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Gallia:

Land of Chivalry, Intrigue, and Romance

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THE REGION OF GALLIA

Recent History of Gallia2 Chivalry and the Life of a Knight3 Courtly Love, or Winning a Lady4 Tournaments, or the Art of Tilting6 Humble Roots: Peasant Heroes9

NEW PRESTIGE CLASSES

The Goliard11 The Jongleur15 The Mousquetaire18 The Trouvère21

FANTASY RACES24

MAP OF GALLIA24a

PLACES IN GALLIA25

Albion25 Saracen25 Tang26 The Bay of Gascogne27 The Gulf of Lyon27 La Manche27 Aquitania27 Bordeaux28 La Breche de Roland28 Carabas29 Gevaudan29 Lyon29 Lyonesse29 Montauban30 Mont Tombe30 Rouen31 Soleve31 Tarascon32 Ville Lumiere32 Ys33 Other Cities33

HEROES & VILLAINS34

Analise the Ugly34 Auberon34 Belenus35 Blue Beard35 Bright Flower36 Charlemagne36 Dawn and Day37 Ella and Charlotte38 Huon of Bordeaux39 Launcelot du Lac39 Leon, Coeur de Leon40 King Louis, Richelieu,40 and the Mousquetaires Marianne42 Puss of Carabas42 Renart the Trickster43 Renaud de Montauban43 Ricky of the Tuft44 Thumb the Messenger45

MONSTERS46

Gargantua and Pantagruel47 Bete of Gevaudan47 Bayard47 Melusine47 Gallic Dragons48 Talking Beasts49 Talking Beasts as Characters49 Woodwose51

EQUIPMENT, MAGIC ITEMS, AND OTHER TREASURE52

Jousting Equipment52 Book of Secrets52 Drac's Blood52 Durandal52 Gifts of the Talking Beasts53 Horn of the Emperor53 Horn of Plenty53 King Fortunatus' Golden Wig53 King's Needle53 Ointment of Horse's Dust54 Self-Propelled Carriage54 Self-Propelled Carriage54 Silver Whistle of Summoning54

NPC STATS55

Analise the Ugly55 Aramis55 Athos56 Auberon56 Belenus35 Blue Beard58 Bright Flower58 Charlemagne58 Charlotte59 D'Artagnan59 Dawn and Day60 Ella61 Gerin61 Huon of Bordeaux62 Launcelot du Lac62 Leon, Coeur de Leon63 King Louis63 Marianne64 Olivier64 Otton64 Porthos65 Puss of Carabas65 Renart the Trickster66 Renaud de Montauban67 Richelieu67 Ricky of the Tuft68 Roland68 Thumb the Messenger69

MONSTER STATS70

Bayard70 Bete of Gevaudan70 Fairy70 Drac71 Gargouille71 Tarasque71 Vouivre72 Garantua and Pantagruel72 Melusine73 Woodwose73 Woodwose Barbarian71

PLOT HOOKS75

APPENDIX I:

Glossary and Pronunciation Guide76

APPENDIX II:

Naming Conventions77

APPENDIX III:

Bibliography77

OGL AND COPYRIGHT INFORMATION:78





Jean was the third son of a widow, out to seek his fortune. Where his brothers had failed and returned home in defeat, Jean was sure he would succeed, for though he was no wiser nor stronger nor bolder than his brothers, he had a kind heart. The old woman he'd met in the woods had assured him that he would meet with good fortune.

And so, heart light, Jean set out into the world. Before too long, he encountered a fox wearing a feathered cap whose leq was caught in a trap. The fox was attempting to pry the trap open with a fox sized rapier, which he'd drawn from a scabbard at his hip. Jean, hating to see a creature trapped like this, hurried to aid the hat-wearing fox.

"Merci! Merci!" The fox said gratefully. "I am afraid my enemies the giants laid this trap for me, but now, because of your kindness, I am free!" The fox flourished a bow, accented by his feathered cap. "I am Renart, and I am eternally in your debt." Renart the Fox plucked a whisker from his snout and handed it to Jean. "At any time, I am happy to repay your services. With this whisker, you will be able to summon my brothers and me and I will appear at but a moment's notice. Adieu!"

With that, Renart, bounded off into the woods, his sword bouncing with every move.

Jean soon made his way out of the woods and onto the plains, where many sheep were grazing in the fields. At the sound of a scream, Jean looked off, and in the distance saw a large wolf attacking a young shepherd and his sheep. The shepherd fled, but Jean, unwilling to let the sheep be brutalized, picked up

The Region of Gallia

a stout branch of wood and ran at the wolf, intent on slaying the beast. The wolf, unused to such challenge, ran off, and the grateful sheep surrounded Jean. "Merci! Because of you we are saved from the pet of the qiants!" One sheep pulled a piece of wool from behind his ear. "Though we are only humble sheep, if we could ever aid you, use this piece of wool to summon us to your side."

Jean thanked the sheep and continued along his way. Soon Jean came upon a river, where he found a fish suffocating on its banks. Quickly, Jean moved the fish back into the water. "Merci!" the fish cried out. "The giants thought I was too small to eat and left me on the bank of the river to die!" The fish rubbed up against Jean's hand, leaving a scale on Jean's thumb. "If I can ever do anything to repay your kindness," said the fish, "all you need to do is use that scale to summon my brothers and me."

Jean watched the fish swim off and continued along his way. As night began to fall, Jean came upon a castle. Knowing there were dangers in the night, Jean knocked on the castle's qate to ask for hospitality. A young woman answered the door, surprised to see a young man on the other side.

"You must run away!" said the young woman. "The owners of this castle are two dreadful giants, who will eat you as soon as they find you."

"I would rather take my chances with giants than spend a night alone on their land," Jean replied.

The young woman ushered him inside and hid him in a chest. And there, Jean waited to discover what fate had in store for him...





Jean's tale is one common to third sons in French folk tales. Their two older brothers have failed at some task, whether making their way in the world or winning the hand of a princess. The third son, out of the kindness of his heart, manages to win over allies, usually Talking Beasts or fairies disguised as old women. Nearly always, he must encounter some of the giants that plague the countryside, but with the help of his friends, he manages not only to triumph over his enemies, but also become wealthier for it, often winning the hand of a beautiful maiden, and sometimes winning an entire kingdom. Luckily for the hero, there is always a kingdom nearby that will be grateful for his services.

But the leaders of those kingdoms have more concerns than just giants. According to French poetry and literature, France of the Middle Ages and the Renaissance is always in danger from other nations. These nations have invariably planted someone inside the court of the ruler to become responsible for his downfall. It is only due to brave knights, who closely follow the code of Chivalry, or loyal Musketeers that the kingdom is saved.

All of these concerns drive adventures in the lands of Gallia, a region speckled with small kingdoms and plagued by intrigue. Threatened by neighboring regions Albion and Saracen, the Gallic kingdoms may band together to face their external foes, or they may try to undermine one another in the course of battle. In more peaceful moments, the landscape is dotted with tournaments in which warriors can show their prowess and strength, and perhaps win the heart of a fair lady.

Because Gallia as a setting combines elements of

early French folklore, medieval French romances, and later French literature, the kingdoms of Gallia may seem slightly anachronistic. Before setting a campaign in Gallia (or dropping elements of Gallia into a home campaign), it is important to decide whether or not to use gunpowder technology. While essential to the spirit of the Musketeer (here called the Mousquetaire), any of the other themes and ideas in Gallia can be used without the presence of gunpowder technology in the world.

RECENT HISTORY OF GALLIA

Many heroes proved their prowess during the long war between the kingdoms of Gallia and the nations of Albion that ended only forty years ago, when Albion was united under a single ruler. The King of Albion was far more interested in bringing peace and prosperity to his nation than continuing the long war with Gallia, so the lands signed a treaty and the kingdoms of Gallia returned to their own affairs. The renowned knight Lancelot went to Albion to serve under this prosperous king, wishing to serve him on his great quests. Holy Emperor Charlemagne and his Paladins resumed their efforts to end the threat of the Saracen Empire to Gallia. King Ricky of the Tuft set about finding himself a bride to lift from him the curse of ugliness. The child King Louis ascended to the throne. A country maid named Ella attended a ball and won the heart of a prince.

Then five years ago, for reasons unknown to Gallia, the united kingdom of Albion fell, becoming scattered nations once again. Emperor Charlemagne blamed the Saracens, suspecting that they had undermined the good king's hold on his nation. But rumors that the good king's nation had fallen





from the inside seemed truer, especially when the knight Lancelot returned home to his estates and would not speak of Albion. vices, but also has the final say in whether a knight will go to battle, as well as whom the knight may choose to marry.

Now, all of Gallia is on edge, worried that the kingdoms of Albion might seek war with them again.

Charlemagne and his Paladins have not quelled the threat of the Saracens, though their efforts have, perhaps, staved off the worst. The ever-constant intrigue of the courts is reason to doubt that stability will ever find its way to Gallia. It is a time of struggle. It is a time when heroes are needed.

CHIVALRY AND THE LIFE OF A KNIGHT

Of all the heroes of Gallia, those most known to the world are the knights. Whether on horseback, in glistening armor, or bearing the tabard of their king, the image of the knight stays with the country folk, who expect all knights to stand up for the rights of the poor and the weak.

Most knights begin training at a very young age, leaving the home of their father (almost always a knight himself) at seven years of age to become a page to another knight. Here, the page begins training on manners, reading, and swordsmanship. By fourteen, the page has become a squire, and now serves a knight directly, maintaining his weapons and armor and sometimes following his knight into battle. After four years, if the squire shows he has the necessary skills, he may be dubbed a knight by his master, or by another lord who will take him into his service. The knight's career and many aspects of his life will be determined by his lord, who awards the knight an estate for his ser-



Along with respect and obedience to his lord, a knight also swears to obey the code of chivalry. Be-

cause the warrior is much stronger than his fellow countrymen, as most lords do not allow civilians to learn to fight, the responsibility for this strength is to protect the weak and helpless, which generally includes women, children, and the local church. A knight is expected to have control over his body, his mind, and his speech. He must treat both his allies and his enemies fairly and equally, respecting that even his enemies are brothers in arms. He

must also aspire to the following virtues:

- Piety, or the devout worship of the knight's god
- Honor, meaning integrity, dignity, and pride
- Courtesy, especially toward women of the court
- Chastity, unless otherwise given permission by one's lord

• Loyalty, to the knight's god, to his lord, and to his sworn lady-love

In order to claim to be a knight and rise above the rank of a soldier, the knight is required to take a vow in his church, swearing to uphold the code of chivalry. Before the vow is taken, the knight is required to spend a night in vigil, fast, bathe in oils or rosewater, and wear a white robe; all of these show the new purity with which the knight is endowed.

Because of this code, if a knight is captured and held for ransom by another knight, the knight

CHARLEMAGNE AND HIS PALADINS AND

OTHER KNIGHTLY ORDERS

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In medieval France, Knightly Orders, including the Knights Templar, the Knights Hospitalers, the Teutonic Knights, and the Knights of Calatrava were highly reputed for their deeds in the Crusades (the Crusades were an effort to take back the Holy Land for Christianity). Each order of knights had a particular focus. The Knights Templar took their vow of poverty to such an extreme that each knight was required to share his horse with another knight; their symbol became two knights on the back of one horse. The Knights Hospitalers, on the other hand, focused not only on their knightly duties, but also on healing and inn keeping—the order had started by forming hospices in the Holy Land where pilgrims and other knights could stop and safely rest.

In Gallia there are Knightly Orders associated with churches as well. The best known of these is associated with both nation and church: The Order of Paladins of the Holy Emperor Charlemagne. Appointed ruler by his church, Charlemagne wages war against the Saracens who threaten the safety of Gallia. His knights bravely battle against other monsters of the Gallic countryside, keeping the people safe from giants and dragons.

Paladins who do not follow Charlemagne often choose to join other Knightly Orders instead of pledging their allegiance to a single lord or ruler. These paladins, unlike their less devout knightly counterparts, will not be granted land or wealth for their endeavors. Members of Knightly Orders almost never carry more gold than they will require for their expenses, often to the point of having to rely on the generosity of others. They never personally own magical weapons, and, in fact, rarely own their own weapons, armor, and horse, as what they use belongs to their church. However, their church will supply knights with all the equipment they need before going on any quest.

who has captured him must provide him with the comforts he would have in his own home. A knight must never shame himself by showing cow-

ardice; revealing cowardice could lead to a knight being stripped of his knighthood.

Some Knightly Orders, usually associated with a church, go further, requiring knights to swear that they will not yield a single foot of land to the enemy, and will not retreat even when outnumbered. Others require vows of poverty, noting that the knight may also not be in debt. Knights of these orders gave their loyalty to a church as opposed to a lord and often took more seriously the vow of Chastity, proclaiming a saint or historical follower of their god to be their sworn love.

For their service to their lord, knights are typically granted land and estates, as owning land and selling the crops produced on that land was the surest way to have an income. The land still belongs to the lord, and when the knight dies, it does not go to his heir, but back to the lord who granted it. Because of this, many highranking knights are not only heroes and mighty warriors, but also the guardians of small fifes or villages. This arrangement takes some of the responsibility for the land off of the lord's shoulders and gives the knights a reason to remain loyal to their lord.

COURTLY LOVE, OR WINNING A LADY

The rules of Chivalry go hand in hand with the game of Courtly Love. Though Chivalry

is reserved only for knights, the game of Courtly Love is played by the nobility as a whole, as well

4



as wandering trouvères, or troubadours, who write poems and songs to and in honor of their forbidden loves.

The game is played something like this: the knight, or trouvère, chooses a lady. Usually the woman is unattainable in some way; either she is married, she is dedicated to the church, she has taken a similar vow of chastity, or she is of far too high a station for the knight to attain. He then falls passionately in love with her. For months, he suffers in silence; after such suffering, he comes forward and secretly declares his love to the lady. The lady, of course, must spurn his advances. Heartbroken, the knight or trouvère writes her poetry, sends her love letters, and offers her gifts, pledging his undying loyalty to her (as befits the code of chivalry). He begins to embark on dangerous quests in her name, usually competing in tournaments or undertaking other courageous exploits, killing monsters or defeating giants. Once he has done enough to impress his lady, she pledges her love to him in secrecy, vowing to remain faithful regardless of what fate might befall them.

The game may progress from there, or it may stop with undying loyalty and exploits being accomplished in the lady's honor. Other less honorable players may seek to consummate the relationship; the game then becomes one of subterfuge in order to avoid the detec-

tion of the lady's husband. This is rumored to be one of the causes of the downfall of Albion, and some say that Lancelot himself knows the true story. In other cases, if the fair lady is merely above the knight's station, he may find himself obliged to wed his ladylove. Though this may lead them to living happily ever after, a different school of

WOMEN WARRIORS

Though certainly not as common as their male counterparts, women do, occasionally, put on armor and go to war alongside male knights. One of the most famous of these in Gallia is the Holy Warrior Jeanne d'Arc, who fought in the long war with Albion and ended her life as a martyr to the Gallic cause.

A woman swearing herself to knighthood is expected to take the same vows as a man, though her loyalty goes not to her ladylove, but to a man she loves from afar. The rules as to how that love is discovered and kept, while still keeping the vow of chastity, is explained in the section Courtly Love, or Winning a Lady.

> Women, like men, are trained away from home at a young age, and even those who do not seek to become warriors are educated comparably to boys, although where boys are, by default, taught swordplay, girls are taught sewing, languages, and performance arts.

> > thought espouses true love and romance can only exist outside the marriage; therefore the game

may well happen again under the new husband's nose.

Women trouvères and knights might also select a man to serve as their true love, and may select an artist or a poet as their target, knowing he will be impressed by their daring deeds. Other women





may select fellow knights and equals as their loves, hoping to impress him not only by prowess, but also by her skills in the arts or her beauty.

The wooed member of the couple of courtly love has her own rules to follow. She is, for example, only allowed to accept certain gifts. While handkerchiefs, hair adornments, mirrors, pictures, little dishes, or flags are perfectly acceptable gifts, if she is offered a ring, she may accept it only on the condition that she wears it with the stone hidden toward her palm. Further, she is instructed to wear it on her left hand, which is less likely to be kissed in court, and on her little finger, which is said to be responsible for her lover's life or death. If she corresponds with her love, she must never sign her own name, and she must implore him not to sign with his name; neither should seal the letters with their own seals, but should instead design secret seals known only to them and their confidants.

Much of the game of courtly love is played out at tournaments, during which a knight can show his skill at both horseback riding and his skills of battle.



TOURNAMENTS, OR THE ART OF TILTING

During times of peace, it is important to keep battle skills sharp. Early tournaments in Gallia were fairly brutal, and often resembled battlefields more than battle practice. Thankfully, the tournament has become more civilized and is now more a sport than a mock battle.

There are several purposes to the tournament that revolve around goals other than honing skills:

• Employment. A knight without a lord is regarded similarly to a common soldier or mercenary. At a tournament, knights seek to impress those who might take them on as vassals, or those in the church who would give them holy orders.

• **Prizes.** Knights can make and lose their fortunes at tournaments. Losers might be required by the laws of the tournament to give the winner their horse, weapons, and armor, all of which are their most prized possessions.

• News. Ladies and children from all courts come to watch the tournaments, as do wandering minstrels and entertainers. Because of this, tournaments are a hotbed of rumors, gossip, and helpful tidbits of information.

• Intrigue. Gathering so many warriors together in one place makes it possible to gain allies in the brotherhood of arms. Occasionally, these allies might become useful in the overthrow of an unjust king. Courtly ladies also play a large part in the intrigue, using their skills of persuasion to endear themselves to those whose skills might be useful in the future, either to overthrow current monarchs or to ensure the safety and stability of the court.

• Love. Liaisons that would be impossible in the confines of the court are made possible by the

6

chaos of the tournament. Here, a knight will wear the colors of his lady, in form of a scarf or ribbon, on his left arm (often accompanied by a scarf of green, to show his faithfulness). His display of love can be made publicly, but without fear of repercussion, as the symbols he wears are known only to himself and to his love.

• Shopping.

Because so many people gather for tournaments, merchants gather as well, trying to sell their wares. The occasional Saracen or Albionish delegations will attend, and their appearance usually means that there will be exceptionally fine horses and masterfully developed longbows for sale in the tournament market.

• **Rivalry.** Injury is commonplace at a tournament, and though the goal is to be humane, many knightly rivals seek each other out at tournaments to prove who has greater skill and strength.

DUELING

Dueling features two opponents using the same weapons, generally rapiers or broadswords, squaring off against each other for battle. In a civilized match, opponents will attempt to hit their target without causing lasting injury (non-lethal damage). Dueling with quarterstaffs has become quite popular with the lower classes, who take bets in order to make a profit. The Saracens, as well as foreigners from the lands of the Tang Empire in the far east, have introduced unarmed competitions to the dueling field, and many knights have jestingly offered to combat their armor-less foes only to find themselves on their backs, owing their op-

ponent their purse.

Dueling, as a competition of civilized combat, is a match between two fighters, both of whom do only non-lethal damage to their opponent. Rules for standard combat work here, although movement is limited because duelers have only a small area in which to move.

ARCHERY

Archery competitions, usually won by the superior Albionish archers, allow competitors to use any ranged weapons of their choice to hit targets. Once the first targets have successfully been hit, the winning archers move on to the next round, with targets placed further away

from the archers. This process continues on until the competitors have been narrowed down, and a single target is placed at the farthest point of the field.

In archery competitions, the target usually begins at 30 feet away from the contestants. Instead of using an AC for the target, each circle of the target



has a DC, so that only those contestants who hit the outer or inner circle or the center of the target progress. At the 30-foot mark, hitting the outer circle of the target is a DC 10, the inner circle is a DC 15, and a bull's-eye is a DC 20. Every 30 feet, each DC increases by 2. Should the competitors need more difficult targets (increasing the DC by 5 instead of by 2) these are easily provided by the tournament hosts. Targets are not usually moved out beyond 150 feet.

DUMMY JOUSTING

Dummy jousting, also called the quintain, tests speed as well as accuracy. Knights charge a dummy at the other end of a jousting field. The dummy has a target attached to one arm and a counterweight attached to the other. As soon as the knight strikes the target, the weight spins the dummy around. A slow knight will be struck in the back of the head by the counterweight. This sport is a favorite of spectators—watching a knight get struck in the back of the head, and possibly fall off of his horse,

is a source of great amusement.

During a ring joust, a knight is required to spear a ring with her lance. The AC for the ring is a 23, but the knight may be able to give her attack roll a circumstance bonus

with her Ride skill. With a Ride check that exceeds a DC 15, the rider adds +1 to her attack roll; if the check exceeds DC 20, she adds +2; if she exceeds DC 25, she adds +3. This event can be modified by adding a number of rings that have to be collected along a course, possibly with obstacles (requiring ride checks), or by having a variety of sizes of rings that need to be collected, ranging from AC 17 to AC 27.

TILTING

Tilting is the sport of two knights jousting against each other, each charging at the other from opposite sides of the field. It is on the tilting field where fortunes are made and lost, and the best of appointments to a lord are won. The greatest

RING JOUSTING

Ring jousting consists of a knight riding toward a dangling hoop, which they must catch on their lance. The hoop is usually only a few inches in diameter, and both the knight's skills of riding and his skill with the lance come into play,

as a properly trained horse with a good rider can aid in the aim of the lance.

During a ring joust, a knight is required to spear a ring with her lance. The AC for the ring is a 23, but the knight may be able to give her attack roll a circumstance bonus with her Ride skill. With a Ride check that exceeds a DC 15, the rider adds +1 to her attack roll; if the check exceeds DC 20, she adds +2; if she exceeds DC 25, she adds +3. This event can be modified by adding a number of rings that have to be collected along a course, possibly with obstacles (requiring ride checks), or by having a variety of sizes of rings that need to be collected, ranging from AC 17 to AC 27.





honor of the day goes to the winner of the tilting match, who may then grant the honor to his secret ladylove.

Tilting is possibly the most complex event at a tournament. It also requires the use of special equipment: the tilting lance and tilting breastplate, which provide an equalizer for the competitors' armor classes. (This equipment is listed in the Equipment, Magic Items, and Other Treasure section.) Each knight charges his opponent, making an attack roll as he meets his opponent in the middle. If the knight hits his opponent, he makes a damage roll; if he is hit by his opponent, he must make a Ride check DC 10 + damage taken. If he fails his ride check, he must succeed at a Reflex save DC 15 to remain on his horse. If both riders remain on their horses and make a second charge, the Reflex save difficulty increases by 2, and continues to increase on each subsequent charge.

NOTE: All of the jousting events require the feat Ride-by Attack to compete. Competitors who do not have the Ride-by Attack feat suffer a -4 on all their attack rolls.

Following the sporting events of the tournament is a banquet. If a single lord or king is hosting the tournament, he becomes responsible for the feeding of his guests. (This includes the knights, the nobility, and their families, but not the merchants and peasants who have attended the event.) It is not unknown for a host to serve as many as six thousand guests for the duration of the tournament, and sometimes the banquet can last for days after the event has ended. The host is, of course, attempting to impress both his allies and his enemies with his wealth and generosity. Typical meals might feature ten oxen per day, as well as wild bulls, and calves; swans, geese, peacocks, swallows, and other birds (often stuffed inside each other); sheep, pigs, and stags; porpoises and seals; fish of all sorts; meat pies and dessert pies; and thousands of different jellies, tarts, custards, and cakes. The highest-ranking guests and most senior holy men are seated at a high table with the host; a spot at the high table might also be reserved for the knight with the highest number of wins at the tilt.

A knight's commitment to courtesy comes into play at such banquets. Knights are expected to use impeccable manners, as well as show skill in conversation and possibly in poetry or music. Professional musicians and entertainers will sometimes relieve knights of this duty, performing their most recent compositions or offering songs to a lady on behalf of her secret lover. He might also be called upon to show his skills at games such as backgammon or chess, blind man's bluff, hot cockles (in which one player is blindfolded and the rest strike at him, and he must identify who has hit him), or caroles, a type of round dance.

Left over food from such events is not wasted. Poor wandering souls and beggars are well fed on the scraps from the banquet table. It is not unknown for fairies and heroes to disguise themselves as beggars to see how those who deliver the scraps treat the less fortunate.

HUMBLE ROOTS: PEASANT HEROES

In all of this court intrigue, where does our hero Jean fit in? The truth is, were a knight to encounter Jean before Jean has defeated a giant, Jean would be one of those weak and powerless that the knight is





sworn to protect. That nobility view country folk, farmers, and servants to be powerless is true, but the country folk, farmers, and servants are far from powerless. Aside from third sons going off to seek their fortunes and country maids whose fairy godmothers aid them in winning the heart of a prince, country folk often appear at just the right place in just the right time to be able to aid the king, save the princess, or defeat the giant. Servants in palaces know far more than their employers would ever dream about the way the palace is run, and spies often disguise themselves as servants to learn a kingdom's inner workings. Servants with prior adventuring experience might end up, through various adventures, actually winning their way into the noble ranks, possibly earning themselves knighthood or a kingdom of their own!

As an optional rule, players who opt to start off as a peasant may choose to take this new feat:

THIRD SON/DAUGHTER

You are your parents' third and last child, which gives you an affinity for succeeding where your older siblings have failed.



Benefits: You gain a +1 luck bonus to all saving throws and a +2 bonus on Diplomacy checks. Special: This feat must be taken at character creation.

RELIGION IN GALLIA

French folklore and French literature in the Middle Ages and the Renaissance assumes a familiarity with Christianity. Saints defeat dragons merely by calling on the power of God. The Devil sometimes takes the form of a giant to terrorize the countryside. Charlemagne's battles with the Saracens represent the ongoing battle between French Christians and the Muslim Moors who had conquered neighboring Spain.

Gallia does not require use of the Christian religion. However, to keep the flavor of the setting, it is possible to use Christian mythology to form churches. A knight or cleric could be a follower of St. George, the patron saint of knights. Those who value strength and determination might honor St. Denis, who is said to have walked a great distance with his head in his hands after he'd been beheaded. Women warriors might honor St. Jeanne d'Arc, even though she has only recently died in Gallia. Horsemen, soldiers, and innkeepers would find comfort in honoring St. Martin of Tours. Orators and other performers whose profession depends on speaking might honor St. Remigius, who was known as a great speaker. Followers of St. Théodard would seek to bring comfort to the poor, injured, and oppressed. Honoring the Blessed Virgin Mary for her motherhood or Mary Magdelene for her travels spreading the Gospel and for her position as friend of Christ would also be common.

If using Christianity as a united religion or as separate churches venerating saints, clerics and paladins all appear as Christians. Wizards, sorcerers, and druids might represent either the old religions from before the time of Christianity, and therefore might be related to fairies, or might be demonized by Christians who believe that such magic is counter to the work of God.



Very distinct types of storytellers, travelers, and heroes appear in the folktales and literature of France. In Gallia, the authors and inventors of the

tradition of courtly love, the trouvères, are an alternative to the bard class. Players might also choose to take the path of the Jongleurs, traveling entertainers and acrobats, or Goliards, wandering priests and poets who are disillusioned with organized religion. The most recognizable prestige class, however, is the mousquetaire, the loyal fighter known for his skill with the rapier, dagger, and musket.

GOLIARD

Having faith in a god is oftentimes easier than having faith in a church, and goliards know this all too well. These travelers have left churches they once served with dedication and have taken to searching for their god in the world instead of behind the boundaries of temple walls. Most goliards find that their god is happy to allow them to indulge in earthly pleasures, and they carefully cultivate their suspicion of the strict rules to which they were once dedicated. Because of this, goliards tend to be very cynical, though

their faith in the god they follow is unwavering.

A strange side effect of faith without a church is that it tends to lead followers of the path toward writing or performing about their experiences.

> Goliards often appear to be regular traveling minstrels, although their poems and songs tend to be more academic than those of other performers. Another side effect of disillusionment with an organized religion is an amazing ability to see through illusions, both mundane and magic.

Clerics and paladins are most commonly drawn to the life of a goliard, though druids frustrated with the restrictions of their life of service occasionally follow the path of the goliard as well. Divine casters who have multiclassed as bards or rangers are a natural fit for the goliard. Multiclassed, devout rogues, wizards, and sorcerers occasionally become goliards. Fighters and barbarians rarely become goliards.

NPC goliards tend to write poetry regarding food and the finer pleasures of life, and while they are hesitant to offer their services to wandering adventurers, they might be willing to do so if the adventurers' purpose



seems in agreement with the spirit of their god. They tend to be heavy drinkers, although they rarely seem to get drunk.

Hit Die: d6

Requirements

Skills: Knowledge (Religion) 8 ranks; Perform (comedy, oration, or sing) 3 ranks

Spells: Able to cast 2nd level divine spells.

Special: The character must have been a faithful member of a church with an organized hierarchy and must have left the church due to disillusionment with the rules, hierarchy, or pomp and circumstance.

Class Skills (6 + Int modifier per level): Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Spot (Wis), Survival (Wis), Use Magic Device (Cha).

Class Features

Weapon and Armor Proficiency

Goliards gain no weapon or armor proficiencies.

Knowledge Domain (Su)

At first level, the goliard gains the cleric domain of Knowledge. If the goliard began as a cleric, this replaces one of his previous domains. All other goliards simply add the domain attributes and are able to cast domain spells as indicated in the goliard spells per day.

Cynic (Su)

A goliard is, above all things, a cynic. Because he is

experienced with listening to propaganda spouted by charismatic leaders and finding the meat of what is being done and said, a goliard gains a +4 cynicism bonus on Sense Motive checks. Due to having seen far too many flashy rituals that hide the true philosophical meaning of the act being represented, whenever a goliard sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. He does not need to interact with or be in contact with the illusion to make this check.

Bardic Knowledge (Ex)

Like a bard, a goliard picks up a lot of random knowledge on his travels. He may make a bardic knowledge check with a bonus equal to his goliard level + his Intelligence modifier to see whether he knows relevant information. If the goliard has previous levels of bard, this bonus stacks.

Sow Doubt (Su)

Beginning at 3rd level, each ally within 10 feet of the goliard gains a +4 competence bonus on saving throws against illusions. This ability functions only when the goliard is conscious, not if he is unconscious or dead.

Disbelief (Ex)

A goliard at 4th level or higher is immune to all illusion spells and effects. He gains a +2 competence bonus to his saving throws against spells from the school of enchantment, since his firmness of mind improve his resistance to mind-affecting attacks.

Counter Compulsion (Sp)

A goliard at 5th level or higher with 8 or more ranks in a Perform skill can use his performance, speech, or argument to free a single target from

12



mind-affecting spells and effects. The effect is equivalent to a break enchantment spell, but only works on mind-affecting spells and effects, and the goliard's bonus to Perform is added to the caster level check. Using this ability is a standard action.

Clarity of Thought (Su)

A goliard is in such firm control of his wits that even alcohol and poison have little effect on his perception of reality. At 6th level, he gains immunity to any alcohol or poison damage to his Wisdom or Intelligence. He must still make a successful fortitude save to avoid taking damage to his other ability scores.

Behind the Mask (Ex)

A goliard has a +4 cynicism bonus on Spot \ checks against the Disguise skill.

Mass Counter Compulsion (Sp)

A goliard at 8th level or higher with 11 or more ranks in a Perform can use his Counter Compulsion ability simultaneously to any number of creatures within a 30-foot radius.

Know the Truth (Ex)

At 9th level a goliard is immune to all spells and effects from the school of enchantment. His cynicism bonuses to Sense Motive and Spot checks against the Disguise skill increase to +8.

Shatter Illusions (Sp)

A goliard of 10th level can use Greater Dispel Magic as a spell-like ability three times per day.

Spells per Day/Spellcasting

A goliard prepares his spells like a cleric, and

may choose spells from the list below. His goliard caster level stacks with his divine caster levels, although he is limited to the goliard spell list and does not gain any other benefits of his previous class. Though several spells included on the list are arcane spells, the goliard is enabled by his god to cast these through prayer and meditation. To cast a spell, a goliard must have a Wisdom score of at least 10 + the spell's level, so a goliard with a Wisdom of 10 or lower cannot cast these spells. Goliard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the goliards Wisdom bonus (if

en la	J.	Rg				523	D.
CSP	Level	BAB	Fort	Ref	Will	Special	25.2
sp	1st	+0	+2	+2	+2	Knowledge Domain; Cynic	e
S	2nd	+1	+3	+3	+3	Bardic Knowledge	20
in	3rd	+2	+3	+3	+3	Sow Doubt	di
16	4th	+3	+4	+4	+4	Disbelief	1
5	5th	+3	+4	+4	+4	Counter Compulsion	P
P	6th	+4	+5	+5	+5	Clarity of Thought	(F)
53	7th	+5	+5	+5	+5	Behind the Mask	35
	8th	+6/ +1	+6	+6	+6	Mass Counter Compulsion	B
1	9th	+6/ +1	+6	+6	+6	Know the Truth	G
100	10th	+7/ +2	+7	+7	+7	Shatter Illusions	ED
R	5	2.	1		ABLF OLLA		S
13	M	9-	C	A.	and the second s	2 Ch	D



any). If a goliard has the ability to cast illusion spells from a previous class, he loses those spells as a goliard.

GOLIARD SPELL LIST

0 level: create water, cure minor wounds, detect magic, detect poison, guidance, know direction, light, message, prestidigitation, purify food and drink, read magic, resistance, virtue

1st Level: bless water, bless weapon, comprehend languages, cure light wounds, detect chaos/evil/ good/law, detect secret doors, detect undead, divine favor, endure elements, entropic shield, expeditious retreat, feather fall, grease, identify, magic stone, magic weapon, protection from evil/law, remove fear, sanctuary, shield of faith, true strike

2nd Level: align weapon, augury, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, eagle's splendor, find traps, fox's cunning, gentle repose, glitterdust, lesser restoration, locate object, make whole, owl's wisdom, remove paralysis, resist energy, shatter, shield other, sound burst, spiritual weapon, status, tongues, whispering wind, zone of truth

3rd Level: bestow curse, clairaudience/clairvoyance, continual flame, create food and water, cure serious wounds, daylight, deeper darkness, dispel magic, glyph of warding, haste, invisibility purge, magic circle against evil/law, magic vestment, meld into stone, protection from energy, remove blindness/deafness, remove curse, remove disease, scrying, searing light, see invisibility, speak with animals, tiny hut, water breathing, water walk, wind wall 4th Level: air walk, break enchantment, control water, cure critical wounds, detect scrying, dimensional anchor, discern lies, dismissal, divination, divine power, freedom of movement, greater magic weapon, imbue with special ability, legend lore, locate creature, neutralize poison, repel vermin, restoration, secure

BB	8	10-2	500	61	68	B	A	RA	5 8	8
LVL	0	1	2	3	4	5	6	7	8	9
1	4	2+ 1								
2	5	3+ 1	0							
3	5	3+ 1	1+ 1	0						
4	6	3+ 1	2+ 1	1+ 1	0					
5	6	3+ 1	3+ 1	2+ 1	1+ 1	0				
6	6	3+ 1	3+ 1	3+ 1	2+ 1	1+ 1	0			
7	6	4+ 1	3+ 1	3+ 1	3+ 2	2+ 1	1+ 1	0		
8	6	4+ 1	4+ 1	3+ 1	3+ 1	3+ 1	2+ 1	1+ 1	0	
9	6	5+ 1	4+ 1	4+ 1	4+ 1	4+ 1	3+ 1	2+ 1	1+ 1	0
10	6	5+ 1	5+ 1	4+ 1	4+ 1	4+ 1	4+ 1	3+ 1	2+ 1	1+ 1

TABLE 2:2 GOLIARD/ SPELLS PER DAY ****



shelter, sending, shout, speak with plants, spell immunity

5th Level: atonement, commune, dispel evil/law, disrupting weapon, flame strike, greater dispel magic, hallow, insect plague, mass cure light wounds, raise dead, righteous might, spell resistance, true seeing, wall of stone

6th Level: analyze dweomer, animate objects, antilife shell, banishment, blade barrier, find the path, forbiddance, greater restoration, greater scrying, greater shout, heal, heroes' feast, mass bear's endurance, mass bull's strength, mass cat's grace, mass cure moderate wounds, mass eagle's splendor, mass fox's cunning, mass owl's wisdom, sympathetic vibration, wind walk, word of recall

7th Level: control weather, destruction, holy word, mass cure serious wounds, refuge, regenerate, repulsion, resurrection, word of chaos

8th Level: discern location, earthquake, fire storm, greater spell immunity, holy aura, mass cure critical wounds

9th Level: *freedom, implosion, mass heal, miracle, storm of vengeance*

JONGLEUR

Unlike other traveling entertainers in Gallia, the jongleur focuses less on telling stories and more on performing feats of contortionism, juggling oddly shaped objects, and occasionally eating fire. While the jongleur enjoys creating a spectacle, she is also aware of the importance of contrast-

ing the dazzling with the silent. Occasionally jongleurs refrain from speaking at all when performing, allowing their silence to be filled by the musical accompaniment of minstrels in their company.

Most troupes of traveling actors and musicians have a jongleur in their company for reasons other than her entertainment value. The jongleur is a master of thrown objects, and along perilous roads and stretches of wilderness, her accuracy of aim is indispensable.

Jongleurs very rarely choose their path, instead finding it thrust upon them. Often, they come from humble backgrounds and discover rare "talents" that cast them as odd-balls among the townsfolk of their community. Jongleurs often start their careers as bards, rogues, and, strangely, barbarians. Occasionally, rangers, monks,

15



and fighters become jongleurs to increase their repertoire of ranged weapons. Spell-casters rarely become jongleurs.

NPC jongleurs tend to be flashy individuals on stage and secretive individuals when they are not performing. Some use their abilities to become professional burglars or dungeon delvers, while others use their skills to protect those unable to protect themselves.

Hit Die: d8

Requirements

Base Attack Bonus: +3

Base Save Bonus: Reflex +4

Feats: Any one of the following: Acrobatic, Agile, or Deft Hands

Skills: Perform 8 ranks, Sleight of Hand 8 ranks, and any one of the following: Balance 4 ranks, Escape Artist 4 ranks, Tumble 4 ranks

Class Skills (6 + Int modifier per level): Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Rope (Dex).

Class Features Weapon and Armor Proficiency

The Jongleur is proficient with all simple weapons, all martial ranged weapons, plus bolas, net, and shuriken. Jongleurs are proficient with light armor, but not with shields.

Evasion (Su)

At 1st level, a jongleur gains the evasion ability. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if a jongleur is wearing light armor or no armor. A helpless jongleur does not gain the benefit of evasion. (If the jongleur has evasion prior to taking the jongleur class, she is granted improved evasion, as described below, instead.)

Throw Anything (Ex)

1 +0 +2 +2 +0 Exotic Weapon Proficiency (Bolas, Net, Shuriken), Evasion 2 +1 +3 +3 +0 Throw Anything 3 +2 +3 +3 +1 Contortion 4 +3 +4 +4 +1 Bonus Feat 5 +3 +4 +4 +1 Throwing Arm 6 +4 +5 +5 +2 Dazzling Reflexes 7 +5 +5 +5 +2 Pyro 8 +6/ +6 +6 +2 Regurgitation 9 +6/ +6 +6 +3 Savvy Charm 10 +7/ +7 +7 +3 Bonus Feat, Improved Evasion	Level	BAB	Fort	Ref	Will	Special			
2 +1 +3 +3 +0 Throw Anything 3 +2 +3 +3 +1 Contortion 4 +3 +4 +4 +1 Bonus Feat 5 +3 +4 +4 +1 Throwing Arm 6 +4 +5 +5 +2 Dazzling Reflexes 7 +5 +5 +5 +2 Pyro 8 +6/ +6 +6 +2 Regurgitation 9 +6/ +6 +6 +3 Savvy Charm 10 +7/ +7 +7 +3 Bonus Feat, Improved Evasion	1	+0	+2	+2	+0	•			
2 +1 +3 +3 +0 Throw Anything 3 +2 +3 +3 +1 Contortion 4 +3 +4 +4 +1 Bonus Feat 5 +3 +4 +4 +1 Throwing Arm 6 +4 +5 +5 +2 Dazzling Reflexes 7 +5 +5 +5 +2 Pyro 8 +6/ +6 +6 +2 Regurgitation 9 +6/ +6 +6 +3 Savvy Charm 10 +7/ +7 +7 +3 Bonus Feat, Improved Evasion									
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7 +5 +5 +5 +2 Pyro 8 +6/ +6 +6 +2 Regurgitation 9 +6/ +6 +6 +3 Savvy Charm 10 +7/ +7 +7 +3 Bonus Feat, Improved Evasion				+4					
8 +6/ +6 +6 +2 Regurgitation 9 +6/ +6 +6 +3 Savvy Charm 10 +7/ +7 +7 +3 Bonus Feat, Improved Evasion TABLE 2:3			. –			-			
+1 -									
9 +6/ +6 +6 +3 Savvy Charm 10 +7/ +7 +7 +7 +3 Bonus Feat, +2 TABLE 2:3	8	,	+6	+6	+2	Regurgitation			
10 +7/ +7 +7 +3 Bonus Feat, +2 TABLE 2:3	9	+6/	+6	+6	+3	Savvy Charm			
+2 Improved Evasion TABLE 2:3									
TABLE 2:3	10		+7	+7	+3				
	+2 Improved Evasion								



As a master of juggling, a jongleur learns to throw virtually anything. Although objects such as flaming torches, turkey legs, and musical instruments are not designed for combat, a jongleur has no trouble flinging these things at her opponents. She takes no penalty on her attack rolls and can throw her improvised weapons at a range of 20 feet. Because a jongleur has perfected her aim, she is able to achieve consistent damage with a variety of improvised weapons. Small thrown improvised weapons, such as turkey legs or rotten fruit, always do 1d4 damage. Middling improvised weapons, such as table legs or juggling clubs, do 1d6 damage. Larger improvised weapons, such as chairs or musical instruments, do 1d8 damage. If a jongleur rolls a natural 1 or a natural 20 on an attack roll with an improvised weapon, that weapon breaks apart and becomes useless. A jongleur can also throw weapons unintended for throwing (such as swords or maces) at a range of 10 feet for the weapon's normal damage. Any ranged weapon that would do less damage would instead inflict the damage from this special ability. For example, a shuriken in the hands of a jongleur inflicts 1d4 damage.

Contortion (Su)

A jongleur is trained to twist her body into strange and unusual positions, sometimes wrapping her legs behind her head or squeezing into a small box on stage. At 3rd level, a jongleur can use this special ability to make herself small enough to fit through a space normally used by one size class smaller. For example, a human jongleur can easily pass through doors designed for halflings, and a halfling jongleur can fit through tiny openings normally used by cats or other tiny animals.

Bonus Feat (Ex)

At 4th and 10th level, a jongleur may choose bonus feats from the following list even if she does not fulfill the prerequisites: Acrobatic, Agile, Deft Hands, Quick Draw, Deflect Arrows, Snatch Arrows

Throwing Arm (Su)

At 5th level, a jongleur's ability to throw takes on a supernatural quality, and any of her thrown weapons, improvised or otherwise, are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. She also gains a +1 bonus to attack and damage rolls with thrown weapons.

Dazzling Reflexes (Ex)

Because the jongleur's performances are nearly always based on her dexterity, at 6th level a jongleur begins to add her Dexterity bonus (if any) to any Perform rolls she makes. Likewise, a jongleur may add her Dexterity bonus to any Charisma based skills when dealing with someone who has seen her perform. This bonus stacks with the Charisma modifier for these skills.

Pyro (Su)

After performing with flaming hoops and juggling torches, a jongleur becomes very familiar with fire—so familiar that she begins to shrug off injuries related to fire. At 7th level, a jongleur gains resistance to fire 5.

Regurgitation (Su)

Among the ranks of jongleurs are performers who swallow swords and other items never intended to pass down the throat. When a jongleur reaches 8th level, she may swallow small objects such as keys,



lockpicks, or rings and regurgitate them for later use. Regurgitation is a full round action.

Savvy Charm (Ex)

A jongleur learns to weave her acrobatics into her performances in such a way that the two are intertwined. Because of this, at 9th level a jongleur begins to add her Charisma bonus (if any) to any Dexterity based skills related to her acrobatic performances, including Balance, Sleight of Hands, and Tumbling. This bonus stacks with the Dexterity modifier for these skills.

Improved Evasion (Su)

At 10th level, a jongleur's evasion ability improves. She still takes no damage on a successful Reflex saving throw against an attack that normally deals half damage on a successful save, but she also takes no damage on a failed save. A helpless jongleur does not gain the benefit of improved evasion.

MOUSQUETAIRE

Of all the knightly orders and bands of soldiers in Gallia, none were as loyal to their king as King Henri's mousquetaires. But not all has been well in Ville Lumière in the last several years, and during the current reign of King Louis, the king's advisor Richelieu, a cleric known for his great loyalty to the crown, recommended the disbanding of the mousquetaires, assuring King Louis that the knights of his temple are more than adequate to protect the kingdom. Far from accepting this decree, the mousquetaires have sworn to continue to protect their king loyally and in secret, both inside and outside of the kingdom of Ville Lumière. New mousquetaires are trained in secret and taught the skills of dueling and marksmanship so they might better serve their king.

				C we	Down
RAR	Fort	Ref	will	Special	25)
+1	+0	+2	+0	Exotic Weapon Proficiency (Firearms);	and and a
+2	+0	+3	+0	Bonus Feat, Impressive Defense +1	
+3	+1		+1		57
+4	+1		+1		12
+5	+1	+4	+1	Bonus Feat, Impressive Defense +2	P
+6/ +1	+2	+5	+2	Stunt 2/day, Expert Marksman	-
+2				-	30
+3		+6		Impressive Defense +3	6
+9/ +4	+3	+6			4
+10/ +5	+3	+7		by Allies	(D)
-		TA	ABLI	E 2:4	2
	ACT				
	+2 +3 +4 +5 +6/ +1 +7/ +2 +8/ +3 +9/ +4 +10/	+1 $+0$ $+2$ $+0$ $+3$ $+1$ $+4$ $+1$ $+5$ $+1$ $+6/$ $+2$ $+6/$ $+2$ $+7/$ $+2$ $+8/$ $+2$ $+8/$ $+2$ $+8/$ $+2$ $+8/$ $+2$ $+8/$ $+2$ $+9/$ $+3$ $+10/$ $+3$	+1+0+2+2+0+3+2+0+3+3+1+3+4+1+4+5+1+4+5+1+4+6/+2+5+1+2+5+8/+2+6+3+2+6+4+10/+3+7+5-7-7	+1+0+2+0+2+0+3+0+2+0+3+1+3+1+4+1+4+1+4+1+5+1+4+1+5+1+4+1+6/+2+5+2+6/+2+5+2+7/+2+5+2+8/+2+6+2+8/+3+6+3+4+10/+3+7+3+5×1×1×1	+1+0+2+0Exotic Weapon Proficiency (Firearms); Witty Repartee+2+0+3+0Bonus Feat, Impressive Defense +1+3+1+3+1Stunt 1/day+4+1+4+1Luck of Fools+5+1+4+1Bonus Feat, Impressive Defense +2+6/+2+5+2Stunt 2/day, Expert Marksman+7/+2+5+2Solidarity+8/+2+6+2Bonus Feat, Impressive Defense +3+9/+3+6+3Stunt 3/day+10/+3+7+3Surrounded



Most adventurers and knights who take the path of the Mousquetaire have had the goal of becoming a Mousquetaire from the beginning of their career. Whether out of loyalty to the king or out mousquetaires are treated as outlaws, and attempts are made to capture them. However, it is rare that they are captured—the guards who replaced them rarely have the skills and strength required to de-

of their desire to learn the respect and skills of a mousquetaire, very few Mousquetaire candidates have ever had the desire to become anything else. Fighters and rangers most commonly join the mousquetaires, as their skills at arms are highly valued by the organization. Rogues and bards occasionally become mousquetaires, enjoying the stealth required to belong to the hidden service of the king. Paladins sometimes join the mousquetaires when they see a logical union in their loyalty to their church and loyalty to King Louis. Members of other classes become mousquetaires only rarely.

NPC mousquetaires are most often on a quest to protect the integrity of Ville Lumière. Mousquetaires are generally easy to laugh, hot of temper, and quick to draw. Outside of

Ville Lumière, the mousquetaires are treated with respect, as their skills are widely regarded to be superior to all but the finest of knights. At tournaments, they do not often take part in the jousting, though they often dominate the dueling matches. Within the boundaries of Ville Lumière, feat them. Hit Die: d10

Requirements Base Attack Bonus: +5 Feats: Dodge, Two-weapon fighting, Weapon-finesse Skills: Tumble 5 ranks Special: Must swear an oath of fealty to King Louis of Ville Lumière.

Class Skills (4 + Int modifier per level): Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex).

Class Features

Weapon and Armor Proficiency: The Mousquetaire is proficient with all simple and

martial weapons as well as pistol

and musket, but no type of armor or shield. He may also use a pistol as his off-hand weapon when wielding a rapier.



Witty Repartee (Ex)

Inside of the culture of the mousquetaires, banter is almost as much a part of training as dueling. The Mousquetaire uses this skill to distract his opponent in melee. When wearing light or no armor and not using a shield, a Mousquetaire adds 1 point of Charisma bonus (if any) per Mousquetaire class level to modify his armor class while wielding two melee weapons. For instance, a 2nd-level Mousquetaire using a rapier/dagger combination with a Charisma of 16 (+3 bonus) can add +2 to his Armor Class. If a Mousquetaire is unable to speak, caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Bonus Feat (Ex)

Mousquetaires may choose bonus feats from the following list even if they do not fulfill the prerequisites: Improved Disarm, Improved Feint, Two-Weapon Defense, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Shot on the Run.

Impressive Defense (Ex)

At 2nd level, when wearing light or no armor, a Mousquetaire adds +1 to his tumble check when moving through a threatened square. At 5th level, this bonus increases to +2; at 8th level, it increases to +3.

Stunt (Ex)

Mousquetaires are known for accomplishing feats of daring very few fighters could ever hope to accomplish. At third level, a Mousquetaire gains the ability to add a +10 bonus to a single Balance, Climb, Escape Artist, Jump, Ride, Sleight of Hand, or Tumble check with a 20 DC or higher once per day. At sixth level, he may use this ability twice per day on two skills at a time. At ninth level, he may use this ability three times per day on three skills at a time.

Luck of Fools (Ex)

When successfully using the Stunt ability, a Mousquetaire may make a double move and a full attack action. For example, if a 6th level Mousquetaire uses his Stunt ability to jump from a staircase to a chandelier and land in front of the enemy (succeeding at both his jump and tumble checks with the Stunt bonus), he may make his full attack for the round, as long as he has moved a total of less than his double move action.

Expert Marksman (Ex)

A Mousquetaire at 6th level has gained such a level of expertise with his musket and pistol that he gains a +1 on his attack rolls with both of these weapons. This bonus stacks with Weapon Focus.

Solidarity (Su)

The motto of the mousquetaires is "All for One, One for All." During combat, a Mousquetaire may draw attention to himself and utter this phrase as a full round action; on that round and for five rounds thereafter, the Mousquetaire and his allies receive a +2 morale bonus on attack and damage rolls.

Surrounded by Allies (Su)

When a Mousquetaire reaches 10th level, a Mousquetaire is so talented at working with his fellows that he gains a flanking bonus whenever two or more allies are attacking the same target as the Mousquetaire, even if they're not in a straight line. If more than one of them has this ability the bonus grows by +1 for every Mousquetaire surrounding the enemy up to a total of +5. In addition, when



coming to the aid of an ally against a foe, he gains a +4 bonus to his AC when moving through threatened squares. manage to get invitations to exclusive events, if only so they can tell the tale after they leave.

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TROUVÈRE

The trouvère is an alternative form of the bard class, specifically designed to provide special abilities PCs will find useful in Gallia. A trouvère has the same arcane spell casting abilities, spells per day, and spells known as a bard from Core Rulebook I.

Composer, poet, singer, and storyteller, a trouvère is a true performer and musician. It was a trouvère who began the tradition of courtly love, and it continues to be trouvères who write the tales of doomed lovers, as well as the poetry of their own hearts breaking from being out of the presence of their true love. A trouvère always has a story to tell or a song to sing and often accompanies herself on a vielle fiddle.

But the tradition of the trouvère as a wandering minstrel has roots in other areas as well. Throughout the countryside, trouvères are known as finders, people who happen to have the right object at the right time, people who can track down information. A trouvère is true to this reputation, honing her skills to gather the latest rumors, stories, and truths, as well as searching out objects that are difficult to find and people who have managed to disappear.

In the noble courts of Gallia, little is known about this second set of skills, so trouvères are merely desired for their musical talent, and for their ability to take tales of events from one place to another. Because of this, trouvères

1	Level		Fort			Special			
	1	+0	+0	+2	+2	Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1			
	2	+1	+0	+3	+3				
5	3	+2	+1	+3	+3	Fast Friends +2			
6 4	4	+3	+1	+4	+4	Identify Fairy			
1	5	+3	+1	+4	+4				
•	5	+4	+2	+5	+5	Inspire Romance +2			
	7	+5	+2	+5	+5				
8	8	+6/ +1	+2	+6	+6	Inspire Courage +2			
9	9	+6/ +1	+3	+6	+6	Fast Friends +4			
	10	+7/ +2	+3	+7	+7				
	11	+8/ +3	+3	+7	+7	Locate Object			
	12	+9/ +4	+4	+8	+8				
2	13	+9/ +4	+4	+8	+8	Invitation			
2	14	+10/ +5	+4	+9	+9	Inspire Romance +4			
2	15th	+11/ +6/+1	+5	+9	+9	Fast Friends +6			
2	16th	+12/ +7/+2	+5	+10	+10	Liar, Liar			
3	17th	+12/ +7/+2	+5	+10	+10				
-	18th	+13/ +8/+3	+6	+11	+11	Locate Creature			
2	19th	+14/ +9/+4	+6	+11	+11	Fast Friends +8			
3	20th	+15/ +10/+5	+6	+12	+12	Knick-Knack			
8				TA	BLE	2:5			
20	TROUVÈRE								
8	28	2.98.96	82.0	8.98.9	8. ge	Color & C & C & C			

21

An NPC trouvère always has useful information about the local area, and most often makes this information available, for a certain fee. A trouvère with malicious intent might lie in order to lead adventurers into a dangerous dungeon or lure adventurers into a rigged tournament. A common phrase among all trouvères is, "The more I tell you, the more I shall lie to you. I'm not paid to tell you the truth."* Hit Die: d6

Class Skills (6 + Int modifier per level): Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Diplo-Script (Int), macy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Class Features Weapon and Armor Proficiency

A trouvère is proficient with all simple weapons, plus the halberd, lance, longbow, rapier, shortbow, and whip. Trouvères are proficient with light armor

and shields (except tower shields). Because the somatic components required for trouvère spells are relatively simple, a trouvère can cast trouvère spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a trouvère wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A

multiclass trouvère still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells per Day/Spells Known

A trouvère's spells per day and spells known are identical to a bard's, as presented in Core Rulebook I.

Bardic Music

The bardic music ability used by a trouvère is identical to a bard's, as presented in Core Rulebook I.

Bardic Knowledge

The bardic knowledge ability used by a trouvère is identical to a bard's, as presented in Core Rulebook I.

Fast Friends (Ex)

A trouvère is able to gain contacts everywhere she goes almost immediately. After staying a single day in any location, a trouvère gains a circumstance bo-

22



nus on Gather Information and Knowledge (local) checks. This bonus is initially +2 at first level, but increases by +2 every third level thereafter.

Identify Fairy (Su)

Fairies of Gallia often disguise themselves as old women or beautiful ladies. At 2nd level, a trouvère is not deceived by the appearance a fairy wears and recognizes her immediately for what she is.

Inspire Romance (Su)

A trouvère of 3rd level or higher with 10 or more ranks in a Perform skill can use her bardic music ability to inspire a romanticized ideal in her listeners. In combat, this causes allies (including herself) to fight with a greater ferocity and shrug off some injury from each blow or attack, as they are driven by the idealized goals of courtly love, honor, and chivalry. To be affected, an ally must be able to hear the trouvère sing. The effect lasts for as long as the ally hears the trouvère sing and for 5 rounds thereafter. An affected ally receives a +2 morale bonus on attack and damage rolls and gains damage reduction 2/-. At 8th level, these effects are doubled.

Locate Object (Sp)

At 5th level and higher, a trouvère is able to use locate object as a spell-like ability three times per day.

Invitation (Ex)

Once a trouvère begins to gain prestige, she finds herself invited to exclusive events, banquets, and tourneys, as well as, strangely, important state meetings and otherwise secret gatherings. When trying to gain access to an exclusive gathering of any sort, a trouvère gains a +10 circumstance bonus to her diplomacy check.

Liar, Liar (Ex)

A trouvère's life is about telling stories, and at 6th level, a trouvère may use her Perform (oratory) skill in place of diplomacy, bluff, or intimidate checks, regardless of whether she has prepared the story in advance.

Locate Creature (Sp)

At 9th level and higher, a trouvère is able to use locate creature as a spell-like ability three times per day.

Knick-Knack (Su)

A trouvère always seems to have the tools she needs on hand. Like a Silver Box of Usefulness, once per day the trouvère is able to produce a mundane object she needs to complete a task. Once the object is used, it disappears.





FANTASY RACES IN GALLIA

French mythology features almost entirely humans, fairies, giants, and other monsters, although dwarves occasionally make an appearance. The Gallia campaign setting is geared toward human adventurers; however, standard fantasy races could easily be incorporated into a campaign. It is easy to imagine an elven trouvère, a halfling jongleur, a dwarven goliard, or a half-elf mousquetaire. A gnome might be mistaken for a fairy and have to convince townspeople he is a mortal just like them, where a half-orc might have to insist that he is not related to giants. Suggestions for adapting the standard fantasy races to the Gallia campaign setting include:

- Halflings as gypsy wanderers
- Elves as residents of the lands to the west conquered by the Saracens
- Half-orcs as "barbarians" from the savage lands to the east
- Gnomes as scientists and artists from the coast of the Gulf of Lyon
- Dwarves from the highlands north of Albion

Or perhaps all of Gallia is filled with people of all sorts, and each fantasy race feels devoted to the region of Gallia. How the races fit in is entirely the decision of the GM.





To barbarian lands and the lands of the Tang

. Soleve

• Rouen

. Ville Lumière

Gèvaudan

9

Gulf of Lyon

Gallia

Mont Tombe

Bay of Gascone

K

Bordeaux

Montaubun

Aquitania

La Brèche de Roland

Albion

La Manche

Saracen

60

Territory

Garabas

P

onesse

3

Tarascon

on



ALBION

A knight and his squire watched through the mists as they left the shores of Gallia behind them. Ahead of them lay the waters of La Manche, and beyond that, the lands of their enemies.

In the current day, because there is no official war between the regions, Albionish knights attend tournaments, mostly to show off their skills and prowess with their longbows. The best bows in the



their pale form rise through the fog, we will know we have reached our destination."

Albion and Gallia have long been at odds against each other; there have been many years when constant war raged between the nations of each region. For the last forty years, Albion has been quiet, at first because a great king had risen and united the nations under his rule, and more recently because of the downfall of his kingdom.

Over the past five years, warriors have attempted to gain power, some of them good men and some of them bad. All of the kingdoms of Gallia keep a wary eye on the coast, knowing that war is once again possible.



entire world come from Albion, to the point where some suspect the bows are enchanted. Some kingdoms of Gallia have considered sending emissaries to Albion in order to make allegiances with the new nations, and others have brought Albionish Ambassadors into their courts. In spite of this, however, there is an air of distrust between people of Albionish and people of Gallic descent.

SARACEN

From the walls of the Alcázar, Otton, Paladin of Charlemagne, looked down on the courtyard. The beauty of the palace was familiar to him--he'd been a child when several of the walls were tiled with intricate mosaics. Now, he was a prisoner within these same walls, taken captive by the knights who had once considered him a brother.

"Why have you given me such liberty?" Otton asked the knight who accompanied him on his walk along the walls. "I long expected to be placed behind locked doors or slain."

"Perhaps," said the knight with a wry grin, "we are learning a bit of your chivalry."





The Saracen Empire had long been a threat to Gallia, from the desert lands in the distant east to the hot climes across the Gulf of Lyon to the south. In the past fifty years, the Saracen Empire has been steadily increasing their presence to the west as well, conquering kingdoms that were once allies of Gallia. This move has made the rulers of the Gallic kingdoms realize that Saracen is truly becoming a threat. The Holy Emperor Charlemagne has made it his personal quest to remove the Saracens from And beyond that still, more barbarians. If we survive beyond that, we might reach the lands of the Tang Empire, a place of riches, where art and poetry are revered so much that a warrior is shamed if he cannot write beautiful poetry as well as he wields his sword."

The trouvère took her hand. "Well then, what are we waiting for?"

their western strongholds.

Though the Saracens are usually associated with dry climates and hot weather and are well known for their superior horses, they seem to have taken quite well to the more

temperate climate of the regions neighboring Gallia. Some Saracens, believing Gallia to be the better land, have come to Gallia to become citizens of the various kingdoms. One of these Saracens, Otton, is a knight of Charlemagne. Nevertheless, they are easily picked out by their appearance and are held with distrust.

TANG

A long road stretched out from the eastern border of Gallia as far as the eye could see. The trouvère adjusted his ville, strapped to his shoulder. "What's that way then?" he asked his companion.

The goliard shrugged, fingering the holy symbol she still wore around her neck. "The lands of the barbarians. And beyond that, more lands of the Saracen.



The lands of the Tang Empire are the farthest known lands to the east before the end of the world. In order to reach them, travelers must cross through dangerous countryside for months, and then journey through the deserts that gave

birth to the Saracen Empire. Merchants who make the attempt to travel to the Tang Empire never do so without a great number of mercenaries protecting them.

Most of the nobles and knights of Gallia never even consider making the journey to the lands of the Tang, though they are more than happy to purchase silk and fine arts from merchants who have traded there. The quality of gunpowder and fireworks that come from the lands of the Tang are said to be of higher quality than those produced in Gallia. Because the people of Gallia believe the Tang Empire to be a place where the arts are revered and wonderful items are produced, anyone from the Tang Empire is greeted with open arms, though they are also considered a curiosity. A no-



FAIRY ROADS

Sprinkled throughout Gallia are

the remains of an earlier civili-

zation--aqueducts, portions of

roads, odd towers. The country

folk firmly believe that these

have been left behind by fairies,

and that someone following one

of the roads long enough will end

up in a strange world where fair-

ies live. Others, quite aware that

fairies spend as much time in

Gallia as they do in other places,

find this to be a silly superstition.

Nonetheless, even knights tread

warily along a fairy road.

ble who sports a Tangese as a member of his court is held in high regard by his countrymen.

THE BAY OF GASCOGNE

world."

The cold waters chop against the sides of the ship as, to the west, the bay opens up into a greater expanse of blue. "In that direction," a sailor comments nonchalantly, "lies the end of the

The Bay of Gascogne makes up the western border of Gallia and also borders the northern stretch of the new Saracen territory. The seas of the bay are stormy and rough, making them difficult to traverse. When people refer to the open water on the far side of the bay as the end of the world, this is mostly because so many people lose their lives in the bay's waters.

THE GULF OF LYON

Warm water laps up against the sandy beach to the south of the city of Lyon. The calm wa-

ters of the gulf open into the larger sea that separates Gallia from the warmer climes of the home of the Saracens. As the sun sets, brilliant colors flood the sky and small fishing boats make their way back into the harbor.

The Gulf of Lyon makes up the southeastern border of Gallia. The mild waters and warm weather along the gulf and its various islands make this an ideal spot for noble vacationers.

LA MANCHE

It seems it is always misty on the shores of La Manche. On a clear day, it is rumored that one can see the banks of Albion far away on the other side. It is lucky, then, that there are never clear days, for one hates to be reminded that the lands of the enemy are within view.

> La Manche is a small stretch of water separating the shores of Albion from the northern shores of Gallia. Despite the mists, La Manche is fairly easy to navigate, and an able sailor making his way from Gallia to Albion will reach the white shores in less than a day.

AQUITANIA, HOME OF CHAR-LEMAGNE

Aquitania sits on the banks of the Bay of Gascogne, rising up from the shore like a great white bird readying itself for flight. Flags fly on the parapets bearing a shining sun on

a white background, the sigil of Charlemagne, the Holy Emperor. Off to the south, mountains rise up, their snowy tops seeming to reflect the same power as the white city. The road approaching Aquitania runs next to a river, and as it approaches the city, the land falls away into the ocean, wherein ships with the Emperor's symbol on their sails fill the harbor.





Aquitania is the home to Charlemagne and his knights. To the west is the coast, and to the south lie the mountains that form the border with Saracen country. Because of this constant danger, the people of Aquitania are always prepared to war; even a baker or craftsman knows how to defend his home should the Saracens come riding over the mountains to attack. Due to this constant threat, tournaments are almost never held at Aquitania. city serve not only the best wine, but also several specialties imported from all areas of Gallia and her neighbors.

LA BRÈCHE DE ROLAND

The land rises slowly from vineyards to hills to mountains on the western border of Gallia. A bridge, crossing a huge chasm, spans the path into the mountains. This giant gash in the land seems hardly natural, and no river flows at the bottom of its depth. A symbol similar to that of Charlemagne is marked

BORDEAUX

Surrounding the small city of Bordeaux in the country of Emperor Charlemagne are vineyards stretched as far as the horizon, broken only by a river that runs through the middle of the city. Small boats sail this river to deliver supplies and wine to the city of Aquitania.

The people of Bordeaux

are more relaxed than those who live in the capital city. Until recently, their city was watched over by Lord Huon, but currently, the city is watched over by Huon's steward, in service of Charlemagne, until the Emperor can appoint someone to take on leadership of the city.

Bordeaux has long enjoyed its reputation for the finest wine in all of Gallia, and though they know that the Saracens could be just as much a threat to them as the capital city, they embrace the philosophy of living in the moment and enjoying each day. Some of the best tournaments are held in a cleared vineyard near Bordeaux—the inns in the



on a signpost next to the bridge, but instead of a yellow sun on a white background, the sun here is deep red. This is the mark of Roland, Charlemagne's nephew and greatest paladin.

Once, in dire circumstance, Roland sought to destroy his magical sword Durandal instead

of allowing it to fall into the hands of the Saracens. The sword, however, cannot be broken, and instead of being destroyed by Roland's strength and piety, the sword tore through the ground, cutting off the Saracen advance just as Charlemagne and the other paladins arrived to aid Roland and his men.

The chasm is officially the border of Gallia, beyond which are the mountains and unknown territory. Beyond that is the land of the Saracens. Crossing La Brèche de Roland can only mean that one will meet with great dangers on the other side.



CARABAS

The lands in the County of Carabas are well tended; people are quick to explain that the forest belongs to the Marquis of Carabas, that the fields belong to the Marquis of Carabas, and that the castle, of course, belongs to him as well. The castle is perhaps the most impressive part of the landscape; its size seems designed for giants or gods.

The Castle of Carabas was, in fact, designed for a giant, who lost his land to a Talking Cat, who outwitted the giant and claimed the lands for his master, the current Marquis de Carabas. The Marquis was once a villager no wealthier than the people who now tend his land. The King of Tarascon was so impressed by the Mar-

quis's crops and castle that he awarded the Marquis the hand of his daughter. The two of them now live in the Castle of Carabas, enjoying its wealth, and they provide far more for their people and tax them far less than the giant ever did.

GÈVAUDAN

The forests close in around the kingdom of Gèvaudan, stretching their branches so that the villages and towns are constantly in the shadow of the woods. The people go about their business with an air of hopelessness, as though death is constantly waiting just beyond their door.

The lands of Gèvaudan are plagued with attacks by the Beast of Gèvaudan, as well as frequent raids from the woodwose, the wild men of the mountains. Ruled by the intelligent and handsome Ricky of the Tuft and his equally beautiful and intelligent wife, the kingdom was more lighthearted until the Beast began ravaging the countryside. King Ricky and his wife have sent constantly for adventurers to bring down the Beast and protect the kingdom and her villages from the raids of the mountain men, but currently, the kingdom is beset with troubles.



The coastal kingdom of Lyon embraces the warmth of its environment, leading its women to dress in lighter fabrics and its men to pare down their layers. Sailboats fill the harbor, belonging to fishermen, merchants, and nobles, whose colorful sails make it evident that their ships are designed for

pleasure more than any other purpose.

The kingdom of Lyon is made up of the city of Lyon and several fishing and farming communities in the south of Gallia. Perhaps due to the weather, the people tend to have a very relaxed outlook on life and are just as warm and friendly as their landscape. The ruler of the kingdom is the hero king Belenus, the Shining One. Belenus hosts not only tournaments, but also races, both by horse and by sail. Wealthy nobles who, under the pretense of strengthening their bond to the kingdom of Lyon, spend hours enjoying the styles and luxury afforded by Lyon's temperate weather.

LYONESSE

On a clear day, standing on the southern shores of the Gallic coast and looking out on the Gulf of Lyon, several small islands dot the horizon, lying firmly





between the coast of Gallia and Albion. Almost as soon as they are spotted, a mist swirls up around them, as though the islands have realized they have been noticed and retreat again into hiding.

The islands of Lyonesse lay in the Gulf of Lyon

along the trade routes used by the Saracen. Some say this is a land of fairies and a very dangerous place for mortals to go. The islands have the habit of disappearing in a warm mist that surrounds them, adding strength to these rumors.

In truth, there is a small religious community living on the islands. Holy men and women living here often come to the aid of adventurers or heroes who have lost their way at sea, hoping to set them on a good course. The

stone buildings on the island are older than the religious community that lives in them; any cleric among them will explain that their god provides for them, and they do not worry that this may have been a land of fairies before they came here.

MONTAUBAN

Nestled in the hills that rise into mountains behind the city, the blue towers of Castle Montauban are visible for miles before the rest of the city. The hills are lightly forested and full of game, though much of the area has been cleared for farming. The people working the fields are cheerful, and carry themselves with an air of pride; they express the utmost loyalty to their Lord Renaud.



Montauban, once under the control of a rather wicked king, was recently saved by Lord Renaud and his three brothers, who now rule the nation with wisdom. The focus of their court is on chivalry, as Lord Renaud seeks to gain knights to his side who will rival the piety and heroism of Charlemagne's

> Paladins. The name of Charlemagne is spoken sometimes with reverence and sometimes with spite, as Charlemagne has occasionally sent his warriors to harass the nation's new rulers, baiting them into skirmishes which they have no hope of winning.

> The woodwose, or wild mountain men, often make trouble for the kingdom of Montauban, as their territory is very near the capital city. But in spite of these troubles, Lord Renaud hosts a tourna-

ment at least once a year, in an effort to display the chivalry of his court.

MONT TOMBE

In the early afternoon, from a comfortable seat at an inn on the coast, it is easy to see the island abbey of Mont Tombe across the waters of La Manche. Suddenly, as though the sea is opening up, or the land rising from beneath it, a path of land leading from the beach out to the island appears and several knights and clerics make their way from the abbey. This might seem to be a miracle... if it didn't happen every day at low tide.

The abbey of Mont Tombe is home to the Knights d'Michel, a Holy Order of knightly warriors. The



island itself is only a tidal island; at low tide, a portion of the tidal flats are abandoned by the water, making it appear as though a path is rising up from the sea to be crossed. The clerics of the abbey at Mont Tombe do nothing to convince people that this is any less than a miracle.

The Knights d'Michel, though trained as mounted warriors as much as other knights, are also the

sworn protectors of sailors traversing the seas. Because of this, many of the knights and clerics at the abbey are well trained for journeys out to sea, as well as sea rescues. They are also known for their healing skills and take an oath to provide healing for the injured or sick they encounter on their excursions.

ROUEN

Surrounded by open plains, the farm country of Rouen extends beyond the eye's

reach. In summer, the fields are full of tall grains, and the occasional orchard bears surprisingly sweet fruit. The air carries the sweetness, so that the countryside is scented with the green of growing things.

The nation of Rouen lies at the center of Gallia and produces much of the region's grain. The land surrounding the center city has a very pastoral feel, and along with crops, many shepherds find themselves well occupied in Rouen. The nation is presided over by not a king, but a Judge; the current Judge is Marianne. Like kings and lords, Marianne, too, has knights, though they will often travel beyond the relative peace of Rouen's borders. Her knights are instructed to seek out oppression and end it, freeing people who are enslaved by giants or wicked rulers. Rouen does suffer from the presence of a gargouille that lives in the area, which feeds on sheep, cattle, and the occasional fisherman.

SOLEVE

In a wide valley in the mountains, the sleepy king-

dom of Soleve provides a bastion for travelers making their way through the rough terrain. Twin castles rise on either side of the woods that divide the valley, each reflecting the light of the sun, making the place glow with an unearthly light.

Soleve was once known by another name, and once only one of two castles was visible from the mountain pass, the other covered completely in briars. A brave prince made his way

through the briars to wake a sleeping princess and married her. It was a secret marriage, for the prince feared angering the giant his father had married and taken into their home castle. The kingdom is now ruled by sister and brother, Dawn and Day, who are renowned through Gallia for their beauty as well as their intolerance of anything having to do with magic, fairies, or giants.

Tournaments held in Soleve are fair and generously hosted, but no competitors may use any form of magic—be it from men or from the gods—in any part of the competition. Those caught breaking the




rules will meet their end in the high towers of Soleve, from which, it is said, none can escape.

TARASCON

Sitting on a hill overlooking a beautiful lake is a castle with turrets topped in gold stretching toward the heavens. The roads of the countryside all head toward the capital city of Tarascon and the palace that resides at the city's heart. But the lake itself commands attention, as does the dark cave on the northern shore and a small, dark cottage on the far western bank.

The Kingdom of Tarascon, settled in the low slopes of the southern end of the mountains, competes with her neighboring kingdom of Lyon for the most beautiful landscape in all of Gallia. But though the king would have all visitors believe that the nation is just as elegant and pristine as she looks at first glance, many dangers lurk in the kingdom, including the woodwose of the mountains, the tarasque that lives in the lake, and the sorceress who lives on the western shore.

VILLE LUMIÈRE

Museums and colleges line the streets of Ville Lumière, making the crush of people seem bearable if only because of the beauty of their architecture. The city is full of wonders in any direction, from the carriages that make their way down the crowded streets to the churches and temples that dot the main city to the palace itself, which sports wide pillars on the outside and exquisite works of art behind its walls.

Ville Lumière—the city of lights—is certainly a place of wonder, as well as a place of education and enlightenment. Many scholars travel to Ville Lumière to study what others have accomplished. It is said that Gallic gunpowder was first discovered at University Lumière, and that its recipe is what enabled King Henri to form his band of devoted guards, the mousquetaires. Now under the nominal rule of King Louis (though rumors abound that Richelieu, one of the local clerics, holds far more sway over the land than the king), the mousquetaires have been disbanded, but a secret following have continued to serve their king loyally and anonymously.

That does not stop the king from throwing elaborate balls at every opportunity. Though the tournaments held in Tarascon are usually on a smaller scale than the grand competitions hosted on Montauban and Bordeaux, nowhere in Gallia are more beautiful dances hosted, and nowhere does one find more generous feasts.





Sailing off the southern coast of Gallia, the waves break as if there were rocks below them. When the seas are quiet and the sun is at its highest in the sky, the rocks reveal themselves to be towers of a sunken city, long fallen beneath the waves. Even beneath the water, it is easy to see why the city of Ys was once called the most wonderful city in the world, the capital of enchantments.

The city of Ys was built by a foolish king for his corrupt daughter, against the warnings of his holy advisors. The city was protected by a dam that held the sea at bay, despite the fact that the city was built well below sea level. A servant of the king was convinced by one of the king's advisors that the city defied the rules of their church, and so the servant took the key to the dam to a Saracen commander who patrolled the nearby waters. The Saracen commander tried to hold the city for ransom, but when the king balked at his requests, the commander opened the floodgates and sank the city below the waves. Many divers still make the attempt to swim among the city's towers, and others make the attempt to gather the treasures that now lie underwater.

OTHER CITIES

Because Gallia is a fairly large region containing many kingdoms, there are kingdoms, villages, and fifes not described nor included on the map. There is always room for another kingdom, castle, or knight's fife in a Gallia campaign. Some of the unmentioned kingdoms of Gallia players might encounter are Provence, Châlons, Toulouse, Bastia, Bayonne, Pau, Ardenne, Lannois, Brittany, Gargeac, Garenne, Midi, Orléans, and Auch. As



a note, villages in areas where there are open fields and vineyards tend to have larger populations; several hundred villagers live and work the fields together. In woodland country, villages are smaller and a single family will usually work a farm. In either situation, a lord, knight, or person of higher position holds the local manor or castle.



The true heroes of the Gallia setting are the player characters who adventure in it. However, there are plenty of heroes and villains they may meet in their travels, from the rulers of nations to country gentlemen with dark secrets to fallen knights questing to regain their honor. Following are NPCs that player characters might encounter in

Gallia, along with a description they might hear from a trouvère.

ANALISE THE UGLY

The story goes something like this: once upon a time there were two girls born to the queen of Tarascon, who had made the grave mistake of slighting a local fairy. When the fairy came to give gifts, she gave the following: one girl would be as beautiful as the sunrise but dull of wit as a blank page, while the other

girl would be brilliant as the sun itself, but hideous of form and figure. The girls grew and became exactly as the fairy had said, but the beautiful girl had her curse lifted by King Ricky of the Tuft, who himself had been cursed with ugliness; she, in turn, freed him of his curse, and the couple became the most beautiful and knowledgeable rulers in all the land. The court, however, now scorned the ugly princess, for her sister had shown both wit and charm.

Analise, known in court and behind her back as Analise the Ugly, is the daughter of the king of



Herces and Villains

Tarascon, and is among the many children of that royal couple. Still cursed by ugliness when her sister's curse was lifted, Analise's bitterness turned to determination, and she has pursued the secret arcane arts to free herself from the curse. This, of course, she cleverly keeps hidden from the rest of the court; she rarely attends events because she

> hates being scorned, but one day she hopes to take her revenge on those who have treated her badly, no matter what the cost.

AUBERON

I will tell you what I know is true, for a change: There is a dwarf who travels all of the lands, a friend of the fairies who has remarkable powers of his own. Those who dare travel to his castle had best be wary, for although he is generous to all—his ever-full

cup provides both wine and meat for his guests—a slip of the tongue might cause you to find yourself in his debt, and he is not afraid to call in on his favors. They call him Auberon, and some say he is a fairy himself, or the king of the fairies. It is true, he has fairy servants, but do not be fooled... he is a mortal like any, and no less dangerous for it.

Auberon is undoubtedly the most powerful sorcerer in all of Gallia. Many suspect his powers come directly from the fairies, or are convinced that he is himself a fairy. He might even believe



this himself, for his powers came easily to him, and he has been alive so long he has forgotten how old he is. Though he often wanders throughout Gallia, he also keeps a castle of his own, staffed almost entirely by fairies, in which he keeps his Ever-full Cup. He has a penchant for aiding heroes in need, though his fairy servants sometimes fulfill his requests in unexpected ways, causing possible chaos or harm to those he means to aid. Rumors say that he often frequents Albion, and that he is friendly with a great wizard who lives on that island.

BELENUS

The kingdom of Lyon has long been known for its warmth; that reputation has only increased in the reign of King Belenus. Ah, mon ami, to look upon him is like looking at the sun, for he nearly glows with the brightness of fire. Yes, perhaps I exaggerate. But this is the truth: once, he was a traveler, a hero who defeated sea monsters. It is said that his loyalty to his people is rivaled only by his loyalty to his god, and that he is granted powers beyond those of men and kings. It is also said that those who betray him or his people feel the wrath of his fire.

King Belenus of Lyon is a generous king known for his skills

in healing and manipulating fire. His devotion to his god is rivaled only by his devotion to his people, and it is not unknown for the king himself to tend to the sick and wounded among his subjects. During his days as an adventurer, Belenus spent some time at sea, and because of his love for ships and sailing, he has introduced sailing races to the events at tournaments held in Lyon. Many adventurers, knights, and travelers find welcome in his kingdom, but any who treat Belenus's subjects badly find themselves exposed to the heat of his anger.

BLUE BEARD

Never will you visit an estate better kept or dine at a table better stocked than at the home of Lord Blue Beard. Oh, mademoiselle, his gardens are de-

> lightful and his home decorated with the finest art, collected from his lordship's travels all over the world. Alas, he cannot seem to keep a good wife in his home; each woman he has married has fallen ill or mysteriously vanished, the poor man. What trials he must face! What misfortune has come his way! But perhaps, you, my young lady, might be interested in making his acquaintance?

> A fine country gentleman, Blue Beard's dirty secret is that he has killed several of his previous wives. Because no one knows his secret, he makes an effort to marry any beautiful young lady

he happens upon, knowing that he will kill her if she discovers his secret. His public face is one of extreme generosity, and he is always more than willing to provide aid to travelers on his land, so





long as they do not venture into his cellar. It is in his cellar that the remains of his former wives are kept, and any who discover his secret are subject to long torture or quick death, occasionally by means of a large bonfire he builds among his beautiful gardens.

BRIGHT FLOWER OF THE TANG

Ah, you wish to hear of Mademoiselle Bright Flower? I am afraid that not much is known! She resides in Tarascon, and she brought with her an entourage, bearing silks, gems, and other riches from the lands of the Tang. Some say that she was a princess there, and to avoid marriage to an unwanted suitor, she fled to Gallia. Others say she was a mighty warrior, and sought to come to Gallia for her retirement. I say she is a diplomat, here to discover what riches Gallia has that she might be able to bring to her people. But all of that is less a concern than how many knights she has been able to trounce in dueling matches since she arrived!

Trained in the arts of war by a master of the martial arts in the Tang Empire, Bright Flower came to Gallia on a diplomatic mission, hoping to find a ruler who would be able to make the trade routes through the Saracen lands safer, so that more merchandise could make its way from the Tang to Gallia. However, many of the kings of Gallia, including the Holy Emperor Charlemagne, see her more as an exotic status symbol than an emissary. Frustrated with the lack of respect she received from the kings of Gallia, she began competing in the tournament circuit, hoping to improve her reputation as a warrior and gain the attention of a worthy king. Though she currently resides in Tarascon, she has no serious interest in forming a treaty with that court; she merely intends to serve

as a status symbol to the king she sees as the most useless king in all of Gallia until she commands actual respect from another leader.

CHARLEMAGNE AND HIS PALADINS

In our time, there is no man who has been a truer hero in all of Gallia than the Holy Emperor Charlemagne. To look upon him is to know the meaning of magnificence! In his court, only the bravest and most accomplished knights are given a place at his table. And no man is braver than his nephew Roland, a knight unparalleled, except, perhaps, compared to his uncle. Between them, with the rest of Charlemagne's Paladins, they are solely responsible for keeping all of Gallia safe from the Saracen threat. Roland himself faced them on our very border; hard pressed on all sides, Roland was certain that his great sword would fall into enemy hands, so he attempted to destroy it! Ab, but Durandal would not be destroyed so easily, and a great gash was created along the border between our lands and the lands of the Saracens. Despite being outnumbered and flanked, Roland refused to give ground to the enemy; he rode against them, and only when his cause seemed completely lost did he raise his mighty horn Olifaunt to his lips. Charlemagne was summoned by the sound of the horn, and with the other paladins, the Holy Emperor fought against the Saracens, breaking through their lines and freeing Roland from what might have been his doom! And this, mon ami, is the absolute truth.

Holy Emperor Charlemagne, appointed by his church and granted strength by his god to hold back the threat of the Saracens, is certainly the most powerful of all of the Gallic kings. He and his twelve paladins have fought untold dangers and



kept all of Gallia safe from invasion. Because of their heroism, they are the subjects of more popular ballads of the trouvères than any other group, with the possible exception of the mousquetaires of Ville Lumière.

Though Charlemagne is undoubtedly the leader and the force behind his paladins, it is his nephew Roland who has become the most popular of his paladins, likely due to the fact that he is as yet unmarried, and is the object of many la-

dies' affection. Roland's bravery is matched only by his handsomeness, but it cannot be said that he is particularly wise, as he has more than once nearly met his peril at the hands of his enemies, only to be saved by Charlemagne at the very last moment.

Other notable paladins who find their place at Charlemagne's court are Otton, the Saracen, who once battled Char-

lemagne and was so awed by the Holy Emperor's power and grace that he at once surrendered on the condition that he could serve so great a man. Otton, alone among Charlemagne's paladins, wields a scimitar. Another of the paladins, Olivier, grew up with Roland and they have long been rivals, vying for favor from their king and the hearts of women. Gérin, a paladin only in title, is no holy knight; some suspect that he will be the one to bring downfall to Charlemagne and his knights, just as Launcelot is said to have been responsible, in part, for the fall of Albion. The other paladins of Charlemagne are Gérier, Bérengier, Samson, Engelier, Ivon, Ivoire, Anséis, and Girard. (These last paladins may be represented by the 15th level paladin sample in Core Rulebook II.)

DAWN AND DAY

You have heard of the princess who slept for a hundred years? She was rescued by a prince, as I'm sure you know, who woke her from her cursed sleep with a kiss. They were married in secret, because the prince's

> step-mother was a giantess, who had threatened to eat any children the prince had, so that her own giant children would inherit the Eventually, throne. however, his secret was revealed, and the prince brought his wife back to his palace to live. The royal couple had the two most beautiful children in the world: their first child, a girl, was called Dawn, because she was

as beautiful as the sunrise, and their second child, a boy, was called Day, for he surpassed his sister in beauty. Their father could not protect them all the time, unfortunately, and their grandmother, the giantess, attempted to eat them; the children and their mother only escaped due to the help of a kind steward. Such trauma at such an early age! I am sure you can understand why these children have no love of magic!

As the children of a princess who slept for a hundred years and a prince whose mother was a giant-





ess, Dawn and Day had a very strange upbringing. The siblings jointly rule the kingdom of Soleve, which combines the hidden kingdom of their mother with the lands they inherited from their father. They allow no giants within their borders and despise all fairies; in fact, they do not allow

any magic to cross the borders of their nation. Adventurers who come inside of their kingdom with magical items or aptitude are arrested and sent to the high towers of Soleve. Although the view from the towers is lovely, the chance of escape is slim to none, and many have wasted away from lack of food and drink while watching the beauty of the sunset.

ELLA AND CHARLOTTE

Once upon a time, there was a beautiful girl who was the daughter of a lord who managed a small town. Sadly, as a child, the girl's mother died, and she and her father were

left alone. Her father thought that the girl needed a mother, so he married again, taking for his wife a beautiful woman with a heart of stone who had two daughters of her own. The family lived together for a time, but after some months the girl's father took ill, and he, too, died. The cruel stepmother, jealous of her stepdaughter's beauty, forced the child to become a servant in her own home. The stepmother and her eldest daughter called the poor girl Cinderella, but the younger stepsister, Charlotte, always called her Ella and remained kind. But I am sure you have heard this story! Eventually Cinderella married one of the princes of Tarascon, due to the intervention of her kindly fairy godmother. Here is a part you may not know. Though Cinderella—now the Princess



Ella—forgave her stepfamily, her fairy godmother never did, and in short years, the town came to ruin. Charlotte, who had always been kind to Ella, blamed the princess for this turn of events—and who could blame her? Now those who were once sisters are enemies, and though I attended the wedding, I can hardly say that I think there is a "happily ever after" in store...

Princess Ella's husband is the heir to Tarascon, and will take the throne when his father dies... assuming things go well. Ella, of course, is blind to the threat of her former stepfamily; she has not heard from them, nor have they tried

to contact her, as far as she is aware. But fairies are tricky creatures, and even the ones who seem to be allies might well be a danger. In cursing Ella's stepfamily, Ella's fairy godmother created for Ella a very powerful enemy; for while Ella has stayed at the palace, training to become the next queen of Tarascon, her stepsister Charlotte began to seek out revenge. Knowing that Ella had a fairy on her side, Charlotte sought out the aid of a fairy as well, and in exchange for offering the fairy years of servitude, Charlotte received the gift of magic in her blood. Though still learning to control her new powers, Charlotte is a formidable sorceress. She lives in a small cottage on the west bank of the lake near the castle of Tarascon, waiting for the moment when she can take her revenge.

HUON OF BORDEAUX

What is this? You have not heard the tragic tale of Huon of Bordeaux? Ah, mon ami, prepare for yourself a tissue, for his tale is one of the saddest I know to tell. It begins when Huon was the Lord of Bordeaux. He had invited one of Holy Emperor Charlemagne's young sons to

a t tend a hunt. This was his undoing, for on that hunt, a stray arrow from his own bow found its home in the son of Charlemagne! Though healers were called, none could aid the boy, and he met his end in the home of Huon. Stricken with grief, Huon traveled with the body to Charlemagne to seek forgiveness for the accident, but this was not to be! Charlemagne could not forgive the murderer of his son, and so he banished Huon, stripping him of his title and lands, telling him he could only find forgiveness if he completed twelve impossible tasks! And so it is-Huon now wanders far from his home in Bordeaux, hoping that one day, he may return to Charlemagne and beg the Emperor for forgiveness, having completed his twelve impossible tasks.

Huon of Bordeaux, once a noble, is now merely a wandering man of the forest. He seeks only to atone for the murder he committed, and once more find acceptance from his king and emperor. Though he has been assigned to twelve impossible tasks, Huon has committed to completing as many possible tasks as his life allows, and often seeks the aid of adventurers in accomplishing his quests-or aids adventurers in order to add another successful task to his list. Huon is hated by the Emperor, but has friends among the fairies, and is a close friend of Auberon the Sorcerer. Auberon is the patron of many of his quests, aiding the wandering warrior wherever possible.

> LAUNCELOT DU LAC

In Albion did Launcelot serve king as good and just and bold and queen of beauty, valor, wit in Albion, in days of old. In Albion, in days of old. 'Tis true this knight of grace and wit with healing power thus imbued to Albion tread in search of one who he could serve, whose heart was true. Who he could serve, whose heart was true. In Albion did Launcelot find favor among kings and men and at the right hand of the king he brought that kingdom to its end. He brought that kingdom to its end.



Oh woe for Launcelot du Lac! Oh woe for hearts both brave and bold For captured by a ladylove A tragic story will unfold, A tragic story will unfold.

There are many tales of Launcelot du Lac, most of them beginning with his life as an orphan, some of them suggesting he was raised by fairies. It's true that for a long time, Launcelot's family was

unknown to him, and his rightful place as ruler of a small kingdom in northern Gallia escaped his notice. It was only after he had left Gallia for Albion, to serve under the mighty king that had united the nations, that he discovered the truth of his heritage, but by then he had already sworn fealty to Albion's king. And though he loved his king, he also loved his queen, and this was his downfall. He became the queen's rescuer, and she his ladylove, and when the king discovered this, he fell into a deep depression, ordering the queen away to an abbey and ordering

Launcelot to take on the most dangerous quests. Because of this Launcelot was not there when the king's hold on Albion began to fail, nor was he present during the battle where the king was slain. Unable to deal with his grief and guilt, Launcelot fled to Gallia, making his home in a small estate near the lake he had frequented as a child. He sees no one, afraid they will remind him of his failure to save the king to whom he had pledged his service and the nation to which he had pledged his life. Launcelot is still the heir to a kingdom, but has not sought to take his lands back from the man who killed his father, believing himself unworthy.

LEON COEUR DE LEON

Certainly you have heard of the mighty lion Leon? A joke, you say? Were you to see his strength of arms, his skill with the lance, or his fierce demeanor, you would not find room for laughing. Certainly one of the strongest knights to ever brave the tournament field, Leon Coeur de Leon is truly a lion among men. His laughter is a thing to behold, for it rumbles like a roar from his mouth, and his tawny mane shakes

> in delight. I understand that he can eat an entire ox in one sitting, and that he has nearly bankrupted good nobles who invite him to their banquets! There is no greater beast among the Beasts, and he would be happy to tell you so himself.

> One of the Talking Beasts, Leon Coeur de Leon is literally a lion among men. His awkwardness walking on two limbs only led him to pursue horsemanship. His skill with the lance is rarely matched on the tourney grounds, and he has even defeated Bright Flower

of the Tang in unarmed combat. He does, indeed, eat far more than a normal knight, but this has done nothing to diminish his sense of smell, which he uses to track down danger, occasionally perching on the roof of an inn to try to smell the danger before it arrives. Said to be the son of the King of the Talking Beasts, Leon's shield bears the design of a lion; his human squire, nicknamed "Leonette," watches it carefully at tournaments so his master might joust against those whose squires tap it, eager for their turn.





KING LOUIS, RICHELIEU, AND THE MOUSQUETAIRES

You wish to hear of the child king? Then I shall tell you. As Albion fell, Ville Lumière too lost its ruler, the wise King Henri, who had formed the mousquetaires. You have heard of them? But of course. No braver men ever served their king, no men more honorable or able to complete deeds of daring! King

Louis did not inherit his father's good sense, I am afraid, though he did inherit his father's advisors. Among these advisors was Richelieu, a man well known for his devotion to the church, as well as for the order of knights he commands. They say that Richelieu was able to convince the young king that the mousquetaires were no longer of use to his kingship, that Richelieu's knights should be used instead. And, what do you know? The king agreed! He disbanded the men who had served his father so loyally, convinced by his advisors that one day they would turn against him.

So that is the story of King Louis, but what of the mousquetaires? It

is said that in Ville Lumière, they continue to act in secret, pledging their lives to protecting the king and kingdom that abandoned them. Their leaders are not secret; you have heard tales of d'Artagnan? But of course you have—he came seeking to become one of the mousquetaires just after they had become disbanded, and found Athos, Porthos, and Aramis mourning the loss of their position. Perhaps I am too generous; I believe he found Athos, Porthos, and Aramis without realizing their identities, and challenged each of them to a duel. Such a rocky start to such a legendary friendship! The four of them now lead the secret organization, hoping that someday they will be able to restore the mousquetaires as the guardians of the king. Ville Lumière could only hope to one day be so lucky...



King Louis is the weakest king in the history of Ville Lumière. He suffers from an overbearing advisor, a wife who does not love him, and an emissary from Albion who is having an affair with his wife. To add to this, King Louis is paranoid, and is convinced that the mousquetaires, instead of seeking to protect him, are working to undermine his authority. He especially hates d'Artagnan, who is far too popular with the people of Ville Lumière for King Louis's liking.

King Louis's most trusted advisor is Richelieu, a powerful cleric in Ville Lumière who has formed his own knightly order. Richelieu

truly does have the good of Ville Lumière in mind, but he believes that what would be best for Ville Lumière would be to eliminate her enemies and become the only power in all of Gallia. To this end, he guides the king into making enemies, hoping to start wars with the neighbors of Ville Lumière and annex their territories.

Knowing that such actions would be the downfall of Ville Lumière, d'Artagnan and the mous-



quetaires oppose Richelieu, believing he means for the king to come to harm. Popular with the townsfolk and subject of ballads that cross Gallia, d'Artagnan, Athos, Porthos, and Aramis have come to stand for loyalty and honor in the face of corruption. It is said that d'Artagnan is a countryman from humble roots, though most likely of noble birth. It is said that Aramis was once a priest, but he left the clergy to pursue a more active life. Of Porthos and Athos, little is said other than to praise their daring deeds. All four have performed rescues, swung from chandeliers, jumped from the back of one horse to another, and proved their skill with both musket and rapier. There are few lads in Ville Lumière who do not wish to become like them when they grow up, in spite of the fact that they are outlaws, and there are few young women who do not wish to have a private audience with any one of the four.

MARIANNE

What? You do not know of Marianne, the heart of Liberty and Reason? More than a queen, for she has rejected that title, she serves as the Judge, ruler of the nation of Rouen. Mon ami, I tell you there has been no wiser ruler since Solomon. Those who bring their cases before her are held in awe by her judgment! It is said that in Rouen, all men are free to do what they will, so long as they respect the freedom of other men to do the same. It is said that though Rouen is the heart of all of Gallia, she is ruled with the mind, and that all of her people think before they act, knowing that if they allow their emotions to rule them, Marianne the Judge will someday find them guilty. To be on the wrong side of that woman is not a thing that any desire, and that, I swear, is the truth.

Instead of accepting the rule of a king or queen, born to their position, the people of Rouen long ago decided to be ruled by judges. The wisest of these to have ever existed is Marianne, the current judge of Rouen. While presiding over her own court, Marianne is far from concerned only with her own kingdom. She has a band of loyal knights who both patrol Rouen to stop deeds of injustice and travel beyond her borders to spread wisdom and reason throughout Gallia. Marianne's court seeks liberty for the subjects of other nations, and where people are oppressed, her knights will fight the oppression.

PUSS OF CARABAS

Should you ever meet a cat wearing a fine pair of boots and a hat with a large feather, beware of laughing at him! There are few animals, indeed, few men, who are quicker of wit than the one called Puss of Carabas. The story goes like this: when Puss's master was suffering from hard times, Puss convinced his master to buy him a pair of boots, and all their trouble would be solved. With these boots, Puss managed to gain audience with the king of Tarascon, and convince the king to visit his master. In the course of his adventures, Puss managed to conquer for his master the lands of Carabas, which had formerly been held by a giant! When the king saw Puss's master's lands, he was so impressed that he immediately had Puss's master married to one of his many daughters, and had Puss appointed as a Lord in his own right. Of course, cats are never satisfied with being ruled by others, so though he is a Lord, he continues to wander, defeating giants and conversing with fairies. What? You do not believe me? Then next time I shall lie to you, instead.

Possibly the most famous of the Talking Beasts, Puss of Carabas outwitted a giant in order to bring his master to good fortune. Having seen his master married off to a king's daughter, Puss of Carabas, er elevated to the status of Lord, now lives life as an adventurer. He is quick of wit as well as quick of speed, and it seems that no matter where he goes he is able to find trouble. Should he encounter adventurers who sound as though their quest will be entertaining, he joins quickly, hoping for nothing more than to increase his own prestige. He has a friendly rivalry with Renart, the Trickster, a Talking Fox.

RENART, THE TRICKSTER

Well, you know what they say about foxes. They are sly, mon ami, and crafty, and it is best not to make one upset. Well, yes, of course, if he is stealing your chickens, perhaps you should stop him. But I lose myself. I meant to tell you about Renart, who is the craftiest of all foxes. Ah, what a boon to have him on your side, but what trouble to have him against you! I tell you he is more dangerous than a fairy, and that is saying something. He has outwitted every member of the animal kingdom, except, perhaps, for Puss of Carabas. How can you recognize him? This is easy, for he wears a feathered cap and a small rapier, which he wields with surprising skill. I would like to see you chase him out of your hen house!

Renart, the Trickster, has gotten out of more scrapes than any other Talking Beast, mostly because he is constantly playing pranks on the others in the animal kingdom. His appetite for pranks is not filled by merely taking on the King of the Talking Beasts, he prefers to take on more powerful opponents—giants, fairies, and the occasional band of adventurers. However, if it looks like the adventurers are going to have fun, he hates to be left out, and will leave his pranks behind in or-

der to have a good adventure. He has a friendly rivalry with Puss of Carabas—he believes he is far smarter than the Talking Cat. He hopes one day to prove it.

RENAUD DE MONTAUBAN

Do not ask me to tell you the tale of the sons of Aymon de Dordogne, for I shall cry in the telling! A bottle of fine Bordeaux wine, you say? Well, then, you have me convinced, but you shall cry into your own glass. Of the four sons of Aymon, none is more tragic than the oldest, Renaud. Once, when he was traveling, he and his brothers attended a local tavern along a country road. At this tavern, he met a man so arrogant and heavy with drink that he could not stand to be in his presence. Renaud challenged the man, and the man accepted. In the duel, the other man was killed. It was only after the man had died that his companions revealed his identity: this was one of Holy Emperor Charlemagne's sons! In a panic, the

four brothers fled the inn, jumping on their magic horse and traveling far from the borders of Aquitania. They settled, eventually, in Montauban, where Renaud still rules; he has sent many notices to the Holy Emperor, pleading with Charlemagne to forgive his mistake, but Charlemagne refuses. Renaud, who acted within the law even in his duel, holds dearly to the code of chivalry, and hopes that one day Charlemagne will see through his haze of anger to acknowledge that his once loyal subject is a just leader as well; only then will Renaud feel his honor is restored. Ah, monsieur, is that a tissue I might use to wipe my eyes?

Although Renaud and his brothers are Charlemagne's bitter enemies, they continue to live by

the code of chivalry, hoping one day to restore their honor in Charlemagne's eyes. As the eldest of the sons of Aymon de Dordogne, Renaud is the natural leader among his brothers, who all govern small towns in the kingdom of Montauban. Renaud's knights and soldiers constantly guard against attacks and

skirmishes with Charlemagne's men, but Renaud holds no grudge against the Holy Emperor. As host of some of the most competitive tournaments in all of Gallia, Renaud hopes that one day he and his knights might meet Charlemagne and his paladins on the field of a tourney instead of on the field of battle. Renaud is also the owner of a magical horse, which can grow or shrink to suit the size of its rider; it was only by the virtue of this horse, which he and his brothers rode out of Aquitania, that they were able to escape Charlemagne's wrath.

RICKY OF THE TUFT

Remember, I am not paid to tell you the truth, mon ami, but for a few extra coins I would consider it! Where was I? Of course, I was about to tell the story of King Ricky of the Tuft, king of Gèvaudan. The first part of the story comes before the king was born, when his parents, very foolishly, forgot to invite a fairy to their wedding! No graver mistake can be made by a king or queen. When young Ricky was born, this forgotten fairy cursed him with inhuman ugliness. The queen wept and the king begged, so the fairy relented, blessing the boy with inhu-

> man intelligence as well. Though many in the court were able to overlook the prince's hunched back and tufted hair, his parents were afraid that he would not be able to find a wife, and that he would have no heir.

Their worries were well founded, for the young

prince fell in love with a painting of the beautiful princess of Tarascon, who had no sense. Luckily for Ricky, the fairy had given him the ability to give good sense and wit to the woman he loved. After extracting a promise from the beautiful princess to marry him in a year, he gave her good sense. The princess thought for a year how to get out of the arrangement, for she had no desire to marry someone so wretchedly ugly, wit or no wit. After a year passed, the princess came to prince Ricky, confessing her lack of desire to wed someone so ugly, and he told her the truth of her curse: that she could bestow beauty on the one she loved! Some say it was only because she recognized his love that she looked beyond his ugli-





ness, but do not listen. I was at the wedding and saw both of them in their beauty, and heard both of them speak with eloquence. Then, I confess, I was caught trying to kiss the cook's wife, and he kicked me in the seat of the pants, and so I landed here to tell you this story.

Ricky of the Tuft was once under a curse to be ugly, but his wife, who was once cursed with stupidity, released him from his curse. The two, both equal in their beauty and their intelligence, rule Gèvaudan, a kingdom known for its libraries and for the intelligence of its rulers. Unfortunately, no amount of intelligence has enabled King Ricky and his wife to rid Gèvaudan of the beast that plagues its countryside, and though the people are thought to be well educated and the libraries are thought to be the best stocked of all of Gallia, many fear to travel to Gèvaudan because of rumors of the vicious monster who roams the countryside.

THUMB THE MESSENGER

It is difficult to be the shortest of seven brothers, no? But Monsieur Thumb, he made the best of his smallness. With his brothers, he traveled to find his fortune, and he was able to outwit a giant! He lured the giant into a trap, and his brothers were able to slay the monster. In the giant's castle, Thumb discovered a pair of magical boots that allow him to travel league after league without tiring. Some say that his feet never touch the ground; others say that only one foot ever appears, and that the rest of him is transported through magic! Of this, I am unsure, but here is what is true: only last week, I gave him a letter to deliver to my lady, and within the day, he had delivered a response! That, mon ami, is service. Due to his magical boots, Thumb the Messenger is able to get letters extremely quickly from one area of Gallia to another. He is often hired by rulers who wish to see how their battles are faring in other parts of the nation, and by women who wish to send messages to their lovers. Thumb never leaves Gallia, however, and works in order to make a profit, which he shares with his family. His family still lives in their home in the country.





OF GIANTS AND FAIRIES

In all of Gallia, the most common monsters adventurers encounter are giants. Giants are known for eating trespassers, as well as for collecting rare magical items, such as Seven League Boots and magic weapons. Often, the very treasures they have collected lead to the giants' undoing. Occasionally, however, giants are merely tricked into destroying themselves.

Perhaps surprisingly, many giants have an aptitude for the magical arts, most often in the form of shape shifting. Obviously a giant is much easier to slay if he is in the form of a mouse! But a giant who has studied magic can be a far more dangerous opponent than the average giant, unleashing a torrent of destructive spells at those who would defeat him.

Core Rulebook III contains many options for giants, but all of the giants of Gallia use the hill giant description

and statistics. For hill giants who have become wizards, druids, or sorcerers, GMs should use the rules for creating hill giants as characters, in order to reassign attributes such as intelligence or charisma. (After all, a wizard with an Intelligence of 6 certainly wouldn't pose much of a threat!) All giants in Gallia can be assumed to be evil, although two specific examples (Gargantua and Pantagruel, who have their own entry in this section) are more a force of chaos. All giants in Gallia speak both

giant and Gallic.

While giants may be the most frequently encountered monsters, there is a type of magical being that appears just as regularly. Simply labeled fairies, these adepts of magic are found in the guise of old women, beautiful ladies, and, occasionally, demons. Regardless of how the fairy appears, she always brings the possibility for adventure. Her curse can send the world spiraling into madness (or into sleep), and her blessing can provide heroes with help in

their time of need. From godmothers to keepers of dragons, fairies are a force to be reckoned with.

In order to stay on the good side of fairies, adventurers are advised to always be kind to old women, offering them food should they meet on their journeys. Not all old women are fairies, of course, but



should adventurers encounter an old woman who is exactly what she seems, they will have done a little bit of good in the world. If she is a fairy, they will have won her favor for their kind spirit and generosity. Trouvères and many other wanderers are quite aware of the possibility of encountering fairies on a regular basis, and always carry an extra

loaf of bread while they are traveling. Fairies speak both Gallic and Sylvan, as well as, occasionally, Albionish, Saracen, or, rarely, Tang.

Other, more specific magical creatures also make Gallia their home. From horses to animals who talk to giant wolves and dragons, Gallia is full of strange and wonderful beasts.

GARGANTUA AND PANTAGRUEL

The crude giants Gargantua and Pantagruel—father and son—terrorize the countryside with needless destruction. They fancy themselves adventurers and often go on quests. Unlike other Gallic giants, they do not eat human

flesh and are not evil, though no one is spared their vulgar insults. Their favorite jokes involve privy humor, loud noises associated with bodily functions, and crude remarks about romance. Though they are the very opposite of chivalry, rulers are more likely to fine them for the damage they cause to village property than they are to send knights out to slay them. The pair often damage buildings and other objects, but rarely do any harm to people they encounter. Gargantua and Pantagruel speak both Gallic and giant.

BÊTE OF GÈVAUDAN

A wolf the size of a cow that terrorizes the people of Gèvaudan, the Bête of Gèvaudan has developed a taste for human flesh. Survivors describe



it as having a wide chest, huge head and neck, ears like horns, a dog-like nose, a thin tail with a long black stripe, enormous claws, red eyes, and two long fangs. Its incredible speed and near invulnerability to ranged attack make it extremely difficult to defeat.

BAYARD

The magical bay horse of Renaud de Montauban, Bayard has the ability to adjust his size to his rider or riders. He can carry as many as six medium-sized humanoids at once, and can shrink small enough to carry a tiny creature; regardless of his apparent size, his speed remains the same.

MELUSINE

The melusine are shapeshifters who sometimes appear as women who are serpents from the waist down and at other times appear as full-sized dragons. The original Melusine was the child of a water fairy and a human; she helped to raise Launcelot du Lac during his orphaned childhood. Unfortunately, when she married a human, her secret was



discovered, and knights hunted her down until she was destroyed. Her many daughters were able to escape, and those are the melusine who still inhabit Gallia. Some melusine are good beings who seek to aid adventurers who show that they are kind

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of spirit and stout of heart. Others, angered by the destruction of their mother, seek to punish any travelers who near their homes, whether lake or cottage, by luring these wanderers to their destruction. All melusine speak Gallic and Sylvan; those with Intelligence higher than 10 may also speak Albionish, Saracen, or Tang.

GALLIC DRAGONS

Unlike dragons in Core Rulebook III, most Gallic Dragons are merely a type of Magical Beast and are not intelligent creatures. There are several types of dragons currently living in Gallia.

The drac, more intelligent than its cousins, uses invisibility to aid it in its attacks. Unfortunately, the drac's blood, when put in the eye, gives an attacker the ability to see through its invisibility. Dracs prefer to eat children to any other humans. The drac is an adept flyer and swimmer, and can survive for long periods of time underwater.

Dragons of seven heads breathe fire and their blackish blood stings like acid, but they have no more intelligence than an animal. Like most maneating dragons, a dragon of seven heads prefers young women as its meal of choice. It needs to eat only once a month, and villages plagued by such a dragon occasionally make the monster a regular offering in order to save their town, until a hero comes along to save them. Dragons with seven heads are unable to fly, due to their unbalanced weight. (The Dragon of Seven Heads is the same as a seven-headed pyrohydra from Core Rulebook III.)

> The gargouille is known for its distinctive gargling noise. A river creature closely related to other Gallic dragons, the gargouille is a dangerous beast interested in eating those who trespass in its waters and perfectly content to sink any ships traveling along its river. Though naturally a water creature, the gargouille lives both on sea and on land, residing in a cave near the water's

e d g e. While other Gallic dragons are known for their fiery breath, the gargouille is more likely to spew bile of an acidic nature. The only currently known gargouille lives in a river near Rouen, terrorizing those who attempt to travel from Rouen to the coast and villagers who seek to fish in its river. Gargouilles, as sea serpents, have no wings and are far more adept in the water than on land.

Unlike the tarrasque of Core Rulebook III, the tarasque of Gallia has an ox-like body protected by a turtle shell. The beast has the legs of a bear and a tail with a scorpion's stinger. Its head is the shape of a lion's, but it has the ears of a horse and the face of an old man. Like other Gallic dragons, the tarasque is able to shoot fire from its mouth, and it does so whenever it is disturbed or upset. There is only one tarasque in all of Gallia, and it lives in a cave on the northern shore of the lake of Tarascon. While it is certainly a terrible thing to behold, it is known for sleeping for months at a time, and often steals sheep instead of eating humans. However,



no knight has ever returned from an attempt to defeat it, and many suspect that were an adventurer to survive wandering through the tarasque's lair, they would find the bones, armor, and weaptend to be the brightest among the Talking Beasts, though lions or bears tend to be the leaders of any group of Talking Beasts they join. King Noble of the Talking Beasts is a massive lion whose fur

ons of all those who had come before. The tarasque, though terrible, has no wings and is unable to fly.

The vouivre's scales are encrusted with gems, making them extremely difficult to penetrate. A single gem on its head, which it uses as an eye, glows, so that it is often sighted at night, flying through the air in a streak of light. Though an extremely beautiful and graceful serpentine dragon and unable to breathe flame, the vouivre's bite is something to fear, for along with her diamond-hard sharp teeth, her venom is extremely deadly.

TALKING BEASTS

The Talking Beasts of Gallia come in several forms: badgers, bears, boars, cats, dogs, foxes, lions, weasels, and wolves. While the ability to speak occasionally appears among birds, horses, and insects, only mammals who have gained a nearly humanoid form are truly considered Talking Beasts. Like other humanoids, Talking Beasts walk on two legs; some of their forms adjust more readily to this than others. Talking Beasts appear in the same relative size as their non-talking relations; tiny Talking Beasts such as badgers and cats adjust more easily to walking upright than small and medium Talking Beasts, such as dogs or lions. Cats and foxes



gleams like the sun; Isengrim the Wolf, Bruin the Bear, Tibert the Cat, and Hirsent the She-wolf often attend Noble's court. Other notable Talking Beasts are Puss of Carabas and Renart, the Trickster. All Talking Beasts in Gallia speak Gallic. Talking Beasts with higher intelligences often speak Sylvan, Giant, Albionish, Saracen, and, in rare cases, Tang.

TALKING BEASTS AS CHARACTERS

Talking Beasts don't often take the life of an adventurer, but some find life among their own kind to be less than

stimulating. Those restless Beasts wander the world in search of fame and fortune, or merely to prove that they are as good as, if not better than, men.

All Talking Beast characters have the following racial traits:

Talking Badgers have the following racial traits:

- +2 Constitution, -2 Intelligence
- Small Size: +1 bonus on attack rolls, +1 size bonus to armor class, -4 penalty on grapple checks, +4 bonus on hide checks.
- Base land speed is 20 feet.
- +4 racial bonus to intimidate checks, +2 racial bo-



nus to survival checks, -2 penalty to jump checks. • Favored class: Barbarian.

Talking Bears have the following racial traits:

- +2 Strength, -2 Intelligence, -2 Charisma
- Medium Size.
- Base land speed is 30 feet.
- +4 racial bonus to Swim checks, +2 racial bonus to Climb checks, -2 penalty to Handle Animal checks.
- Favored class: Fighter.

Talking Boars have the following racial traits:

- +2 Constitution, -2 Charisma
- Small Size: +1 bonus on attack rolls, +1 size bonus to armor class, -4 penalty on grapple checks, +4 bonus on hide checks.
- Base land speed is 30 feet.
- +4 racial bonus to Survival checks, +2 racial bonus to Swim checks, -2 penalty to Jump checks.
- Favored class: Barbarian.

Talking Cats have the following racial traits:

• +2 Intelligence, +2 Charisma, -2 Strength

• Small Size: +1 bonus on attack rolls, +1 size bonus to armor class, -4 penalty on grapple checks, +4 bonus on hide checks.

• Base land speed is 20 feet.

• +4 racial bonus to Move Silently checks, +2 racial bonus to Tumble checks, -2 penalty to Swim checks.

• Favored class: Bard or trouvère.

Talking Dogs have the following racial traits:

• +2 Wisdom, -2 Intelligence

• Small Size: +1 bonus on attack rolls, +1 size bonus to armor class, -4 penalty on grapple checks, +4 bonus on hide checks.

- Base land speed is 30 feet.
- +4 racial bonus to survival checks, +2 racial bonus
- to Heal checks, -2 penalty to Climb checks.
- Favored class: Ranger.

Talking Foxes have the following racial traits:

- +2 Intelligence, +2 Wisdom, -2 Strength
- Small Size: +1 bonus on attack rolls, +1 size bonus to armor class, -4 penalty on grapple checks, +4 bonus on hide checks.
- Base land speed is 20 feet.
- +4 racial bonus to Sleight of Hand, +2 racial bonus to Escape Artist, -2 penalty to Diplomacy.
- Favored class: Rogue.

Talking Lions have the following racial traits:

- +2 Strength, -2 Dexterity
- Medium Size.





- Base land speed is 30 feet.
- +4 racial bonus to Jump checks, +2 racial bonus to
- Climb checks, -2 racial penalty to Swim checks.
- Favored class: Fighter.

Talking Weasels have the following racial traits:

- +2 Intelligence, -2 Charisma
- Small Size: +1 bonus on attack rolls,

+1 size bonus to armor class, -4 penalty on grapple checks, +4 bonus on hide checks.

- Base land speed is 20 feet.
- +4 racial bonus to Open Locks checks,
- +2 racial bonus to Appraise checks, -2 penalty to Intimidate checks.
- Favored class: Rogue.

Talking Wolves have the following racial traits:

- +2 Strength, -2 Dexterity
- Medium Size.
- Base land speed is 30 feet.
- +4 racial bonus to Jump checks, +2 racial bonus to Survival checks, -2 penalty to Handle Animal checks.
- Favored class: Ranger.

WOODWOSE

The woodwose, occasionally called Cretins, are wildmen of the mountains. Associated more closely with animals than with humans, the woodwose have great strength but very little intelligence. They have a reputation of savage behavior, and their raids on villages near the mountains often leave several residents dead or injured. As creatures that exist between the world of men and the world of fairies, woodwose sometimes attack their civilized neighbors for seemingly no reason at all—but more than likely, the neighbors have trespassed on fairy land or have upset a fairy's temperament. At other times, the woodwose protect adventurers from the world of the dangerous spirits of the woods, intercepting fairy curses meant to harm the adventurers.

> Seemingly unable to communicate with humanoids, the woodwose answer any conflict through battle. The woodwose generally subsist by hunting, making

only occasional raids to supplement their wild diet with civilized foods. They carry rough clubs as their only weapon. Occasionally, giants and wicked sorcerers or wizards are able to "tame" the woodwose, creating an army of wildmen who worship their leader as though he were a god. Fairies also occasionally use woodwose for their own purposes. The woodwose

seem to have no language of their own, and speak a rudimentary Gallic or

Albionish. Those rare specimens with Intelligence scores higher than 10 speak both languages.



JOUSTING EQUIPMENT

In order to participate in any jousting events at a tournament, a knight must own very specific arms and armor. The tilting lance, the only type of lance allowed for use in jousting events, can be purchased at a rate of five tilting lances for 10 francs (or gold pieces). These lances are made of wood instead of steel and are only supported with metal at their breaking points. Because of their build, they only inflict nonlethal damage: 1d8 (x3) for a medium lance and 1d6 (x2) for a small lance. Tilting lances weigh the same as a regular lance and remain a reach weapon. Tilting lances will shatter on a roll of a natural 20, but still inflict critical damage.

Competitors in the tilt are also required to use a tilting breastplate with their armor. Specifically designed to deflect tilting lances, the tilting breastplate is normally worn in place of the breastplate in a suit of full-plate armor, and is always worn with a helmet. The tilting breastplate, worn by itself, gives the wearer a +8 armor bonus against a tilting lance. (Against any other weapon, the breastplate offers only a +4 AC bonus, as it is designed to give full coverage to the front of the body, but is weaker in the back than a normal breastplate.) A tilting breastplate worn with a suit of full-plate gives the wearer a +11 armor bonus against a tilting lance, but against any other weapon, the wearer only gains a +7 AC. Because of its lighter weight, the tilting breastplate allows a Maximum Dex Bonus of +5 when worn on its own and +3 when worn with full-plate. A tilting breastplate costs 150 gp.

BOOK OF SECRETS

This magical tome contains great wisdom, advice for healing, and instructions on polymorphing. The Book of Secrets may be used to cast the following spells once per day: cure light wounds, re-

move disease, neutralize poison, and polymorph. Any person in possession of the book gains a +5 bonus to heal checks.

Moderate conjuration and transmutation; CL 15th; Craft Wondrous Item, cure light wounds, remove disease, neutralize poison, and polymorph or wild shape ability; Price: 20,000 gp

DRAC'S BLOOD

When rubbed on the eyes, a vial of drac's blood produces the effects of the see invisibility spell.

Faint divination; this cannot be crafted and must be harvested from the body of a Drac; Price: 500 gp

DURANDAL (MAJOR ARTIFACT)

Durandal, the +6 holy adamantine bastard sword of Roland is the most powerful sword in all of Gallia. In campaigns using the Christian religion, the hilt of the sword is said to contain the tooth of Saint Peter, blood of Saint Basil, a hair of Saint Denis, and a piece of the raiment of the Blessed Virgin Mary. (In campaigns not using the Christian religion, these relics contained in the hilt can be replaced with holy relics of the god of Charlemagne.) This sword is unbreakable, with a hardness of 40, and confers the effects of Exotic Weapon (bastard sword) feat upon its user. Once per day, the sword can be used to cast the following spells: bull's strength and divine favor. When struck upon the ground, the sword may be used



to cast earthquake once per week. The sword also grants a morale bonus of +10 additional hit points to all allies in a 200-foot radius of the wielder. Strong evocation; CL 20th; Weight 6 lb.

GIFTS OF THE TALKING BEASTS

When a kindness is given to the Talking Beasts, the leaders or kings of the races of Talking Beasts will often reward adventurers with a bit of hair, fur, or a feather. These gifts of nature (for example, mane hair of the King of the Talking Beasts, or a wing feather from the ruler of the eagles) allow the user a one-time summoning of a ce-

lestial or fiendish (depending on the Talking Beast's alignment) version of the Talking Beast as though using a summon monster spell.

Faint conjuration; this cannot be

crafted and must be given by a ruler of the Talking Beasts; Price: 200 gp

HORN OF THE HOLY EMPEROR

The Holy Emperor himself awarded these magical ivory horns to the paladins of Charlemagne. They are imbued with the ability to summon allies from the surrounding countryside. Lawful good users of the horns may blow the horn for one round per point of Constitution bonus, up to four rounds. Blowing the horn is a full round action that prohibits speech and other free actions. On the first round, the horn summons 2d4 5th level paladins to aid the blower. On the second round, the horn summons 1d4 10th level paladins. On the third round, the horn summons any 1d2+1 of the Twelve Paladins of Charlemagne. On the fourth round, the horn summons Charlemagne himself. Olifant, the Horn of the Holy Emperor belonging to Roland, is the horn that saved Roland and his

men from defeat at the hands of the Saracens. Strong conjuration; CL 20th; Price: 50,000 gp

HORN OF PLENTY

This magical cornucopia produces a great feast, including the finest food, drink, and table settings, 10 times per day at the will of the owner. Each feast spread by the Horn of Plenty has the effect of a heroes' feast spell caster level 20th. This has the result of the owner being able to serve 200 people at one time, or serving approximately 65 people for three meals in one day.

Strong conjuration; CL 20th; Craft Wondrous Item, heroes' feast; Price: 150,000 gp

KING FORTUNATUS' GOLDEN WIG

When first encountered, this cursed wig appears to be similar to a headband

of intellect, but grants no such bonus. The wig has a permanent light spell cast on it, but causes the wearer to have a -1 luck penalty on all attack rolls, damage rolls, saving throws, and skill checks. Once per day, when the wearer rolls a natural 20, he must reroll and take the lower roll.

Moderate conjuration; CL 7th; Create Wondrous Item, bestow curse, light; Price: 4,000 gp

KING'S NEEDLE

This +1 keen rapier of speed has been passed down from one generation of mousquetaires to the next, for the protection of the king. On its hilt is engraved the motto of the mousquetaires: All for one, and one for all.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, haste, keen edge; Price: 50,370 gp

53



OINTMENT OF HORSE'S DUST

A talking horse, who saw that his master, a young boy, might come to harm, created this magical ointment. The boy brushed the dust off the horse's coat and soaked the dust with water. The resulting ointment grants fire resistance 30 and +2 bonus to charisma for 24 hours.

Moderate abjuration; CL 11th; Brew Potion, eagle's splendor, resist energy; Price: 500 gp

SELF-PROPELLED CARRIAGE

This magical carriage moves of its own accord, without being pulled by horses or any other creature. The driver determines the direction of the carriage as though he is steering a team of horses. The carriage moves at a speed of 60 regardless of the terrain and contains enough room inside to comfortably seat six people. The driver must sit on the driver's seat outside of the carriage, or the carriage will not move.

Strong transmutation; CL 15th; Create Wondrous Item, phantom steed, telekinesis; Price: 50,000 gp

SEVEN LEAGUE BOOTS

These magical boots allow the wearer to travel at exceptionally fast speeds over land, covering "seven leagues" (the equivalent of 21 miles) with each step. The boots operate as though their wearer is using an extended version of the spell dimension door; each step is taken in a straight line, but there is no risk of actually appearing in an occupied space, because the wearer will simply step on or around whatever occupies it. The wearer may transport only what he is carrying, although the wearer may carry a small or medium sized creature if he is not encumbered by the weight. The boots may be activated an unlimited number of times per day. Moderate conjuration; CL 15th; Create Wondrous Item, dimension door, teleport; Price: 75,000 gp.

SILVER WHISTLE OF SUMMONING

This magical instrument, normally awarded to adventurers by fairies, may be used to cast summon monster I once per day.

Faint conjuration; CL 6th; Create Wondrous Item, summon monster I; Price: 200 gp

SILVER BOXES OF USEFULNESS

These magical containers, often granted to adventurers by fairies, contain an egg. When broken open, this egg contains a walnut, which then contains a hazelnut, inside of which is a useful object. Because the adventurer will not know what the box contains before opening it, once the box is opened, the GM determines what object the box ultimately contains. The box always contains whatever mundane object the PCs most need at the moment it is opened. This is a single-use item.

Strong conjuration; CL 15th; Create Wondrous Item, secret chest, summon instrument; Price: 500 gp





ANALISE: female human Aris5/Wiz5; CR 9; medium humanoid [human]; HD 5d8+0 + 5d4+0; hp 39; Init +0 (+0 Dex); Spd 30 ft.; AC 12, touch 12, flat-footed 12; BAB +5; Grp +5; Atk +5 melee (1d6/x2, quarterstaff); Full Atk: +5 melee (1d6/x2, quarterstaff); or +5 ranged (1d10/19-20/x2, heavy crossbow); Space/Reach 5 ft./5 ft.; SA spells; SQ ---; AL CN; SV Fort +2, Ref +2, Will +11; Str 10, Dex 10, Con 10, Int 20, Wis 16, Cha 6.

Skills and Feats: Appraise +10, Concentration +5, Decipher Script +13, Forgery +10, Diplomacy +5, Gather Information +5, Knowledge (arcana) +21, Knowledge (architecture and engineering) +11, Knowledge (dungeoneering) +7, Knowledge (geography) +15, Knowledge (history) +16, Knowledge (local: Tarascon) +21, Knowledge (nature) +11, Knowledge (nobility) +10, Knowledge (religion) +7, Knowledge (the planes) +7, Sense Motive +8, Spellcraft +15; Combat Reflexes, Quicken Spell, Scribe Scroll, Skill Focus: Knowledge (arcana), Skill Focus: Knowledge (local: Tarascon), Skill Focus: Knowledge (nobility), Spell Mastery.

Spells Known:

son, shrink item

0 acid splash, arcane mark, daze, dancing lights, detect magic, light, mage hand, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue

1st alarm, burning hands, color spray, grease, mage armor, magic missile, obscuring mist, sleep, true strike, unseen servant

2nd arcane lock, detect thoughts, fog cloud, invisibility, protection from arrows, touch of idiocy, web **3rd** arcane sight, dispel magic, fireball, fly, hold per**Spells Typically Prepared**: (4,5,3,2)

0 daze, detect magic, read magic, prestidigitation
1st grease, hold portal, mage armor, true strike, unseen servant
2nd detect thoughts, invisibility, knock
3rd dispel magic, tongues

Possessions: +2 ring of protection, periapt of wisdom, courtier's outfit, noble's outfit, sealing wax, signet ring, scrolls of detect undead, reduce person, invisibility, knock, shrink item, tongues, wind wall, 2414 gp.

ARAMIS: male human Mnk 8/Msq10; CR 18; medium humanoid [human]; HD 8d8+0 plus 10d10; hp 95; Init +4 (+4 Dex); Spd 60 ft (boots of striding and springing), 50 ft. (base); AC 29, touch 24, flat-footed 20; BAB +16; Grp +17; Atk +25 melee (1d6+5, +4 keen rapier/16-20/x2), or +21 melee (1d10+1/x2, unarmed strike), or +23 ranged (1d10+1/x3 + 1 pistol), or +23 ranged (1d12+2/x3+2 musket); Full Atk +23/+18/+13/+8 melee (1d6+5, +4 keen rapier/16-20/x2); and +18/+13/+8 melee (1d10+1/x2, unarmed strike); or +19/+19/+14/+9/+4 melee (1d10+1/x2, unarmed strike, flurry of blows); or +21/+16/+11/+6 ranged (1d10+1/x3, +1 pistol); and +21/+16/+11 ranged(1d10+1/x3, +1 pistol); Space/Reach 5 ft./5 ft.; SA Expert Marksman, Flurry of Blows, Ki strike (magic), Luck of Fools, Solidarity, Surrounded by Allies, unarmed damage 1d10; SQ Evasion, Fast movement, Impressive Defense, Purity of Body, Slow fall (40 ft), Still Mind, Stunt, Trapfinding, Wholeness of Body (16 HP), Witty Repartee; AL CG; SV Fort +9, Ref +19, Will +12; Str 12, Dex 19, Con 10, Int 12, Wis 16, Cha 18.



Skills and Feats: Balance +21, Bluff+14, Climb +16, Escape Artist +19, Hide +9, Jump +10, Jump +40, Knowledge: religion +6, Listen +9, Move Silently +10, Spot +9, Tumble +27; Combat Reflexes, Dodge, Exotic Weapon Proficiency (musket), Exotic Weapon Proficiency (pistol), Greater Two Weapon Fighting, Improved Trip, Improved Two Weapon Fighting, Lightning Reflexes, Mobility, Shot On The Run, Spring Attack, Stunning Fist, Two Weapon Fighting, Weapon Finesse, Weapon Focus (pistol), Weapon Focus (rapier).

Possessions: +5 mousquetaire's uniform, +2 ring of protection, +4 keen rapier, Boots of Striding and Springing, 7x +1 pistols, +2 musket, 215,098 gp.

ATHOS: male human Rog1/Fig7/Msq10; CR 18; medium humanoid [human]; HD 1d6+1 plus 7d10+7 plus 10d10+10; hp 118; Init +4 (+4 Dex); Spd 40 ft (boots of striding and springing), 30 ft. (base); AC 26, touch 20, flat-footed 18; BAB +17; Grp +18; Atk +26 melee (1d6+7, +4 keen rapier/14-20/x2), or +23 melee (1d4+4/19-20/x2, +1 dagger) or +23 ranged (1d10+1/x3 +1 pistol), or +24 ranged (1d12+2/x3 +2 musket); Full Atk +24/+19/+14/+9 melee (1d6+7, +4 keen rapier/14-20/x2), and +21/+16/+11 melee (1d4+4/19-20/x2, +1 dagger), or +21/+16/+11/+6 ranged (1d10+1/ x3, +1 pistol), and +21/+16/+11 ranged (1d10+1/ x3, +1 pistol); Space/Reach 5 ft./5 ft.; SA Expert Marksman, Luck of Fools, Sneak attack +1d6, Solidarity, Surrounded by Allies ; SQ Impressive Defense, Stunt, Trapfinding, Witty Repartee; AL CG; SV Fort +9, Ref +15, Will +6; Str 12, Dex 19, Con 12, Int 12, Wis 12, Cha 18.

Skills and Feats: Balance +20, Bluff+14, Climb +15, Diplomacy +10, Disguise +10, Escape Art-

ist +18, Gather Information +8, Intimidate +10, Jump +23, Ride +10, Sense Motive +5, Sleight of Hand +16, Tumble +27; Dodge, Exotic Weapon Proficiency (musket), Exotic Weapon Proficiency (pistol), Greater Two Weapon Fighting, Improved Critical (rapier), Improved Feint, Improved Two Weapon Fighting, Mobility, Quick Draw, Spring Attack, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Focus (rapier), Weapon Specialization (dagger), Weapon Specialization (rapier).

Possessions: +5 Mousquetaire's uniform, +2 ring of protection, +4 keen rapier, Boots of Striding and Springing, +1 dagger, 7x +1 pistols, +2 musket, 215,098 gp.

AUBERON: male dwarf Sor20; CR 20; medium humanoid [dwarf]; HD 20d4+20; hp 72; Init +2 (+2 Dex); Spd 20 ft.; AC 31, touch 18, flat-footed 29; BAB +10; Grp +10; Atk +10 melee (1d6/x2, quarterstaff); Full Atk: +10/+5 melee (1d6/x2, quarterstaff); or +12 ranged (1d4/19-20/x2, knife); Space/Reach 5 ft./5 ft.; SA spells; SQ Darkvision 60 feet, full speed in heavy armor, stonecutting, weapon familiarity (dwarven waraxe and dwarven urgrosh), stability, +2 vs. poison, +2 vs. spells and spell like abilities, +1 attack vs. orcs and goblins, +4 dodge bonus to AC vs. giants, +2 appraise on stone or metal, +2 craft on stone or metal; AL CN; SV Fort +7, Ref +8, Will +12; Str 10, Dex 14, Con 12, Int 16, Wis 10, Cha 27.

Skills and Feats: Bluff +31, Concentration +24, Craft (blacksmithing) +28, Craft (gemcutting) +26, Knowledge (arcana) +26, Spellcraft +26; Craft Wondrous Item, Empower Spell, Maximize Spell, Spell Focus: Illusion, Spell Focus: Evocation, Weapon Focus: Ray, Widen Spell.



Spells per Day: 6/8/8/8/8/7/7/7/7/6 Spells Known: 0 acid splash, dancing lights, detect poison, detect magic, flare, ghost sound, ray of frost, read magic 1st change person, disguise self, magic missile, ray of enfeeblement, true strike 2nd detect thoughts, glitterdust, invisibility, mirror image, scorching ray 3rd deep slumber, fireball, major image, tongues **4th** bestow curse, confusion, crushing despair, rainbow pattern 5th baleful polymorph, break enchantment, interposing hand, mind fog 6th disintegrate, greater dispel magic, true seeing **7th** greater teleport, prismatic spray, project image 8th irresistible dance, maze, polar ray **9th** shapechange, timestop, wish

Possessions: +5 ring of protection, +5 amulet of natural armor, self-propelled carriage, +6 cloak of charisma, horn of plenty, carpet of flying (10x10), dark blue ioun stone, dusty rose ioun stone, vibrant purple ioun stone, pearly white ioun stone, feather token: bird, feather token: swan boat, feather token: tree, stone of good luck (luckstone), salve of slipperiness, rope of climbing, bowl of command-ing water elementals, 169,850 gp. Auberon runs a small keep in the woods, staffed by fairies.

BENELUS: male elf Dru16; CR 16; medium humanoid [elf]; HD 16d8+16; hp 92; Init +2 (+2 Dex); Spd 20 ft. (armor), 30 (base); AC 23, touch 15, flat-footed 21; BAB +12; Grp +13; Atk +17 melee (1d6+4/x2, shortspear) Full Atk: +17/+12/+7 melee (1d6+4/x2, shortspear) or +18 ranged (1d6+4/ x2, shortspear); Space/Reach 5 ft./5 ft.; SA spells, wild shape 5/day, large, tiny, plant, huge, elemental; SQ Lowlight vision 60 feet, immunity to sleep effects and +2 racial saving throw bonus against enchantment spells or effects, weapon proficiency (longsword, rapier, longbow, shortbow), +2 bonus to listen, search, and spot, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, venom immunity, a thousand faces, timeless body; AL NG; SV Fort +11, Ref +7, Will +20; Str 12, Dex 14, Con 12, Int 15, Wis 31, Cha 17.

Skills and Feats: Concentration +11, Diplomacy +8, Handle Animal +17, Heal +29, Knowledge (nature) +23, Listen +21, Spot +22, Survival +31; Augment Summoning, Combat Casting, Leadership, Natural Spell, Spell Focus: Conjuration, Weapon Focus: Shortspear.

Spells per Day: 6/8/8/7/6/6/5/4/3

Spells Normally Prepared:

0 detect magic, flare, light, mending, purify food and drink, read magic

1st charm animal, cure light wounds, endure elements, faerie fire, goodberry, longstrider, produce flame, speak with animals

2nd barkskin, bear's endurance, bull's strength, cat's grace, fire trap, flame blade, flaming sphere, heat metal
3rd call lightning, cure moderate wounds, daylight, neutralize poison, quench, spike growth, wind wall
4th cure serious wounds, flame strike, freedom of movement, scrying, spike stones, summon nature's ally IV
5th baleful polymorph, call lightning storm, cure critical wounds, stoneskin, summon nature's ally V, wall of fire
6th cure light wounds mass, dispel magic(greater), fire seeds, liveoak, summon nature's ally VI
7th cure moderate wounds, mass, fire storm, heal, summon nature's ally VII
8th cure serious wounds, mass, summon nature's ally

VIII, sunburst





Possessions: +3 shortspear, +5 hide armor, +6 periapt of wisdom, +2 dagger, ring of protection +3, staff of healing (42 charges), staff of fire (35 charges), folding boat, 118,300 gp. As king, Belenus has access to any mundane item and many magical items, given time.

BLUE BEARD: male human Exp5/Fig5; CR 9; medium humanoid [human]; HD 5d8+5 + 5d10+5; hp 64; Init +4 (+0 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13, touch 11, flat-footed 13; BAB +8/+3; Grp +10; Atk +12 melee (1d8/x2, +2 morningstar); Full Atk: +12/+7 melee (1d8/x2, +2 morningstar); or +8 ranged (1d10/19-20/x2, heavy crossbow); Space/Reach 5 ft./5 ft.; SA --; SQ --; AL CE; SV Fort +6, Ref +2, Will +6; Str 15, Dex 11, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Bluff +10, Climb +13, Diplomacy +16, Gather Information +10, Handle Animal +7, Intimidate +15, Jump +8, Knowledge (nobility) +8, Profession (sailor) +9, Ride +7, Sense Motive +9, Swim +15; Athletic, Diehard, Dodge, Endurance, Improved Initiative, Mobility, Persuasive, Spring Attack.

Possessions: +2 morning star, rhino hide armor, ring of protection +1, courtier's outfit, noble's outfit, light horse, heavy crossbow, 20 bolts, 245 gp. Blue Beard owns an estate in the countryside and has one servant.

BRIGHT FLOWER: female human (Tang) Monk10; CR 10; medium humanoid [human]; HD 10d8+10; hp 59; Init +6 (+2 Dex, +4 Improved Initiative); Spd 60 ft.; AC 19, touch 19, flat-footed 17; BAB +7/+2; Grp +10; Atk +12 melee (2d6+4, unarmed); Full Atk: +12/+7 melee (2d6+4, unarmed); or +12/+12/+7 flurry of blows (2d6+4, unarmed); or +9 ranged (1d10/19-20/x2, heavy crossbow); Space/Reach 5 ft./5 ft.; SA flurry of blows, Stunning Fist 10/day, Ki strike (magic), Ki strike (lawful); SQ monk AC bonus, fast movement +30 ft, improved evasion, still mind, slow fall 40 ft, purity of body, wholeness of body; AL LG; SV Fort +8, Ref +9, Will +9; Str 16, Dex 14, Con 12, Int 12, Wis 15, Cha 12.

Skills and Feats: Balance +10, Climb +13, Diplomacy +14, Jump +30, Knowledge (religion) +6, Listen +5, Move Silently +5, Sense Motive +12, Spot +7, Tumble +14; Combat Reflexes, Dodge, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Stunning fist, Weapon Focus (unarmed strike).

Possessions: monk's belt, +2 ring of protection, amulet of mighty fists +1, periapt of wisdom, potion of barkskin +3, potion of owl's wisdom, potion of eagle's splendor, periapt of wisdom, monk's outfit, courtier's outfit, noble's outfit, team of 6 heavy horses, team of 2 light horses, three carts, carriage, sealing wax, signet ring, silk, dressing screens, decorated chests, and other wares from the Tang Empire to sell or to use as gifts to the rulers of Gallia worth approximately 10,000 gold, jade jewelry and jade stones worth approximately 5,000 gold, heavy crossbow, 140 gp.

CHARLEGMAGNE: Male Human Pal20; CR 20; M humanoid [human]; HD 20d10+40; hp 155; Init +1 (+1 Dex); Spd 20 ft. (armor), base 30 ft; AC 33, touch 16, flat-footed 22; BAB +20; Grp +23; Atk +25 melee (1d6+5/x2, +2 light mace [rod of lordly might]) or +24 (1d8+4 +1d6 fire/ x2, +1 flaming longsword [rod of lordly might]), or +27 (1d8+7/x3, +4 battleaxe [rod of lordly



might]) or +26 (1d8+6/x3, +3 longspear/lance [rod of lordly might]); Full Atk: +25/+20/+15/+10 melee (1d6+5/x2, +2 light mace [rod of lordly might]) or +24/+19/+14/+9 (1d8+4 +1d6 fire/x2, +1 flaming longsword [rod of lordly might]), or +27/+22/+17/+12 (1d8+7/x3, +4 battleaxe [rod of lordly might]) or +26/+21/+16/+11 (1d8+6/x3, +3 longspear/lance [rod of lordly might]); Space/ Reach 5 ft./5 ft. or 5ft/10 feet longspear; SA Smite evil 5/day, spells, Turn undead; SQ aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, special mount, Remove disease 5/week ; AL LG; SV Fort +23, Ref +16, Will +17; Str 17, Dex 13, Con 14, Int 14, Wis 16, Cha 28(+6 cloak of charisma).

Skills and Feats: Diplomacy +34, Handle Animal +32, Heal +26, Knowledge (nobility and royalty) +25, Ride +26, Sense Motive +5; Cleave, Leadership, Mounted Combat, Negotiator, Power Attack, Ride By Attack, Spirited Charge, Trample.

Spells/day: 6/5/5/5.

Spells commonly prepared:

1st bless, bless weapon, cure light wounds, divine favor, lesser restoration, protection from evil

2nd bull's strength, eagle's splendor, resist energy, shield other, zone of truth

3rd cure moderate wounds, discern lies, dispel magic, prayer, remove curse

4th break enchantment, dispel evil, holy sword, restoration

Possessions: rod of lordly might, lion's shield, +5 full plate of command, ring of protection +5, ring of regeneration, cloak of charisma +6, 2 potions of shield of faith +4, horseshoes of speed, greater

horn of blasting, 319,240 gp. Charlemagne, as king of Aquitania and a powerful paladin has access to any mundane item and most magical items, given time.

CHARLOTTE: female human Sor5; CR 5; medium humanoid [human]; HD 5d4+0; hp 14; Init +0 (+0 Dex); Spd 30 ft.; AC 11, touch 10, flat-footed 11; BAB +2; Grp +2; Atk +3 melee (1d4/19-20/x2, dagger); Full Atk: +3 melee (1d4/19-20/x2, dagger); or +3 ranged (1d4/19-20/x2, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ summon familiar; AL NE; SV Fort +1, Ref +1, Will +6; Str 10, Dex 11, Con 10, Int 13, Wis 14, Cha 17.

Skills and Feats: Bluff +11, Concentration +8, Knowledge (arcana) +9, Spellcraft +9; Silent Spell, Spell Penetration, Still Spell.

Spells per Day: 6/7/5

Spells Known:

0 daze, detect poison, detect magic, read magic, touch of fatigue
1st charm person, mage armor, sleep, true strike
2nd invisibility, touch of idiocy

Possessions: +1 amulet of natural armor, wand of magic missile, wand of color spray, masterwork dagger, courtier's outfit, noble's outfit, light horse, 268 gp. Charlotte has a small cottage in the woods on the lakeshore of Tarascon.

D'ARTAGNAN: male human Rog2/Fig8/ Msq10; CR 20; medium humanoid [human]; HD 2d6+2 plus 8d10+8 plus 10d10+10; hp 129; Init +5 (+5 Dex); Spd 40 ft (boots of striding and springing), 30 ft. (base); AC 27, touch 21, flat-footed 18;



BAB +19; Grp +19; Atk +30 melee (1d6+7, +4 keen rapier/14-20/x2), or +26 melee (1d4+4/19-20/x2, +1 dagger) or +26 ranged (1d10+1/x3, +1 pistol) or +27 ranged (1d12+2/x3 +2 musket); Full Atk +28/+23/+18/+13 melee (1d6+7, +4 keen rapier/14-20/x2) and +24/+19/+14 melee (1d4+4/19-20/x2, +1 dagger) or +24/+19/+14/+9 ranged (1d10+1/x3, +1 pistol) and +24/+19/+14 ranged (1d10+1/x3, +1 pistol); Space/Reach 5 ft./5 ft.; SA Expert Marksman, Luck of Fools, Sneak attack +1d6, Solidarity, Surrounded by Allies; SQ, Evasion, Impressive Defense, Stunt, Trapfinding, Witty Repartee; AL CG; SV Fort +10, Ref +17, Will +6; Str 12, Dex 20, Con 12, Int 12, Wis 12, Cha 18.

Skills and Feats: Balance +22, Bluff+14, Climb +16, Diplomacy +11, Disguise +11, Escape Artist +20, Gather Information +9, Intimidate +11, Jump +25, Ride +11, Sense Motive +6, Sleight of Hand +16, Tumble +30; Dodge, Exotic Weapon Proficiency (musket), Exotic Weapon Proficiency (pistol), Greater Two Weapon Fighting, Greater Weapon Focus (rapier), Improved Critical (rapier), Improved Feint, Improved Two Weapon Fighting, Mobility, Quick Draw, Spring Attack, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Focus (rapier), Weapon Specialization (dagger), Weapon Specialization (rapier)

Possessions: +5 Mousquetaire's uniform, +2 ring of protection, +4 keen rapier, Boots of Striding and Springing, +1 dagger, 7x +1 pistols, +2 musket

DAWN: female human Aris5; CR 4; medium humanoid [human]; HD 5d8+0; hp 26; Init +0 (+0 Dex); Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +3; Grp +3; Atk +4 melee (1d4/19-20/x2, masterwork dagger); Full Atk: +4 melee (1d4/19-20/x2, masterwork dagger); or +4 ranged (1d8, masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA --; SQ --; AL LN; SV Fort +1, Ref +1, Will +6; Str 10, Dex 10, Con 10, Int 14, Wis 14, Cha 18.

Skills and Feats: Appraise +12, Diplomacy +18, Forgery +7, Gather Information +11, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local: Soleve) +10, Knowledge (nobility) +10, Listen +5, Perform (stringed instruments) +9, Sense Motive +8, Spot +5; Negotiator, Skill Focus: Knowledge (nobility), Skill Focus: Knowledge (local: Soleve).

Possessions: 5 masterwork daggers, masterwork light crossbow, royal outfit, courtier's outfit, noble's outfit, two light horses, carriage, masterwork dulcimer, masterwork vielle, sealing wax, signet ring, 1744 gp. As co-ruler of a small kingdom, Dawn has access to any mundane item, given time.

DAY: male human Aris5; CR 4; medium humanoid [human]; HD 5d8+0; hp 26; Init +1 (+1 Dex); Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +3; Grp +5; Atk +6 melee (1d8/19-20/x2, masterwork longsword); Full Atk: Atk +6 melee (1d8/19-20/x2, masterwork longsword); or +4 ranged (1d8/ x3, masterwork composite longbow); Space/Reach 5 ft./5 ft.; SA --; SQ --; AL LN; SV Fort +1, Ref +2, Will +4; Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 19.

Skills and Feats: Bluff +11, Diplomacy +20, Handle Animal +9, Intimidate +13, Knowledge (geography) +1, Knowledge (history) +1, Knowledge



(local: Soleve) +5, Knowledge (nobility) +5, Perform (sing) +9, Ride +9, Sense Motive +2; Negotiator, Persuasive, Skill Focus: Diplomacy.

Possessions: masterwork longsword, masterwork +2 composite longbow, royal outfit, courtier's outfit, noble's outfit, light warhorse, heavy warhorse, two light horses, carriage, sealing wax, signet ring, spyglass, four hunting dogs, 1074 gp. As co-ruler of a small kingdom, Day has access to any mundane item, given time.

ELLA: female human Aris5/Tro1; CR 5; medium humanoid [human]; HD 5d8+0 + 1d6+0; hp 30; Init +3 (+3 Dex); Spd 30 ft.; AC 11, touch 10, flat-footed 11; BAB +3; Grp +3; Atk +4 melee (1d6/x2, masterwork quarterstaff), or +7 ranged (1d6/x3, masterwork shortbow); Full Atk: Atk +4 melee (1d6/x2, masterwork quarterstaff); or +6 ranged (1d6/x3, masterwork quarterstaff); or +6 ranged (1d6/x3, masterwork shortbow); Space/ Reach 5 ft./5 ft.; SA spells; SQ bardic knowledge, bardic music, countersong, fascinate, inspire courage +1; AL NG; SV Fort +1, Ref +6, Will +7; Str 10, Dex 16, Con 10, Int 12, Wis 12, Cha 16.

Skills and Feats: Diplomacy +18, Disguise +10, Handle Animal +11, Knowledge (history) +6, Knowledge (local: Tarascon) +9, Knowledge (nobility) +6, Perform (dance) +15, Perform (sing) +10, Perform (stringed instruments) +7, Ride +10, Sense Motive +12; Negotiator, Skill Focus: Disguise, Skill Focus: Handle Animal, Skill Focus: Perform (dance).

Spells Known: *dancing lights, daze, mending, summon instrument*

Possessions: Hat of disguise, masterwork quarterstaff, masterwork short bow, ring of protection

+1, royal outfit, courtier's outfit, noble's outfit, light horse, 690 gp. As princess of a large kingdom, Ella may request any mundane item or finances to hire adventurers for a quest, and this request is likely to be granted. Also, Ella has a special relationship with a fairy who is her godmother, which makes any number of things possible.

GERIN: male human Fig16; CR 16; medium humanoid [human]; HD 16d10+32; hp 125; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (armor), 30 ft. (base); AC 33, touch 15, flat-footed 32; BAB +16; Grp +23; Atk +28 melee (1d8+1d6+14/17-20/x3, +3 keen shocking burst lance), or +26 melee (1d8+11/19-20/x2, +2 longsword) or +19 ranged (1d6+7/x2 masterwork javelin); Full Atk +28/+23/+18/+13 melee (1d8+1d6+14/17-20/x3, keen shocking burst lance); or +26/+21/+16/+11 melee (1d8+11/19-20/x2, +2 longsword); or +19/+14/+9/+4 ranged (1d6+7 masterwork javelin/x2); Space/Reach 5 ft./5 ft.; SA --; SQ --; AL LN; SV Fort +12, Ref +7, Will +5; Str 24(+4 belt of giant strength), Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +20, Handle Animal +19, Intimidate +19, Jump +20, Ride +23; Cleave, Dodge, Great Cleave, Greater Weapon Focus (lance), Greater Weapon Specialization (lance), Improved Critical (lance), Improved Initiative, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance), Weapon Specialization (longsword)

Possessions: +5 full plate, +3 Shield, +3 keen shocking burst lance, +3 ring of protection, dusky rose ioun stone, +2 longsword, belt of giant strength



+4, Horn of the Holy Emperor, heavy warhorse, 54,465 gp.

HUON: male human Fig3/Rgr 7; CR 10; medium humanoid [human]; HD 3d10+6 plus 7d8+14; hp 73; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft (armor), 30 ft. (base); AC 22, touch 14, flat-footed 19; BAB +10/+5; Grp +12; Atk +13 melee (1d8+2/19-20/x2, masterwork longsword), or +15 ranged (1d8+3/ 19-20/x3 +1 keen giantbane composite longbow [+2 Str bonus]); Full Atk +13/+8 (1d8+2/ 19-20/x2, masterwork longsword); +13/+13/+8 ranged (1d8+3/ 19-20/x3 +1 keen giantbane composite longbow (+2 Str bonus); Space/Reach 5 ft./5 ft.; SA improved combat style (archery), favored enemy, spells; SQ animal companion, wild empathy, woodland stride; AL LG; SV Fort +10, Ref +9, Will +5; Str 14, Dex 16, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Handle Animal +14, Hide +8, Intimidate +7, Listen +9, Move Silently +8, Ride +8, Search +7, Spot +9; Dodge, Endurance, Improved Initiative, Mobility, Mounted Archery, Mounted Combat, Quick Draw, Track, Weapon Focus (longbow)

Combat Style (Ex): Huon gains the benefit of the Rapid Shot feat.

Favored Enemy (Ex): Huon has two favored enemies. Against giants, he gets a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks, and a +4 bonus on weapon damage rolls. Against humanoid (woodwose), he gets a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks, and a +2 bonus on weapon damage rolls. **Improved Combat Style (Ex):** Huon gains the benefit of the Manyshot feat. Wild Empathy (Ex): Huon can add his ranger level and his Charisma modifier (+1) to checks to improve the attitude of animals. He can use this ability on magical beasts with Intelligence scores of 1 or 2, but he takes a -4 penalty to his check.

Spells per day: 2

Spells commonly prepared:

1st detect snares and pits, longstrider

Possessions: +3 studded leather, +1 buckler, +1 keen giantbane composite longbow, +1 ring of protection, masterwork longsword

LAUNCELOT: Launcelot: Male Human Pal18; CR 18; M humanoid [human]; HD 18d10+54; hp 158; Init +1 (+1 Dex); Spd 20 ft. (armor), base 30 ft; AC 31, touch 16, flat-footed 20; BAB +18; Grp +21; Atk +24 melee (1d8+5/19-20/x2, +2 longsword); Full Atk: +24/+19/+14/+9 melee (1d8+5/19-20/x2, +2 longsword); Space/Reach 5 ft./5 ft.; SA Smite evil 4/day, spells, Turn undead; SQ aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, special mount, Remove disease 5/week; AL LG; SV Fort +19, Ref +12, Will +12; Str 17, Dex 13, Con 16, Int 12, Wis 12, Cha 20

Skills and Feats: Handle Animal +26, Knowledge: nobility and royalty +22, Knowledge (religion) +22, Ride +24; Cleave, Trample, Mounted Combat, Endurance, Power Attack, Ride By Attack, Spirited Charge, Weapon Proficiency (bastard sword).

Spells/day: 4/3/3/2



Spells commonly prepared:

1st bless, bless weapon, cure light wounds, divine favor
2nd bull's strength, delay poison, shield other
3rd cure moderate wounds, daylight, prayer
4th dispel evil, restoration

Possessions: +2 longsword, +2 steel shield, +3 adamantine full plate, ring of protection +5, 2 potions of shield of faith +4, horseshoes of speed, 32,665 gp.

LEON COEUR DE LEON: male Talking Beast Fig14; CR 14; medium Talking Beast [Lion]; HD 14d10+28; hp 110; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft (armor), 30 ft. (base); AC 33, touch 13, flat-footed 32; BAB +14; Grp +22; Atk +27 melee (1d8+15 plus 1d6 electricity, 17-20/x3, +3 keen shocking burst lance), or +24 melee (1d0+9/19-20/x2, +1 bastard sword) or +16 ranged (1d6+8/x2 masterwork javelin); Full Atk +27/+22/+17/ melee (1d8+14 plus 1d6 electricity, 17-20/x3, keen shocking burst lance); or +24/+19/+14/ melee (1d10+9/19-20/x2, +1 bastard sword); or +16/+11/+6 ranged (1d6+7 masterwork javelin/x2); Space/Reach 5 ft./5 ft. or 5/10 ft with lance; SA --; SQ Racial Traits: +4 to Jump, +2 to Climb, +2 to Spot, +2 to Listen, -2 to Swim, darkvision, lion's natural weapons, Low-light vision, scent; AL LN; SV Fort +12, Ref +7, Will +5; Str 27 (+4 belt of giant strength, +2 racial, +3 level increases), Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +23, Ride +21; Exotic Weapon Proficiency: bastard sword, Greater Weapon Focus (lance), Greater Weapon Specialization (lance), Improved Critical (lance), Improved Initiative, Mounted Combat, Power Attack, Ride By Attack, Skill Focus (Ride), Spirited Charge, Weapon Focus (Bastard sword), Weapon Focus (lance), Weapon Specialization (lance). Racial Traits: Darkvision, Lowlight vision, Scent, +2 to spot and listen, -4 on disguise checks when attempting to appear as anything other than a Talking Beast, natural weapons, +2 Str, -2 Dex, +4 to Jump, +2 to Climb, -2 to Swim.

Possessions: +5 full plate, +3 Shield, +3 keen shocking burst lance, +2 ring of protection, +2 amulet of natural armor, +1 bastard sword, belt of giant strength +4, heavy warhorse, 7,135 gp.

LOUIS: male human Aris5; CR 4; medium humanoid [human]; HD 5d8-5; hp 21; Init +2 (+2 Dex); Spd 30 ft.; AC 12, touch 12, flat-footed 10; BAB +3; Grp +3; Atk +6 melee (1d6/18-20/x2, rapier); Full Atk: +6 melee (1d6/18-20/x2, rapier); or +6 ranged (1d8/19-20/x2, masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA --; SQ --; AL LN; SV Fort +0, Ref +3, Will +4; Str 10, Dex 14, Con 8, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +6, Diplomacy +9, Knowledge (geography) +6, Knowledge (history) +7, Knowledge (local: Ville Lumière) +7, Knowledge (nobility) +10, Ride +8; Run, Skill Focus: Knowledge (nobility), Weapon Finesse: Rapier.

Possessions: masterwork rapier, masterwork light crossbow, royal outfit, courtier's outfit, noble's outfit, light warhorse, heavy warhorse, six light horses, carriage, sealing wax, signet ring, spyglass, four hunting dogs, 1034 gp. As ruler of a small kingdom, Louis has access to any mundane item, given time.



MARIANNE: female human Exp15; CR 14; medium humanoid [human]; HD 15d6+0; hp 55; Init +0 (+0 Dex); Spd 30 ft.; AC 13, touch 10, flat-footed 13; BAB +11/+6/+1; Grp +11; Atk +12 melee (1d8/x2, masterwork heavy mace); Full Atk: +12/+7/+2 melee (1d8x2, heavy mace); or +12 ranged (1d8/19-20/x2, masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA --; SQ --; AL LN; SV Fort +5, Ref +5, Will +13; Str 10, Dex 10, Con 10, Int 18, Wis 18, Cha 15.

Skills and Feats: Appraise +25, Diplomacy +26, Gather Information +21, Knowledge (arcana) +13, Knowledge (architecture and engineering) +22, Knowledge (history) +22, Knowledge (law) +26, Knowledge (local: Rouen) +26, Knowledge (nobility) +22, Listen +23, Sense Motive +23, Spot +6; Alertness, Leadership, Negotiator, Skill Focus: Appraise, Skill Focus: Diplomacy, Skill Focus: Knowledge (law), Skill Focus: Knowledge (local: Rouen).

Possessions: periapt of wisdom, headband of intellect +4, ring of protection +3, 6 candles of truth, courtier's outfit, noble's outfit, sealing wax, signet ring, masterwork heavy mace, masterwork light crossbow, 7,132 gp. As ruler of a small kingdom, Marianne has access to any mundane item, given time.

OLIVIER: Male Human Pal17; CR 17; M humanoid [human]; HD 17d10+34; hp 132; Init +1 (+1 Dex); Spd 20 ft. (armor), base 30 ft; AC 31, touch 16, flat-footed 20; BAB +17; Grp +20; Atk +23 melee (1d8+5 plus 1d6 fire/19-20/x2, +2 flaming longsword); Full Atk: +23/+18/+13/+8 melee (1d8+5 plus 1d6 fire/19-20/x2, +2 flaming longsword); Space/Reach 5 ft./5 ft.; SA Smite evil 4/ day, spells, Turn undead; SQ aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, special mount, Remove disease 4/week; AL LG; SV Fort +17, Ref +10, Will +11; Str 17, Dex 13, Con 14, Int 10, Wis 14, Cha 18

Skills and Feats: Diplomacy +24, Handle Animal +24, Ride +23; Leadership, Mounted Combat, Endurance, Power Attack, Ride By Attack, Spirited Charge, Weapon Focus (longsword).

Spells/day: 3/3/3/2.

Spells commonly prepared:

1st bless, cure light wounds, protection from evil
2nd bull's strength, resist energy, shield other
3rd cure moderate wounds, prayer, remove blindness/ deafness
4th cure serious wounds, holy sword

Possessions: +2 flaming longsword, +2 steel shield, +3 full plate, ring of protection +5, 2 potions of shield of faith +4, horseshoes of speed, Horn of the Holy Emperor, 5 tilting lances, tilting breastplate, 500 gp. Olivier has a squire, a page, a hostler, and occasionally a minstrel in his company.

OTTON: Male Human Pal16; CR 16; M humanoid [human]; HD 16d10+32; hp 125; Init +1 (+1 Dex); Spd 20 ft. (armor), base 30 ft; AC 27, touch 15, flat-footed 26; BAB +16; Grp +19; Atk +22 melee (2d4+7/ 18-20/x2, +2 falchion) or +19 ranged (1d6+5/ x2, +2 javelin); Full Atk: +22/+17/+12/+7 melee (2d4+7/ 18-20/x2, +2 falchion) or +19/+14/+9/+4 ranged (1d6+5/ x2, +2 javelin); Space/Reach 5 ft./5 ft.; SA Smite evil 4/ day, spells, Turn undead; SQ aura of courage, aura of good, detect evil, divine grace, divine health,



evasion (ring), lay on hands, special mount, Remove disease 4/week; AL LG; SV Fort +16, Ref +9, Will +10; Str 17, Dex 13, Con 14, Int 12, Wis 14, Cha 16

Skills and Feats: Diplomacy +22, Handle Animal +22, Ride +22, Sense Motive +21; Cleave, Leadership, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Weapon Focus (falchion).

Spells/day: 3/3/2/1.

Spells commonly prepared:

1st bless, cure light wounds, protection from evil
2nd bull's strength, resist energy, shield other
3rd dispel magic, prayer
4th cure serious wounds

Possessions: +2 falchion, +2 full plate, ring of protection +4, amulet of Natural Armor +2, 2 potions of shield of faith +4, horseshoes of speed, ring of evasion, Horn of the Holy Emperor, 5 tilting lances, tilting breastplate, 500 gp. Otton has a squire, a page, a hostler, and occasionally a minstrel in his company.

PORTHOS: male human Rog1/Fig7/Msq10; CR 18; medium humanoid [human]; HD 1d6+1 plus7d10+7 plus 10d10+10; hp 118; Init +4 (+4 Dex); Spd 40 ft (boots of striding and springing), 30 ft. (base); AC 25, touch 20, flat-footed 17; BAB +17; Grp +18; Atk +26 melee (1d6+7, +4 keen rapier/16-20/x2), or +22 melee (1d4+2/19-20/x2, +1 dagger) or +24 ranged (1d10+3/19-29/x3 +1 pistol) or +24 ranged (1d12+2/x3 +2 musket); Full Atk +24/+19/+14/+9 melee (1d6+7, +4 keen rapier/16-20/x2) and +20/+15/+10 melee (1d4+2/1920/x2 +1 dagger) or +22/+17/+12/+7 ranged (1d10+3/19-20/x3, +1 pistol) and +22/+17/+12 ranged (1d10+3/19-20/x3, +1 pistol); Space/ Reach 5 ft./5 ft.; SA Expert Marksman, Luck of Fools, Sneak attack +1d6, Solidarity, Surrounded by Allies ; SQ Impressive Defense, Stunt, Trapfinding, Witty Repartee; AL CG; SV Fort +9, Ref +15, Will +6; Str 12, Dex 19, Con 12, Int 12, Wis 12, Cha 18.

Skills and Feats: Balance +20, Bluff+14, Climb +15, Diplomacy +10, Disguise +10, Escape Artist +18, Gather Information +8, Intimidate +10, Jump +23, Ride +10, Sense Motive +5, Sleight of Hand +16, Tumble +27; Dodge, Exotic Weapon Proficiency (musket), Exotic Weapon Proficiency (pistol), Greater Two Weapon Fighting, Improved Critical (pistol), Improved Feint, Improved Two Weapon Fighting, Mobility, Point Blank Shot, Quick Draw, Shot On The Run, Two Weapon Fighting, Weapon Finesse, Weapon Focus (pistol), Weapon Focus (rapier), Weapon Specialization (pistol), Weapon Specialization (rapier)

Possessions: +5 mousquetaire's uniform, +2 ring of protection, +4 keen rapier, Boots of Striding and Springing, +1 dagger, 7x +1 pistols, +2 musket, 215,098 gp.

PUSS OF CARABAS: male Talking Beast Tro14; CR 14; small Talking Beast [cat]; HD 14d6+14; hp 66; Init +6 (+2 Dex [magic], +4 Improved Initiative); Spd 20 ft (base); AC 18, touch 15, flat-footed 16; BAB +10; Grp +5; Atk +15 melee (1d4+1, +1 rapier/18-20/x2), or +10 melee (1d3 -1 bite), or +10 melee (1d2-1 claw), or +14 ranged (1d6/ x3 masterwork longbow); Full Atk +15/+10 melee (1d4+1, +1 rapier/18-20/x2) or +10/+10/+5 (2



1d2-1 claws, 1d3-1 bite), or +14/+9 ranged (1d6/x3 masterwork longbow); Space/Reach 5 ft./5 ft.; SA spells; SQ bardic knowledge, bardic music, countersong, fascinate, inspire courage +1, fast friends, identify fairy, inspire romance, locate object, invitation; Racial traits: +2 Intelligence, +2 Charisma, -2 Strength, +1 bonus to attack rolls, +1 size bonus to armor class, -4 penalty on grapple checks, +4 to hide checks, +4 to move silently checks, +2 to tumble checks, +2 to listen, +2 to spot, lowlight vision, darkvision 60 ft., scent, cat's natural weapons, -4 penalty to disguise, -2 penalty to swim checks; AL NG; SV Fort +5, Ref +6, Will +7; Str 8, Dex 11 (with magic gloves, 15), Con 10 (with magic amulet, 12), Int 20, Wis 12, Cha 18.

Skills and Feats: Appraise +10 (+12 when appraising a musical instrument), Balance +9, Bluff +23, Climb +8, Concentration +6, Craft (musical instrument) +10, Decipher Script +10, Diplomacy +24, Disguise +2, Gather Information +10, Hide +11, Jump +5, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (local: Gallia +10, Knowledge (nobility) +10, Listen +6, Move Silently +9, Perform (stringed instruments) +18 (+19 on masterwork vielle), Perform (wind instruments) +18 (+19 on masterwork pipe flute), Perform (oratory) +20, Sense Motive +16, Spot +3, Tumble +16, Use Magic Device +4 (+6 with scrolls); Skill Focus: Bluff, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier).

Spells Known: 6/4/4/4/3; spells per day: 4/4/4/4/1

0 dancing lights, daze, ghost sound, lullaby, mending, summon instrument

1st charm person, feather fall, identify, remove fear **2nd** alter self, delay poison, hypnotic pattern, sound burst 3rd charm monster, haste, illusory script, see invisibility
4th break enchantment, cure critical wounds, hold monster, legend lore
5th greater heroism, mass cure light wounds, song of discord

Possessions: +1 leather armor, +2 ring of protection, +1 rapier, Bag of Holding Type 1, Boots of Levitation, Gloves of Dexterity +4, Amulet of Health +2, 4 silver boxes of usefulness, 2 flasks of alchemist's fire, courtiers outfit, masterwork longbow, masterwork vielle, masterwork pipe flute, flint and steel, 574 gp.

RENART, THE TRICKSTER: male Talking Beast Rog14; CR 14; small Talking Beast [Fox]; HD 14d6+14; hp 66; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (base); AC 18, touch 12, flat-footed 16; BAB +10; Grp +5; Atk +15 melee (1d4+1, +1 rapier/18-20/x2), or +10 melee (1d4 -1 bite), or +15 ranged (1d3/x2 dart); Full Atk +15/+10 melee (1d4+1, +1 rapier/18-20/x2) or +15/+10 ranged (1d3/x2 dart); Space/Reach 5 ft./5 ft.; SA Crippling Strike, Sneak attack +7d6; SQ, Evasion, Improved Evasion, Improved Uncanny Dodge, Trapfinding, Trap sense +4, Uncanny Dodge, Racial Traits: +4 to Sleight of Hand, +2 to escape artist, +2 to spot, +2 to listen, -2 to diplomacy, darkvision, fox's natural weapons, Low-light vision, scent; AL CN; SV Fort +5, Ref +11, Will +6; Str 9, Dex 14, Con 12, Int 18, Wis 14, Cha 16.

Skills and Feats: Balance +17, Bluff +20, Climb +9, Diplomacy +15, Decipher Script +9, Escape Artist +21, Forgery +6, Gather Information +13, Hide +26, Jump +14, Knowledge (local: Gallia) +14, Listen +9, Move Silently +24, Open Lock +15, Search +12, Sense Motive +12, Sleight of Hand



+18, Spot +8, Tumble +19; Dodge, Quick Draw, Weapon Finesse, Weapon Focus (dart), Weapon Focus (rapier).

Racial Traits: +2 Intelligence, +2 Wisdom, -2 Strength; small size: +1 bonus on attack rolls, +1 size bonus to armor class, -4 penalty on grapple checks, +4 bonus on hide checks; Base land speed is 20 feet; +4 to sleight of hand, +2 to escape artist, +2 to spot, +2 to listen, -2 to diplomacy; low-light vision; darkvision out to 60 feet; scent; -4 penalty on disguise checks when attempting to appear as anything other than a Talking Beast. Talking Beasts can also communicate with non Talking relatives; for example, a Talking Bear can communicate with bears, etc.; fox's natural weapons.

Possessions: +1 leather armor of shadow, +2 ring of protection, +1 rapier, 2 +1 darts, boots of elvenkind, cloak of arachnida, circlet of persuasion, bag of holding type I, 2 elixirs of sneaking, 2 elixirs of hiding, 2 elixirs of vision, masterwork thieves' tools, 2 flasks of alchemist's fire, courtiers outfit, 100 ft. silk rope, grappling hook, caltrops, flint and steel, 626 gp.

RENAUD DE MONTAUBAN: male human Fig17; CR 17; medium humanoid [human]; HD 17d10+34; hp 132; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft (armor), 30 ft. (base); AC 33, touch 14, flat-footed 32; BAB +17; Grp +24; Atk +29 melee (1d8+13/19-20/x3, +4 lance), or +27 melee (1d8+11/17-20/x2, +2 longsword) or +20 ranged (1d6+7/x2 masterwork throwing axe); Full Atk +29/+24/+19/+14 melee (1d8+13/19-20/x3, +4 lance); or +27/+22/+17/+12 melee (1d8+11/17-20/x2, +2 longsword); or +20/+15/+10/+5 ranged (1d6+7 masterwork throwing axe/x2); Space/ Reach 5 ft./5 ft., or 5ft./10ft. with lance; SA --; SQ --; AL LG; SV Fort +12, Ref +7, Will +5; Str 24(belt of giant strength +4), Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +21, Handle Animal +21, Intimidate +21, Ride +24; Cleave, Dodge, Great Cleave, Improved Initiative, Improved Shield Bash, Leadership, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance), Weapon Specialization (longsword)

Possessions: 5 full plate, +3 Shield, +4 lance, +3 ring of protection, amulet of natural armor +1, +2 longsword, belt of giant strength +4, heavy warhorse, 227,155 gp. Renaud, as the lord of a small country, can usually procure any mundane item, given time.

RICHELIEU: male human Cl1/Aris14; CR 14; medium humanoid [human]; HD 1d6+0 + 14d8+0; hp 69; Init +4 (+0 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12, touch 10, flat-footed 12; BAB +10; Grp +10; Atk +10 melee (1d6/x2, quarterstaff); Full Atk: +10 melee (1d6/x2, quarterstaff); or +10 ranged (1d10/x3, pistol); Space/ Reach 5 ft./5 ft.; SA spells; SQ turn undead; AL LN; SV Fort +6, Ref +4, Will +14; Str 10, Dex 10, Con 10, Int 17, Wis 16, Cha 15.

Skills and Feats: Appraise +10, Bluff +25, Concentration +4, Diplomacy +22, Disguise +10, Forgery +7, Gather Information +19, Intimidate +9, Knowledge (geography) +8, Knowledge (history) +17, Knowledge (local: Ville Lumière) +13, Knowledge (nobility) +18, Knowledge (religion)



+8, Listen +9, Sense Motive +9, Spot +5; Alertness, Exotic Weapon Proficiency: Renaissance Firearms, Improved Initiative, Leadership, Negotiator, Persuasive, Skill Focus: Bluff.

Spells Prepared: (3/1+1domain+1bonus)
O Detect Magic, Light, Purify food and Drink
1st Cure Light Wounds, Disguise Self (domain), Sanctuary
(Domains: knowledge and trickery)

Possessions: +2 ring of protection, 5 candles of truth, Medallion of Thoughts, Periapt of Wound Closure, 2 beads of force, 2 elixirs of truth, courtier's outfit, noble's outfit, clerical vestments, sealing wax, signet ring, 7384 gp.

RICKY OF THE TUFT: male human Aris5; CR 4; medium humanoid [human]; HD 5d8+0; hp 26; Init +0 (+0 Dex); Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +3; Grp +3; Atk +4 melee (1d6/19-20/x2, +1 shortsword); Full Atk: Atk +4 melee (1d6/19-20/x2, +1 shortsword); or +4 ranged (1d8/19-20/x2, masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA --; SQ --; AL LN; SV Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 18, Wis 12, Cha 18.

Skills and Feats: Appraise +9, Diplomacy +17, Knowledge (arcana) +12, Knowledge (architecture and engineering) +12, Knowledge (geography) +12, Knowledge (history) +12, Knowledge (local: Gèvaudan) +15, Knowledge (nobility) +15, Knowledge (religion) +12, Knowledge (the planes) +12, Sense Motive +8; Negotiator, Skill Focus: Knowledge (local: Gèvaudan), Skill Focus: Knowledge (nobility). **Possessions:** +1 shortsword, masterwork light crossbow, royal outfit, courtier's outfit, noble's outfit, two light horses, carriage, sealing wax, signet ring, 994 gp. As ruler of a small kingdom, Ricky of the Tuft has access to any mundane item, given time.

ROLAND: Male Human Pal18; CR 18; M humanoid [human]; HD 18d10+54; hp 158; Init +1 (+1 Dex); Spd 20 ft. (armor), base 30 ft; AC 31, touch 16, flat-footed 20; BAB +18; Grp +21; Atk +27 melee (1d10+9/19-20/x2, +6 holy bastard sword [Durandal]) Full Atk: +27/+22/+17/+12 melee (1d10+9/19-20/x2, +6 holy bastard sword [Durandal]); Space/Reach 5 ft./5 ft.; SA Smite evil 4/day, spells, Turn undead; SQ aura of courage, aura of good, DR 3/-(armor) detect evil, divine grace, divine health, lay on hands, special mount, Remove disease 5/week; AL LG; SV Fort +19, Ref +12, Will +12; Str 17, Dex 13, Con 16, Int 10, Wis 13, Cha 20

Skills and Feats: Handle Animal +26, Knowledge (religion) +21, Ride +24; Diehard, Endurance, Exotic Weapon Proficiency (bastard sword), Leadership, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge.

Spells/day: 4/2/2.

Spells commonly prepared:

1st bless, cure light wounds, divine favor, protection from evil
2nd bull's strength, shield other
3rd cure moderate wounds, prayer

Possessions: Durandal +6 holy adamantine bastard sword (major artifact), +2 steel shield, +3 ada-



mantine full plate, ring of protection +5, Olifaunt: Horn of the Holy Emperor, 2 potions of shield of faith +4, horseshoes of speed, 500 gp. Roland has access to one major artifact, his sword Durandal, a +6 holy adamantine bastard sword, and travels with a squire, a page, a hostler, and occasionally a minstrel.

THUMB THE MESSENGER: male human Rog7/Jon3; CR 10; medium humanoid [human]; HD 7d6+7 plus 3d10+3; hp 54; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft (base); AC 15, touch 15, flat-footed 10; BAB +7; Grp +5; Atk +12 melee (1d6+1, +1 rapier/18-20/x2), or +12 ranged (1d6/x2 javelin), or +13 ranged (1d4 nonlethal/x2 masterwork bolas); Full Atk +12/+7 melee (1d6+1, +1 rapier/18-20/x2, or +12/+7 ranged (1d6/x2)javelin), or +13 ranged (1d4 nonlethal/x2 masterwork bolas) Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6, Throw Anything; SQ, Contortion, Evasion, Exotic Weapon Proficiency (Bolas, Net, Shuriken), Improved Evasion, Trapfinding, Trap sense +2, Uncanny Dodge; AL CG; SV Fort +8, Ref +17, Will +5; Str 10, Dex 20, Con 12, Int 12, Wis 10, Cha 12.

Skills and Feats: Balance +20, Bluff +6, Climb +10, Concentration +4, Diplomacy +10, Escape Artist +18, Gather Information +8, Jump +17, Knowledge (local: Gallia) +11, Listen +5, Sense Motive +10, Sleight of Hand +20, Spot +3, Tumble +22, Use Rope +8; Acrobatic, Improved Initiative, Quick Draw, Weapon Finesse, Point Blank Shot. **Possessions:** Seven League Boots, rapier, 4 javelins, masterwork bolas, 2 flasks of alchemist's fire, entertainer's outfit, 100 ft. silk rope, grappling hook, flint and steel, 50 gp.





BAYARD

CR 3; Large magical beast; Hit Dice 4d10+20 (42 hp); Init +3; Spd 60 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat footed 15; BAB +4; Grp +12; Atk hoof +7 melee (1d6+4); Full Atk 2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2); Space/Reach 5 ft./5 ft.; SA Spelllike abilities, smite evil 1/day; SQ Low-light vision, scent; AL LG; SV Fort +8, Ref +7, Will +3; Abil Str 18, Dex 16, Con 15, Int 6, Wis 13, Cha 6; Environment: Montauban's stables or wherever Renaud rides him; Organization: unique creature; Treasure: standard; Advancement: 5-8 HD; Level Adjustment: +3 (cohort).

Skills and Feats: Spot +3, Listen +3 (Bayards have a +2 racial bonus on Spot and Listen checks); Improved Bull Rush, Improved Overrun, Trample (B).

Spell-like abilities: A Bayard can change its size at will to better fit its rider. This ability functions in the same way as enlarge person or reduce person. The Bayard is unable to grow to a size class larger than Large or shrink to a size class smaller than Small.

BÊTE OF GÈVAUDAN

CR 7; Large magical beast; Hit Dice 8d10+24 (68 hp); Init +7; Spd 50 ft.; AC 20 (-1 size, +3 Dex, +8 natural), touch 12, flat footed 17; BAB +8; Grp +19; Atk bite +15 melee (1d10+10); Full Atk bite +15 melee (1d10+10); Space/Reach 10 ft./5 ft.; SA Trip; SQ Damage reduction 10/magic or silver, darkvision 60 ft., low-light vision, scent; AL

CE; SV Fort +8, Ref +9, Will +4; Abil Str 25, Dex 17, Con 15, Int 6, Wis 13, Cha 6; Environment: forests around Gèvaudan; Organization: solitary, or accompanied by 2-10 worgs; Treasure: standard; Advancement: 9 HD (large), 10-18 HD (Huge); Level Adjustment: +3 (cohort).

Skills and Feats: -; Improved Initiative, Track, Weapon Finesse (bite).

Trip (Ex): A bete that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the bete.

FAIRY

CR 7; Medium Fey; Hit Dice 6d6+6 (27 hp); Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat footed 13; BAB +3; Grp +3; Atk dagger +5 melee (1d4/19-20 x2); Full Atk dagger +5 melee (1d4/19-20 x2); Space/Reach 5 ft./5 ft.; SA Spells, spell-like abilities; SQ Damage reduction 10/cold iron, immunity to sleep and charm effects, lowlight vision, wild empathy; AL CN; SV Fort +9, Ref +8, Will +8; Abil Str 10, Dex 14, Con 16, Int 18, Wis 14, Cha 16; Environment: any; Organization: solitary; Treasure: double standard; Advancement: by character class; Level Adjustment: +7.

Skills and Feats: Bluff +12, Concentration +12, Diplomacy +12, Disguise +12, Handle Animal +12, Listen +11, Move Silently +11, Sense Motive +11, Spellcraft +13, Spot +11; Combat Casting, Improved Initiative, Weapon Finesse.



Spell-like abilities: 3/day – alter self (Caster level 7), 1/day – polymorph any object (Caster level 15).

Spells: A Fairy casts arcane spells as a 7th level wizard. Typical wizard spells prepared (spells per day 4/5/4/3/2): 0 – mage hand, mending, message, open/close; 1st – color spray, enlarge person, erase, feather fall, reduce person; 2nd – glitterdust, knock, levitate, pyrotechnics; 3rd – fly, gaseous form, shrink item; 4th – mass reduce person, rainbow pattern.

DRAC

CR 12; Huge Magical Beast (Gallic Dragon); Hit Dice 10d10+53 (108hp); Init +2; Spd 30 ft., fly (good) 30 ft., swim 15 ft.; AC 21 (-2 size, +2 Dex, +11 natural), touch 10, flat footed 19; BAB +10; Grp +14; Atk bite +15 melee (2d8+4); Full Atk 2 claws +14 melee (2d6+4), and bite +15 melee (2d8+4); Space/Reach 15 ft./10 ft.; SA Breath weapon; SQ Spell-like abilities; AL CE; SV Fort +12, Ref +9, Will +7; Abil Str 18, Dex 14, Con 20, Int 10, Wis 10, Cha 10; Environment: coastal terrain; Organization: solitary; Treasure: triple standard; Advancement: 11-15 HD (Huge), 16-20 HD (Gargantuan); Level Adjustment: -.

Skills and Feats: Move Silently +15, Sense Motive +13; Blind-Fight, Combat Reflexes, Power Attack, Weapon Focus (bite).

Breath Weapon (Su): Once every 1d4 rounds, the Drac can breathe a 60 ft. cone of fire that does 10d10 points of damage.

Spell-Like Abilities: Drac can use greater invisibility at will (Caster level 10).

GARGOUILLE

CR 7; Large Magical Beast (Gallic Dragon); Hit Dice 5d10+28 (55hp); Init +3; Spd 20 ft., swim 60 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat footed 15; BAB +5; Grp +8; Atk bite +8 melee (2d8+3); Full Atk 2 claws +3 melee (2d6+3), and bite +8 melee (2d8+3); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ damage reduction 5/-, fire vulnerability, water breathing; AL NE; SV Fort +9, Ref +7, Will +1; Abil Str 16, Dex 16, Con 20, Int 2, Wis 10, Cha 6; Environment: lakes and rivers; Organization: solitary or pair; Treasure: double standard; Advancement: 6-10 HD (Large), 11-15 (Huge); Level Adjustment: -.

Skills and Feats: Swim +11; Cleave, Power Attack.

Breath Weapon (Su): Once every 1d4 rounds, the gargouille can breathe a 40 ft. cone of acid that does 10d6 points of damage. A reflex save DC 17 saves for half damage.

TARASQUE

CR 12; Large Magical Beast (Gallic Dragon); Hit Dice 10d10+53 (108hp); Init +0; Spd 30 ft., fly (clumsy) 20 ft.; AC 20 (-1 size, +11 natural), touch 9, flat footed 20; BAB +10; Grp +14; Atk bite +15 melee (2d8+4); Full Atk 2 Claws +9 melee (2d6+4), Bite +15 melee (2d8+4), or +15 tail (1d6+4 plus poison); Space/Reach 10 ft./10 ft.; SA Breath weapon, poison; SQ Damage reduction 10/good; AL CE; SV Fort +12, Ref +7, Will +3; Abil Str 18, Dex 10, Con 20, Int 2, Wis 10, Cha 7; Environment: a cave near Tarascon; Organization: solitary; Treasure: double standard; Advancement:



11-15 HD (Large), 16-20 HD (Huge); Level Adjustment: -.

Skills and Feats: Listen +7, Spot +6; Weapon Focus (Bite), Weapon Focus (Tail), Toughness.

Breath Weapon (Su): Once every 1d4 rounds, the Tarasque can breathe a 60 ft. cone of fire that does 10d10 points of damage. A reflex save DC 20 saves for half damage.

Poison (Ex): Injury, Fortitude DC 20, initial damage paralysis, secondary ability damage 2d4 Str.

VOUIVRE

CR 14; Huge Magical Beast (Gallic Dragon); Hit Dice 12d10+63 (129hp); Init +8; Spd 50 ft., fly (perfect) 50 ft., swim 25 ft.; AC 25 (-2 size, + 4 Dex, +13 natural), touch 12, flat footed 21; BAB +12; Grp +14; Atk bite +14 melee (2d8+2); Full Atk 2 Claws +9 melee (2d6+2), Bite +14 melee (2d8+2 plus poison); Space/Reach 15 ft./10 ft.; SA Breath weapon, spell-like abilities; SQ Damage reduction 10/magic, spell-like abilities; AL N; SV Fort +13, Ref +12, Will +8; Abil Str 15, Dex 18, Con 20, Int 8, Wis 10, Cha 16; Environment: temperate; Organization: solitary; Treasure: triple standard; Advancement: 13-15 HD (Huge), 16-20 HD (Gargantuan); Level Adjustment: -.

Skills and Feats: Sense Motive +15; Dodge, Flyby Attack, Hover, Improved Initiative, Power Attack.

Breath Weapon (Su): Once every 1d4 rounds, the Vouivre can breathe a 60 ft. cone of fire that does 10d10 points of damage. Reflex save DC 21 for half damage. Spell-Like Abilities: At will – *light*; 3/day – *fascinate*; 2/day – *daylight*; 1/day – *dominate person* (Caster Level 12).

Poison (Ex): Injury, Fortitude DC 21, initial ability damage 2d4 Str, secondary ability damage 4d4 Str.

GARGANTUA AND PANTAGRUEL, 2ND LEVEL FIGHTERS

CR 10; Large Giant (Hill Giant); Hit Dice 12d8+48 + 2d10+4 (117 hp); Init +3; Spd 30 ft. in hide armor, base speed 40 ft.; AC 20 (-1 size, -1 Dex, +3 hide armor, +9 natural), touch 8, flat footed 20; BAB +11; Grp +22; Atk greatclub +19 melee (2d8+10) or slam +18 melee (1d4+7) or rock +10 ranged (2d6+7); Full Atk greatclub +19/+14 melee (2d8+10) or 2 slams +18 melee (1d4+7) or rock +10 ranged (2d6+7); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, Rock catching; AL CN; SV Fort +15, Ref +3, Will +4; Abil Str 25, Dex 8, Con 18, Int 10, Wis 10, Cha 11; Environment: these giants roam all of Gallia in search of adventures and people to mock; Organization: always a pair; Treasure: Standard coins; double goods; standard items; Advancement: by level; Level Adjustment: +4.

Skills and Feats: Climb +24, Jump +24; Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (greatclub).

Rock throwing (Ex): Giants receive a +1 racial bonus on attack rolls when throwing rocks. Gargantua and Pantagruel can throw rocks weighing 40 to 50 pounds each. The range increment is 120 ft. for a hill giant's thrown rocks.





Rock catching (Ex): Gargantua and Pantagruel can catch Small, Medium or Large rocks (or projectiles of a similar shape). Once per round as a free action, Gargantua and Pantagruel can make a Reflex save to catch a rock thrown at them that would otherwise hit them. The DC is 15 for a Small rock, 20 for a Medium rock and 25 for a Large one (if the projectile has a magical bonus on attach rolls, then the DC is increased accordingly). Gargantua and Pantagruel must be prepared for and aware of the attack in order to attempt catching a thrown rock.

MELUSINE

CR 8; Medium Fey (shapechanger); Hit Dice 6d6+6 (27 hp); Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat footed 14; BAB +3; Grp +3; Atk dagger +6 melee (1d4/19-20) or, in dragon form, bite +6 melee (1d10); Full Atk dagger +6 melee (1d4/19-20) or, in dragon form, bite +6 melee (1d4/19-20) or, in dragon form, bite +6 melee (1d10); Space/Reach 5 ft./5 ft.; SA spells, spell-like abilities; SQ Change shape, Damage reduction 10/cold-iron, immunity to sleep and charm effects, low-light vision; AL varies, always chaotic; SV Fort +3, Ref +8, Will +7; Abil Str 10, Dex 17, Con 12, Int 17, Wis 15, Cha 13; Environment: lakes and rivers; Organization: solitary or pair; Treasure: double standard; Advancement: 7-12 HD (medium); Level Adjustment: +8.

Skills and Feats: -; Combat Casting, Improved Initiative, Weapon Finesse.

Change Shape (Su): A melusine has three forms; Medium humanoid, Medium half-humanoid half-serpent, and Medium dragon. A melusine can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a melusine reverts to its draconic form when killed. A true seeing spell or ability reveals its draconic form.

Spell-Like Abilities: 2/day - *water breathing* (Caster level 7).

Spells: A Melusine casts arcane spells as a 7th level sorcerer. Typical sorcerer spells known (7/5/3/2); spells per day (6/7/6/4): 0 - acid splash, daze, dancing lights, flare, ghost sound, light, touch of fatigue; 1st - charm person, chill touch, color spray, obscuring mist, sleep; 2nd - darkness, fog cloud, glitterdust, summon swarm; 3rd - suggestion, lightning bolt.

WOODWOSE

CR 1; Medium Humanoid (Woodwose); Hit Dice 2d8+2 (11 hp); Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat footed 14; BAB +1; Grp +4; Atk club +4 (1d6+3/x2) or sling +3 ranged (1d4+3x2); Full Atk club +4 (1d6+3/x2) or sling +3 ranged (1d4+3x2); Space/Reach 5 ft./5 ft.; SA -; SQ Lowlight Vision 60 ft, +2 racial bonus to listen and spot; AL usually neutral; SV Fort +3, Ref +2, Will +1; Abil Str 17, Dex 15, Con 12, Int 6, Wis 13, Cha 18; Environment: mountains; Organization: Solitary, pair, raiding party (5-10), band (10-100, plus 50% non combatants, plus one 5th level leader per 20 adults), village (101-200, plus 50% non combatants, plus one 5th level leader per 10 adults, plus one 10th level strong man per 50 adults); Treasure: standard; Advancement: by character class; Level Adjustment: +1.

Skills and Feats: Survival +2; Endurance.





WOODWOSE BARBARIAN (5TH LEVEL)

CR 6; Medium Humanoid (Woodwose); Hit Dice 2d8+2 + 5d12+5 (54 hp); Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat footed 14; BAB +6; Grp +10; Atk club +11 melee (1d6+3/x2) or sling +8 ranged (1d4+3x2); Full Atk club +11 melee (1d6+3/x2) or sling +8 ranged (1d4+3x2); Space/Reach 5 ft./5 ft.; SA -; SQ Lowlight Vision 60 ft, +2 racial bonus to Listen and Spot, improved uncanny dodge, rage 2/day, trap sense +1, uncanny dodge; AL N; SV Fort +8, Ref +3, Will +2; Abil Str 18, Dex 15, Con 13, Int 6, Wis 13, Cha 6; Environment: mountains; Organization: Solitary, pair, raiding party (5-10), army (15-45); Treasure: standard; Advancement: by character class; Level Adjustment: +1.

Skills and Feats: Spot +3, Survival +11; Endurance, Diehard, Weapon Focus (club).

Improved Uncanny Dodge (Ex): This barbarian cannot be flanked except by a rogue of at least four levels higher than the barbarian.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

Trap Sense (Ex): This barbarian has an intuitive sense that alerts him to danger from traps, gaining a +3 bonus on Reflex saves and a +3 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): This barbarian can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.







THE TOURNAMENT: Whether hosted in Tarascon, Aquitania, Lyon, or Soleve, the Tournament is a cause for people of all sorts to gather together. Is an Albionish spy making an effort to sabotage Olivier, one of Charlemagne's paladins? A competitor suspiciously dies, and adventurers are called on to solve the mystery. Will the banquet be raided by woodwose? Or will the tarasque show its horrible face and send the competition into a frenzy?

BRIGHT FLOWER: While Bright Flower's goals are her own, she may employ adventurers to help her win the favor of a Gallic court.

HUON OF BORDEAUX: The many quests of Huon may lead to his gathering together adventurers. Perhaps it is time to defeat the seemingly invulnerable Bête of Gèvaudan or to steal the eye of the vouivre.

ANALISE THE UGLY: Analise thinks she has found a way to rid herself of her curse, but to do so might mean the downfall of Tarascon. Do the adventurers aid her, helping her to redeem herself in the eyes of Tarascon while risking the destruction of that nation?

A LORD IN LOVE: Among the lords of Gallia, there is one who has fallen so hard for his lady-love that he feels he cannot live without her. Can the adventurers succeed in helping him win her heart?

THE WESTERN THREAT: Charlemagne is calling all able-bodied knights and magicians to

the fight against the Saracens. Only true heroes will answer his call...

ALL FOR ONE: The mousquetaires suspect that an Albionish adventurer has designs on the throne of Ville Lumière. Adventurers are brought in to solve the mystery. Is Richelieu an ally or a villain in this matter?

A WORLD WITHOUT MAGIC: Giants have raided the kingdom of Soleve, but Queen Dawn and King Day refuse to accept the aid of any admitted magic users. Could the adventurers convince them of the merits of magic and save the kingdom?

THREE BEAUTIFUL PEACHES: The king of a small kingdom has offered the hand of his daughter in marriage to the man who can bring him the three most beautiful peaches in all of Gallia. Will the adventurers compete? Or is there more to this competition than meets the eye?

KING FORTUNATUS'S GOLDEN WIG: The adventurers have come upon this wondrous item only to realize that it is cursed. Can they get rid of it before bad luck dooms them for the rest of their lives?





Appendices

The most difficult part of learning the French language for most English speakers is mastering pronunciation, especially due to the variance in French pronunciation across French-speaking nations. There are many fine guides on French language pronunciation available on the Internet. For the French used in the Gallia campaign setting, a list is provided below, with the English translation and pronunciation. In the pronunciation guide, the stronger syllable is represented with capitalized letters.

Some quick pronunciation tips to remember: French single vowels are pronounced like English soft vowels. A is pronounced like the English a's in "ah ha!" E is pronounced more like the English "eh." I is a shorter version of the English "ee." O is generally pronounced like the exclamation "oh!" The French u does not have an equivalent sound in English; the closest related vowel is the German ü. É is pronounced "ay," and è, ê, and ai are pronounced very similarly, but have a more open sound. Some accented or dotted vowels sound the same as their unmarked counterparts; their marking indicated something in Old French and has not been changed over time. Most French consonants are similar to their English counterparts. J in French is pronounced almost like a "dg" sound in English, as in "dodge." LL is sometimes pronounced like an 1 and sometimes like a y. R in French has a somewhat swallowed sound and is pronounced at the back of the throat.

Alcázar, a Spanish word, probably from the Arabic, meaning castle. Pronounced: ahl-CAH-sar Aquitania Pronounced: ah-kweh-TAH-nee-ah

Bête, beast. Pronounced: BAYT Bordeaux Pronounced: bohr-DOH Brèche, literally "breach," also means gap or chasm. Pronounced: BRAY-sh Carabas Pronounced: cah-rah-BAHS Coeur, heart. Pronounced: CUHR d', of. Pronounced: duh (no emphasis) Gargouille, literally the gargler. Pronounced: gargoo-EEL Gascogne Pronounced: gahs-GOHN Gèvaudan Pronounced: GAY-voo-dahn Goliard, possibly from the Latin word for gluttony, came to mean minstrel. Pronounced: gohlee-AHRD Jongleur, juggler. Pronounced: djohng-LEHR Lumière, light. Pronounced: lüm-ee-AYR Lyon Pronounced: LEE-ohn Lyonesse Pronounced: LEE-ohn-ESS Manche, literally sleeve, refers to the British Channel. Melusine Pronounced: MEL-ü-seen Merci, thank you. Pronounced: mehr-SEE Mont, mountain. Pronounced: MOHNT Montauban Pronounced: mohnt-oh-BAHN Mousquetaire, musketeer, or musket fighter. Pronounced: moos-keh-TAYR Rouen Pronounced: RUH-ehn Soleve, Pronounced: sol-EHV Tarascon, Pronounced: tahr-ah-SKOHN Tarasque refers to a monster of the region of Tarascon. Pronounced: tahr-AHSK Tombe, tomb. Pronounced: TOHM Trouvère, troubadour. Pronounced: truh-VAYR Ville, town or city. Pronounced: VEE-yuh Ys Pronounced: EES



Naming Conventions

Included here are common names for the heroes of French folk tales. Children are often named after well known heroes or important figures as well.

Names for boys	Names for girls
Jean	Eulalie
Allanic	Godric
Fistilou	Marguerite
Cricket	Marie
Emilien	Emilienne
Jacques	Toinon
	Jeanette

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Occultopedia, http://www.occultopedia.com/, article on the Bête of Gèvaudan.

Wikipedia, http://www.wikipedia.com/, articles on Charlemagne, Courtly Love, and other topics in French Mythology.





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