutes

Duration: 1 week or permanent

Component Cost: 200 GP

Market Price: N/A – only taught by Gray Fang or Black Raven tribe

Key Skill: Nature

The ritual caster takes a small golden necklace or bracelet, places it on a small animal and forms a simple bond between the animal and caster. The caster can order the Yekyua to do the following

- Command the Yekyua to perform simple tasks and tricks.
- Send simple telepathic messages (one word or mental image) to the master – 10 mile range.
- Have the Yekyua watch over the master while he rests, waking him if danger approaches.
- Use of the encounter power, guided aim. See the Yekyua entry for more information.

Unlike a familiar, the Yekyua retains animal intelligence and can only follow simple instructions. Furthermore, the caster does not suffer any penalties if the Yekyua dies. Unless the caster has the feat Yekyua Master, the Yekyua bond fades away in a week.

Allying with a tribe

To qualify for the Black Raven Acolyte or Gray Fang Disciple feat, a character must prove that they are trustworthy allies of the tribe in question. There is no set formula to win the favor of one of the tribes but in general, the character should at least support the tribe's way of life. The Black Ravens practice necromancy and the Gray Fangs are druids. The character should defend them against the appropriate colonial faction. For example, the church takes a dim view of necromancy and the merchants will seek to exploit the natural resources, angering the Gray Fang druids. To take the side of a native tribe against any colonial faction will be a difficult challenge for any character. Furthermore, characters may have to fight or quest on behalf of their respective tribe.

New Heroic Tier Feats

Yekyua Master

Prerequisite: Wisdom 13, Ritual Caster Feat, Trained in Nature

Benefit: If the character casts the Bind Yekyua ritual, the character permanently binds the animal as a Yekyua. The character can bind a total of 1 Yekyua for every 5 character levels.

Black Raven Acolyte

Prerequisite: Ally of the Black Raven tribe – see allying with a tribe

Benefit: The character has proven his loyalty to the Black Raven tribe. He gains a +2 circumstance bonus to all social skill checks made against Black Raven tribe members and a -2 penalty to all Gray Fang tribe members. Raven mockers and all undead under the control of the Black Raven tribe will not attack the character, unless attacked first. The character gains a +4 bonus on all knowledge checks made about undead monsters. The character can also learn Black Raven rituals, although the character may be required to complete special missions before being allowed to learn certain rituals.

Gray Fang Disciple

Prerequisite: Ally of the Gray Fang tribe – see allying with a tribe

Benefit: The character has proven his loyalty to the Gray Fang tribe. He gains a +2 circumstance bonus to all social skill checks made against Gray Fang tribe members and a -2 penalty to all Black Raven tribe members. The character gains a +1 bonus to all Nature skill checks and +1 to all attack rolls against undead creatures. The character can learn Gray Fang tribal rituals although the character may be required to special missions before being allowed to learn certain rituals.

Artisan

Benefit: The character is a skilled craftsman able to build or supervise the construction of most mundane tools, weapons, and buildings. Normally this is beneath heroic adventurers, but in the New World, there are few artisans and fewer shops. Players might have to wait months for a new weapon unless they can make do with their own skills.

No roll is necessary to build normal objects if the character has the appropriate tools and time. Otherwise the character must make an Intelligence check to build the item up to standards. A failure indicates the character was not able to build the item but the materials can be re-used. The cost to build the item is ½ the market cost.

Craft base checks (use Intelligence)

Modification of a normal item (silver a blade's edge, hidden compartment in a container) DC 10

Non-standard item (item not listed in the equipment tables) DC 15

Supervise a standard construction project (a one story wooden building) DC 10

Supervise a complex construction project (multi-story buildings, wooden military structures) DC 20

Supervise a major construction project (Stone keep, monument, etc) DC 25

Build an item without proper tools +5 DC

Rush Job (halve construction time) +10 DC

Artisans in the New World

So why include crafting rules in the New World at all? The player characters are supposed to be adventuring heroes who slay monsters, loot dungeons and save the day from evil. Building cabins and crafting equipment is far too boring. Normally, this is true but in the colony, an artisan is a very handy person to have around and can get a lot of leverage with his skills. An adventurer with the artisan feat can use his skills to gain favor with colonial factions or become a man of the people.

Use these examples as guidelines to provide characters with bonuses based on how they use the Artisan feat.

- Win the favor of a faction by supervising a complex or major construction project, such as building a temple for the church or a fortress for the governor. This is an adventure in of itself, as the character must keep the laborers working, acquire supplies and ward off dangerous monsters.
- Gain a +2 circumstance bonus to one Charisma based skill check with a faction leader by working for them for one day.
- Gain a +4 circumstance bonus to all Charisma based skills checks with the unaffiliated citizens of the colony by working for the good of the colony for one day. This bonus lasts for a week.
- Gain a +2 to +6 circumstance bonus to Diplomacy checks to all members of a New World tribe by teaching them how to build various tools or weapons.

Railroading

Some players may not want to touch the totem, thus preventing the adventure from starting properly. If the players are not interested in the totem, then do not force the adventure on them. However, even if they do not touch the totem it could still trigger. Any determined effort to move, alter, or research the totem awakens the Guardian Spirit and starts the adventure.

The Lost Totem

a short adventure for level 1 characters

Adventure Summary

The players discover a totem of the Earth Spirit, which has been lost for generations. Both the Gray Fang and Black Raven tribes desire the totem, as the owner of the totem is said to gain the Earth Spirit's favor. Unfortunately, once the players examine the totem closely, it awakens the guardian spirit of the totem and alerts both tribes to the location of the totem. After dealing with the guardian, the players must decide what to do with the totem. They can use it to become allies with one of the tribes, give it to the gripli, claim it for the colony or return it to the Earth Spirit.

Background

Many years before the Black Ravens and Gray Fangs splintered into two tribes, a great hero of their people defeated a vile demon hiding in a sprawling cave deep in the wilderness. The cave was a sacred site to the Earth Spirit and rewarded the hero by blessing his tribe. The hero carved the Earth Totem and placed it in the center of the tribe's territory. The totem brought the tribe good luck and protection from many natural disasters. However, when the tribe fractured, the totem was swallowed up by the earth and thought lost forever.

With the arrival of the expedition, the Earth Totem has unearthed itself, waiting for a colonist to find it. Eventually, the player characters will stumble upon it.

Getting the players involved

The Lost Totem adventure triggers when the players examine the totem in detail. They can find the Totem's sanctuary anywhere in the wilderness of the New World. Alternatively, a logger or other citizen of the colony can find the Totem's sanctuary and tell the player characters about it.

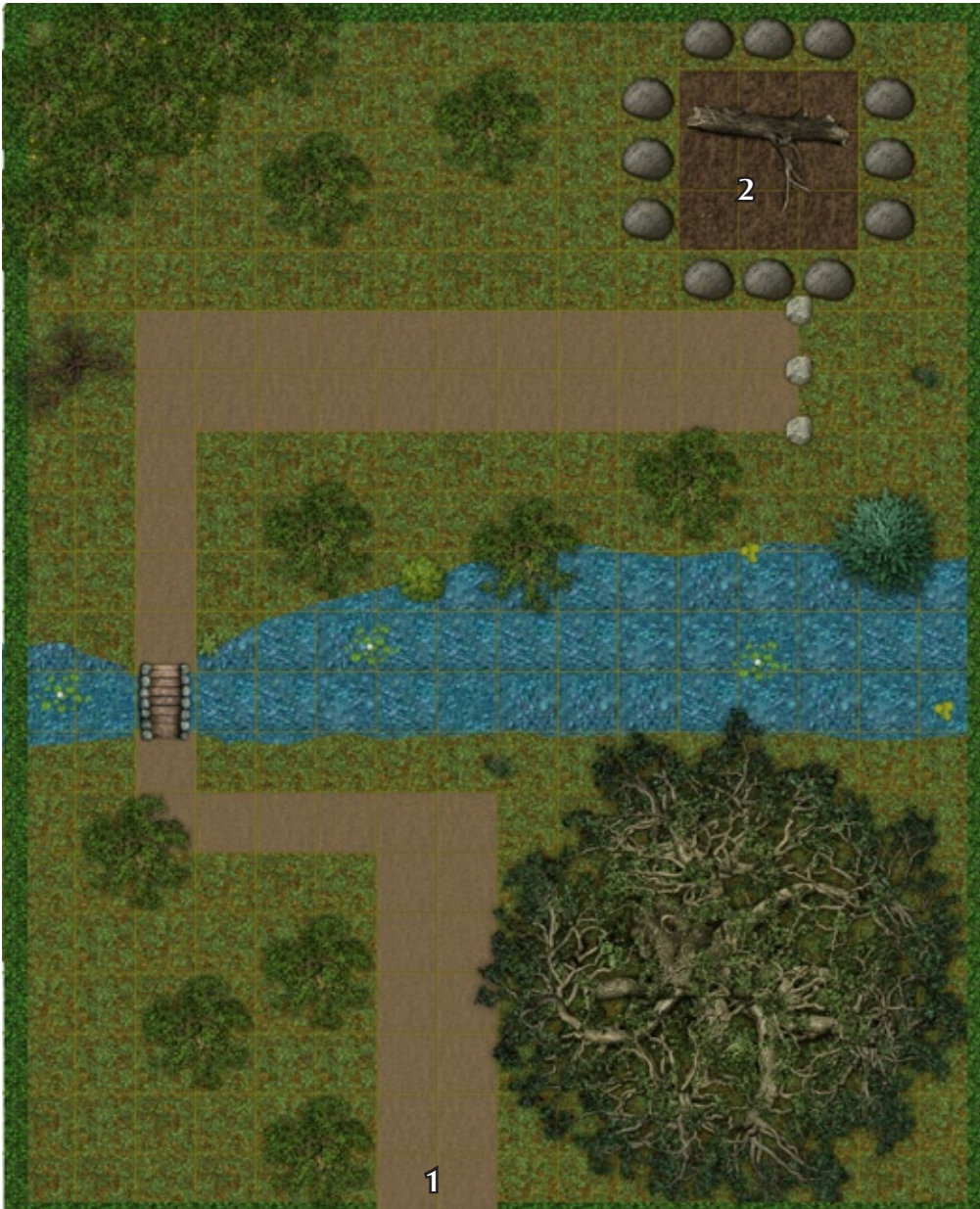
As soon as a colonist touches the totem, it awakens the Earth Totem Guardian and sends a telepathic alert to the shamans of both the Gray Fang and Black Raven tribes. If the players do not touch the totem, they will not trigger the adventure.

Introduction

Read or paraphrase the following to the players

As your group marches through the forested wilderness of the New World, you come across several joined hedgerows that form a rectangle. The hedgerow parts in the middle on one side to reveal what appears to be a garden inside.

A Nature check (DC 10) reveals that this hedgerow garden is clearly not a natural occurrence.



A Perception check (DC 15) indicates that this area is a recent change. Trees near the hedgerows have been uprooted and the dirt has shifted around recently. It seems as though the area was pushed up from beneath the ground.

Inside the Totem Sanctuary
Read or paraphrase the following

Inside the hedgerows, you find what appears to be a lightly wooded garden, with a dirt foot path leading towards a small stone bridge over a creek that cuts through the center of the garden. Past the bridge, the path continues until it ends next to a circle of flat stones lying on the ground. In the center of the stones, the earth is dark and barren of plant life, except for a petrified tree trunk lying in the center of the circle.

Area 1 on the map indicates the entrance to the Sanctuary and Area 2 marks the location of the totem. While dormant, it appears as a petrified tree trunk.

Once the characters approach the totem, read or paraphrase the following text

The tree trunk appears to be of solid stone. Petrified, you think. How long did it take for this tree to come to this state? A thin layer of dirt covers most of the trunk, obscuring its finer details.

A Perception DC 12 check allows the character to notice tribal markings on the tree trunk but they are unreadable until the dirt is brushed off.

As soon as a single party member interacts with the tree trunk in any significant way, the Guardian Spirit of the Earth Totem awakens.

Read or paraphrase the following

The earth trembles as mystic energy flows from the ground into the tree trunk. Stone turns to wood as it comes to life. Arms and legs form and soon the stone-tree creature stands up. Tribal markings cover its body, signifying that it was once a totem pole.

A voice low and deep as the earth rumbles from the totem creature “Who are you, who calls the Guardian of the Earth Totem?”

Dealing with the Guardian

The Guardian wants to assess the characters, to see if they are worthy of being allowed to live in the New World. First, the Guardian explains the history of the Earth Totem and that the Earth Spirit is interested in the expedition. The Guardian is to judge the characters as representatives of the colony. They are to be given three tests: honor, strength and wisdom. If they succeed in all three tests, the Earth Spirit allows the colony to exist. Furthermore, the Earth Spirit will reward the heroes with the bounty of the Earth – gold and gemstones. If they fail, the Earth Spirit will curse the colony, causing great misfortune.

The Guardian cannot be dissuaded from his duty. The Earth Spirit is a harsh being who cares little for the individual desires of the mortals who dwell upon his body. If the party refuses to go through with the tests, the Guardian informs that the Gray Fang and Black Raven tribes are on their way here and they will then decide the fate of the colony.

The First Test: Honor

The first test is relatively simple. The characters need only swear an oath to honor the Earth that they dwell upon. Mortals frequently tear up and desecrate the earth by mining it, or building great dungeons and lairs within it, housing vile creatures. Unnatural creatures such as demons, undead and aberrations that live in underground dungeons

pain the Earth Spirit, like fleas or ticks festering on a great beast.

The Guardian repeats the oath and asks the characters to swear by it. No rolls are required, only their agreement.

- To respect the Earth Spirit with prayers of thanks.
- To protect the Earth by destroying all demonic, aberrant and undead parasites that hide within the earth.
- To honor the Earth by making sacrifices should the characters use the materials of earth for their own use.

The Second Test: Strength

The Guardian announces that the Second Test is a test of strength in battle. Then it promptly attacks the characters, slamming its hammer-shaped fists into the nearest closest one.

Guardian of the Earth Totem	Level 1 Solo Brute
Large elemental magical beast (earth)	EXP 500
Initiative: +1 Senses: +2 Perception; Darkvision	
HP: 128; Bloodied: 64	
AC: 15 Fortitude: 16 Reflex: 13 Will: 15	
Speed 5	
⊕ Hammering Punch (standard; at will)	
Reach 1 +4 vs. AC; 1d10+4 damage.	
↔ Sweeping Backslap (standard; at will)	
Close Blast 2 ; +4 vs. AC; 1d10+1 damage	
↓ One-Two combo (standard; at will)	
Reach 1; +4 vs. AC; the Guardian makes two Hammering Punch attacks.	
↔ Shape Earth (minor; at will)	
Area Burst 1 within 10; the Guardian can transform the terrain into one of the following:	
Transform normal terrain into difficult terrain or vice versa	
Transform difficult terrain into spiky terrain. Does 2 damage to anyone who walks over a square. The Guardian is unaffected by spiky terrain.	
Alignment Unaligned	
Languages: Common	
Str: 18 (+4)	Dex: 13 (+1) Wis: 13 (+1)
Con: 16 (+3)	Int: 13 (+1) Cha: 13 (+1)



Tactics

The Guardian lashes out indiscriminately, using the Shape Earth power to slow down flankers and harass ranged attackers. It prefers to attack unarmored targets such as spell casters and the like but it will gladly attack a fighter as well.

Concluding the Fight

Should the characters defeat the Guardian, it steps back and transforms into the totem pole once again. However, if the characters fight bravely but lose, the Guardian spares them and lets them recover so they may proceed to the final test. The only way the party can lose is by running away from the Guardian.

The Final Test: Wisdom

The Guardian explains that he has contacted both the Gray Fang and Black Raven tribe and soon representatives of both tribes will arrive, wanting to claim the totem. The characters must decide what to do with it.

The Black Ravens send a raven mocker and three Lemurian skeletons first, as they happened to be the closest to the Totem. The raven mocker flies in and lands on a nearby tree. Once it surveys the scene, the raven mocker announces that the Black Ravens will richly reward the characters if they give them the totem.

If the characters immediately agree to this, they will earn the respect of the Black Ravens and become eligible for the Black Raven acolyte feat. The Gray Fangs shows up, a group of rangers and warlocks, only a minute later and they will attack the characters for giving the totem to the Black Ravens. Otherwise they will attempt to persuade the characters that the totem belongs with the Gray Fangs. If that isn't enough, a grippli hunting party led by a grippli king stumbles upon the sanctuary a short time later. The king, foolish and naïve, decides that the totem would make a fine addition to the grippli treasury. All three groups want the totem and each is willing to fight for it.

The dynamics of the situation will mean a fight if the party hands the totem to any of the three factions. The party will have to fight one of the groups while their new allies will fight the other group. For example, if the players give the totem to the grippli, the Black Ravens and Gray Fangs will attack. The grippli will fight one of the tribal groups while the players will fight the other group. This fight can be run in one of two ways: either simply remove the allied group and one of the enemy groups from the battle, ruling that their actions will negate each other and run a straight battle against the other enemy group and the players or simply run a massive battle with all four groups. Allow the players to run their allies.

If the party wants to keep the totem, they must convince the three

factions that the colony deserves it more than any other faction. The grippli are easy to reason with, as the king only wanted it as a whim. A single Bluff or Diplomacy check of DC 13 will convince them that they don't really want the totem. As for the two tribes, the characters can either threaten them with retaliation from the colony, which requires a DC 17 Intimidation check for both groups or convince them that they are not worthy of the totem anymore. This requires a DC 15 Diplomacy check for each tribal group. If the players fail to persuade one or two of the groups, they will back off and swear to get even with the characters at a later time, but they will not attack. If the players fail to persuade any of the groups, they will all attack the players and each other. The players should flee at this point, as it is doubtful they could survive a four way battle.

Finally, the players could decide that no one deserves the totem and ask that the Earth Spirit take it back. Without a word, the totem sinks back into the earth along with the sanctuary that has formed around it. A pile of gold and gems appears in its place, equal to two treasure parcels, a reward for the characters resolving the issue in a fair and peaceful matter.

The Tribal Groups

Black Ravens
Raven Mocker
3 Lemurian Skeletons

Gray Fangs
3 tribal rangers - see page 60
2 tribal warlocks - see page 61

Grippli
Grippli King
3 Grippli Hunters
2 Yekyua

Rewards

Whatever faction has possession of the totem at the end of the day gains subtle but important benefits from the Earth Spirit. Faction members find valuable resources, such as ore or gold, literally lying on the ground. Dangerous monsters stop intruding on the faction's territory and so on. However, the other factions will become envious and could attempt to steal the totem or worse. As for the characters, the other factions who didn't get the totem will dislike the characters from now on and any attempts at diplomacy with those factions will suffer a -2 penalty until the characters make amends for their actions.

If the characters return the totem to the Earth Spirit, the characters gain a +1 bonus to all Diplomacy checks made with New World tribal members, as they have gained a reputation for wisdom.

Tribal Ranger**Level 1 Skirmisher****Medium humanoid****EXP 100**

Initiative: +4

Senses: +6 Perception

HP 28; Bloodied 14

AC 17; Fortitude 14, Reflex 16, Will 12

Saving Throws +1

Speed 6

Ⓢ Longsword (standard; at will) ♦ Weapon

+5 vs. AC; 1d8 + 2 damage

↘ Longbow(standard; at will) ♦ Weapon

Ranged 20/40; +6 vs. AC; 1d10 + 4 damage.

Ⓡ War Club (standard; at will) ♦ Weapon

+5 vs. AC; 1d6 + 2 damage.

Ⓡ Twin Strike (standard; at will) ♦ Weapon

Two attacks on one or two creatures.

Longsword/war club: +5/+5 vs. AC; 1d8/1d6 damage

↘ Nimble Strike (standard; at will) ♦ Weapon

The ranger can shift 1 square before or after the attack.

Ranged 20/40; +6 vs. AC; 1d10 + 4 damage

Ⓡ ↘ Evasive Strike (standard; encounter) ♦ Weapon

The ranger can shift 2 squares either before or after the attack.

Longsword: +5 vs. AC; 2d8 + 2 damage.

Longbow: Ranged 20/40; +6 vs. AC; 2d10 + 4 damage.

↘ Split the Tree (standard; encounter) ♦ Weapon

Ranged 20/40; targets two creatures within 3 squares of each other; +6 vs. AC; 2d10 + 4 damage. Make two attack rolls, take the higher result, and apply it to both targets.

Hunter's Quarry (minor)

The ranger can designate the nearest visible enemy as the ranger's quarry. Once per round when hitting this quarry, the ranger can deal an extra 1d6 damage. This effect remains active until the end of the encounter or until the ranger designates a different target as the quarry. The ranger can only designate one enemy as quarry at a time.

Defensive Mobility

The ranger gains a +2 bonus to AC vs. opportunity attacks.

Skills Nature +6, Perception +6, Stealth +8

Equipment hide armor, longsword, war club, longbow

Alignment Unaligned

Languages: Common, Elven

Str: 14 (+2) Dex: 18 (+4) Wis: 13 (+1)

Con: 12 (+1) Int: 10 (0) Cha: 11 (0)

Tribal Fey Pact Warlock
Medium humanoid

Level 1 Skirmisher
EXP 100

Initiative: +0 Senses: +1 Perception

HP 29; Bloodied 14

AC 14; Fortitude 12, Reflex 14, Will 16

Saving Throws +1

Speed 6

Ⓢ Spear (standard; at will) ♦ Weapon

+2 vs. AC; 1d8 damage

☞ Eldritch Blast (standard; at will)

Ranged 10; +4 vs. Reflex; 1d10 + 4 damage.

☞ Eyebite (standard; at will) ♦ Charm, Psychic

Ranged 10; +4 vs. Will; 1d6 + 4 psychic damage, and the warlock is invisible to the target until the start of the warlock's next turn.

☞ Dire Radiance (standard; encounter) ♦ Fear, Radiant

Ranged 10; +1 vs. Fortitude; 1d6 + 1 radiant damage. If the target moves nearer to the human warlock on its next turn, it takes an extra 1d6 + 1 damage.

☞ Witchfire (standard; encounter) ♦ Fire

Ranged 10; +4 vs. Reflex; 2d6 + 4 fire damage, and the target takes a -4 penalty to attack rolls until the end of the human warlock's next turn.

☞ Curse of the Dark Dream (standard; encounter) ♦ Charm, Psychic

Ranged 10; +4 vs. Will; 3d8 + 4 psychic damage, and the target slides 3 squares. Hit or Miss, Sustain Minor: Slide the target 1 square (save ends).

Misty Step (free)

When a cursed enemy is reduced to 0 hit points or less. The warlock can immediately teleport 3 squares.

Warlock's Curse (minor)

The warlock places a Warlock's Curse on the nearest visible enemy. Once per round when hitting a cursed enemy, the warlock can deal an extra 1d6 damage. The Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer. The warlock can only curse one target per turn.

Skills Arcana +7, Bluff +9, Insight +6

Equipment leather armor, spear

Alignment Unaligned

Languages: Common, Elven

Str: 10 (0) Dex: 11 (0) Wis: 12 (+1)

Con: 13 (+1) Int: 14 (+2) Cha: 18 (+4)