

NORTHERN CROWN™ THE CAVES OF CHISCA

BY DOUG ANDERSON

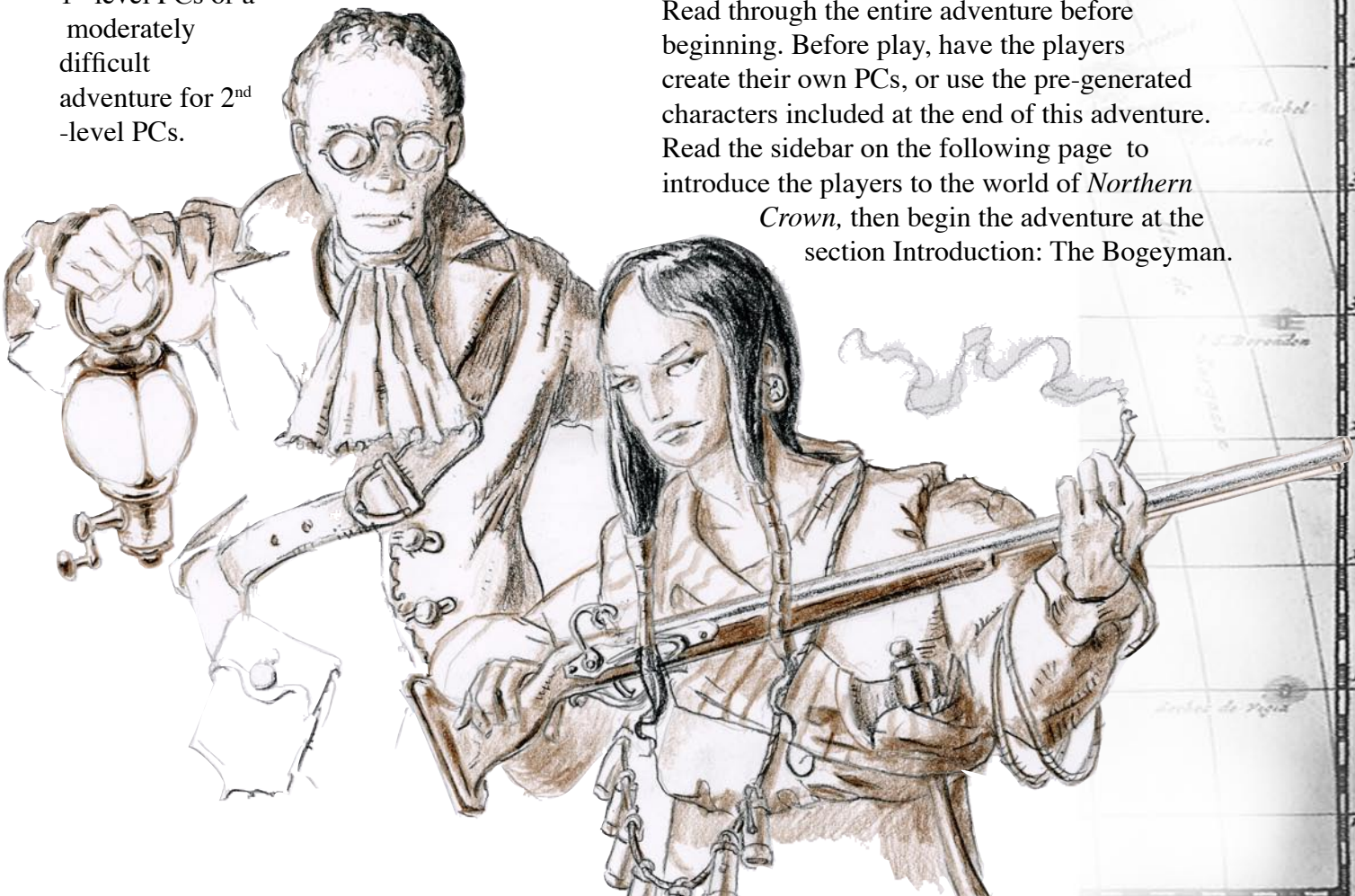
INTRODUCTION

The Caves of Chisca is an introductory adventure for use with *Northern Crown: New World Adventures* and *Northern Crown: The Gazetteer*, published by Atlas Games. It is designed to be a very challenging experience for a party of four 1st-level PCs or a moderately difficult adventure for 2nd-level PCs.

Embedded within the adventure is a map and description of a First Ones town that GM's can use as a staging area for their own *Northern Crown* adventures.

PREPARATION

Read through the entire adventure before beginning. Before play, have the players create their own PCs, or use the pre-generated characters included at the end of this adventure. Read the sidebar on the following page to introduce the players to the world of *Northern Crown*, then begin the adventure at the section Introduction: The Bogeyman.



THE WORLD OF NORTHERN CROWN

The continent of Northern Crown lies west of Uropa, separated from that continent by the Atlantic Sea. For ten thousand years, Northern Crown has been the home of the First Ones, a broad group of human cultures who have adapted to a life of farming and foraging among the forests, mountains, lakes, and prairies of this vast land. Two centuries ago, ships from Uropa arrived, bringing settlers, soldiers, and traders, all looking for the chance for fame, riches, or freedom in what they considered a "new" world, but also bringing many of the very evils they were trying to escape. After two hundred years of strife, with occasional interludes of concord and good will, the Uropans have a foothold along the eastern shores, while the interior remains in possession of the First Ones. Between lies a thousand-mile frontier, stretching along mountain ranges, river valleys, and large lakes. This frontier is the flash point for many of Northern Crown's areas of conflict: the struggle for dominance among the many Uropan powers claiming this land for themselves; the efforts of the First Ones to resist them; and the clash between the old ways of druidic magic, sorcery, and witchcraft on the one hand, and the rising power of science and reason on the other. Young adventurers from every corner of the world are drawn here, to explore, make contact with unknown nations, find a profitable market for trade goods, serve their crown, or simply find adventure. They fight with guns, swords, and spells; they might harness the sciences of matter or mind, or wield an ancient family knack to kindle flame or seize the will of another person. You are among this new breed of frontier heroes, and fate is about to throw you together in an adventure that will require all of your unique talents in order to survive...

SYNOPSIS

The Yuchi town of Chisca, nestled in a mountain vale deep in Cherokee territory, is attacked by haints issuing from the nearby caves. Something has stirred these monstrous humanoids, but the cause is in dispute. Some say that treasure hunters, searching in vain for a golden relic of a Uropan priest, have inadvertently roused the haints, who may be the ruined remnants of a century-old expeditionary force of mercenaries led by a notorious plunderer. Others say that the mercenary captain's spirit has awoken after a century-long sleep, and is sending forth his followers to exact revenge upon the town that resisted his brutal search for gold and led to the destruction of his company.

In this adventure module, the PCs will piece together the history of the area from interactions with a young Yuchi cleric and a Kelt innkeeper. They will battle both the haints and a sinister Vandalian agent as they explore the caves, seeking to solve the mystery of these attacks. A final confrontation with the ancient mercenary captain himself, another surprise villain, and with the agent who allowed him to rise and renew his campaign of terror, caps the story and points to further opportunities for adventure.

BACKGROUND

A hundred years ago, in this valley, a notorious mercenary now known as the Hawk of Gold was working his way northward into territory not yet seen by Uropans. A cruel, sadistic leader, it is said that he had sold his very soul in exchange for his intimidating power to drive his followers into the most extreme dangers without heed for their own safety. Ostensibly on a mapping and diplomatic mission for a Uropan king, he and most of his men were concerned only for the gold and jewels they had been assured lay in these mountains, according to local people eager to send the uncouth trespassers on as quickly as possible. Now, his followers' patience was running out, and they began to speak of

murdering their captain and taking the only real treasure they possessed: a beautiful golden cross carried as a relic by Bartolomeo, the priest who had been assigned to the company as the expedition's cartographer, diplomat, and healer.

The Hawk of Gold sensed their growing frustration, and, arriving at Chisca, took the local leaders as hostages, promising to slay them if no gold was forthcoming. Bartolomeo's protests were ignored, but as he feared, this outrage was too much for the Cherokee, who venerated the Yuchi and had tried their best to show hospitality to the strangers, and a force of warriors was sent to drive the mercenaries away and rescue the hostages. As the rescue force appeared at the head of the valley, several hundred strong, the Hawk of Gold took the hostages and headed for higher ground, finding a wide ledge just at the entrance to a deep cave. Outnumbered, but in a tactically superior position, the mercenaries prepared for battle, but wisely, the war leader waited below, knowing that dissent within the enemy ranks would be more devastating than the envenomed darts and clubs of his warriors.

As a day of blistering summer heat followed, with little food and no water, the mercenaries began to argue among themselves over the best course of action. Some favored a desperate breakout, using the hostages as shields. Others begged their captain to slay a hostage as proof of their earnestness, while still others wanted the hostages released, hoping that a fight could be avoided. After listening to their counsel, he proposed that they wait until nightfall, then attempt to sneak out. If caught, they would still

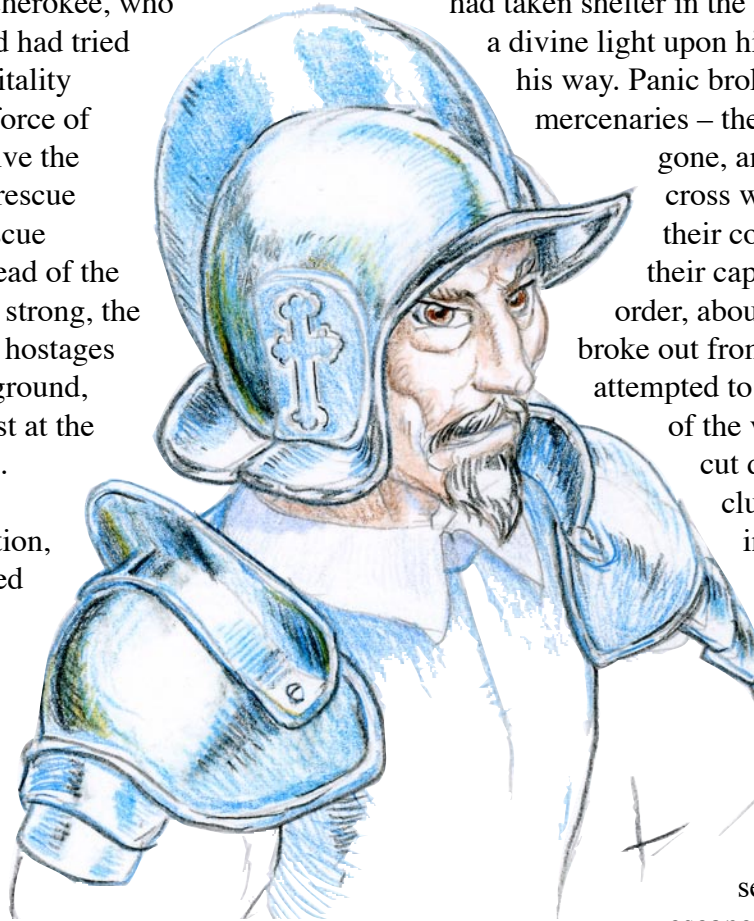
have the hostages as a guarantee. Just before the appointed hour, Bartolomeo, taking pity on the terrified captives, used his divine magic to immobilize their guards and silence their footfalls. They slipped through the mercenaries' picket and soon rejoined their people, carrying the tale of the black-robed one who had saved them.

The Hawk of Gold soon discovered he had been betrayed. Bartolomeo was sent for, but the priest had taken shelter in the caves, placing a divine light upon his relic to guide his way. Panic broke out among the mercenaries – their hostages were gone, and even the golden cross was no longer in their company. Despite their captain's call for order, about half of the men broke out from their position and attempted to flee southward out of the valley, only to be cut down by arrows and clubs, or else dying in agony over the next few hours one by one from the poisoned darts fired by their pursuers.

The remaining mercenaries, seeing the futility of escape that way, and still

smarting over their priest's betrayal, headed into the caves, with their captain in the lead, hoping to recover the relic, exact their revenge on Bartolomeo, and perhaps find another exit that would allow them to escape. None were ever seen alive again, and the cave retained an evil association for the local people.

Now, a century later, a gang of monstrous humanoids known as haints have issued from the caves, attacked the town of Chisca, and slain the town priest, Shatane. His pupil, Yontuh, and his



friend, the Kelt trader Bevin MacKinnick, are working with the town leader, Wetchon, to secure Chisca from further attack, but they know that to enter the caves and put to rest this century-old threat would leave the town vulnerable in their absence. The PCs are staying at a nearby hostelry when the attack happens, thrusting them into the middle of these sinister events.

For something has happened to set these events in motion. The golden cross of Bartolomeo was never in the caves at all – Bartolomeo, a saintly man, placed his own soul and all its power to protect the innocent into the relic, and gave it to the freed hostages, telling them that if they placed the cross upon hallowed ground, he vowed that it would keep the Hawk of Gold and his followers at bay forever. And so the cross was placed in the south-aligned lodge of the four sacred lodges of the sun within the town, inside a clay jar, along with other offerings to the Yuchi solar deity.

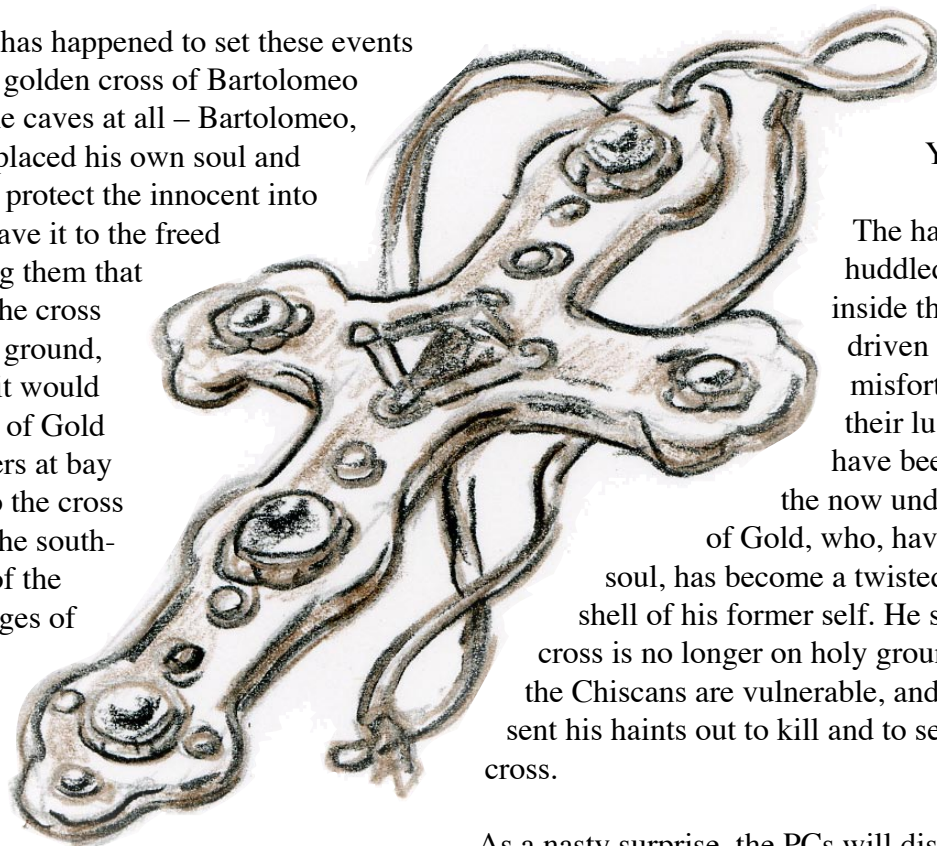
There it remained, known only to the town priest, until, just a day before the PCs arrived, when it was stolen by “Big Bill”, a Vandalian agent posing as a drifter, now staying at MacKinnick’s hostelry, soon to be killed at the hands of the haints who he unwittingly set free by stealing the relic that kept them dormant.

Possessing the Second Sight feat, this agent learned about the cross while surreptitiously reading the town priest’s mind to glean information about the Chiscans. He took the cross both to line the coffers of his masters and to

destabilize the region, which Vandalia covets for itself.

Shatane, the town priest, has taken the secret of the cross to his grave. Killed by haints himself, he never had a chance to tell his young pupil Yontuh about the relic. The only clue is an empty jar inside the southern sacred lodge,

which cannot be entered except by Yontuh.



The haints, who had huddled miserably inside the caves, driven mad by their misfortunes and their lust for gold, have been rallied by the now undead Hawk of Gold, who, having sold his soul, has become a twisted, unliving shell of his former self. He senses that the cross is no longer on holy ground, and that the Chiscans are vulnerable, and so, he has sent his haints out to kill and to search for the cross.

As a nasty surprise, the PCs will discover that bereft of his soul, Bartolomeo too haunts the caves as a member of the undead — and he knows that if the cross is cast into a sacred pool within the cave, it will destroy him and his companions utterly.

THE YUCHI

As mentioned in the *Northern Crown Gazetteer*, the Yuchi are among the oldest of the peoples of the eastern half of Northern Crown. Many believe them to be the direct descendants of the Moundraisers who once built cities and sacred earthworks in the river valleys of the continent. In addition to the Yuchi heartland, between the Ohio and Kaintuck rivers, there are several isolated Yuchi settlements wholly within other First Ones nations, including the town of Chisca, which is in Cherokee country. It is likely that the Yuchi settlements predate the arrival of their neighbors, but have survived due to the reverence shown the Yuchi by the younger nations for their spiritual wisdom, lore, and deep connection to the natural world.

The Yuchi hold a special reverence for the sun, as creator and life-giver. Like the Cherokee, Yuchi divine spellcasters are clerics, rather than druids in d20 System terms. The Yuchi sun deity is neutral good, and has the domains of Good, Healing, Plant, and Sun. The town priest is one of the two most powerful and respected members of a Yuchi community, the other being the town leader, who must be of noble social rank. (As the adventure begins, Shatane, the town priest, has just been slain by haints, and the town is without a spiritual leader, except for Shatane's young apprentice Yontuh; Wetchon is the town leader).

YUCHI CHARACTERS

Yuchi characters get the same culture bonuses and appropriate class bonuses as Cherokee characters (see *Northern Crown: New World Adventures*), except that Yuchi clerics' Warm Welcome bonus applies to both Cherokee and Yuchi NPCs.

ADVENTURE HOOKS

This adventure is designed for a party of PCs from any of the seventeen culture backgrounds presented in *Northern Crown: New World Adventures*. How they arrive in Chisca is up to the GM, but here are some suggestions that you can tailor to the particular background of the PCs:

- The party members don't know one another; they are strangers staying at Bevin MacKinnick's hostelry the night of the first haint attack. The threat against the town (or the promise of treasure) unites them for their first adventure.
- The party has been drawn here from the city of Charles Town in Carolingia in search of the very same golden cross that is at the center of the trouble in Chisca. Depending on the PCs' alignment, they may wish to abandon their pursuit of the treasure in favor of helping the townsfolk, or else take advantage of the chaos to slip away with the cross for themselves.
- The party is a detachment of Philathelias Jeferson's Army of Discovery, sent to Chisca on a diplomatic and scientific mission to collect information about the Yuchi and establish official relations with them. Upon arrival, the PCs decide the best way to win the Yuchi's favor might be to help them against the menace that lurks in the caves.

CHISCA — DESCRIPTION

The following section contains a detailed description of Chisca, and is keyed to the Chisca and Environs map that accompanies this adventure.

Chisca is an ancient town, occupied for many centuries by the Yuchi, an autonomous entity within Cherokee territory. It is a typical community of its kind, with a palisade wall made of logs set into the ground enclosing a modest number of dwellings, public buildings, and courts. The rich farmland around the town allows for year-round occupation of the site, and its place along the ancient trade route known as the Natchez Trace guarantees a steady flow of customers selling manufactured goods in exchange for grain and ceramics.

Less welcome are the treasure-seekers who come here to explore the cave whose entrance lies on a ledge along the bluffs east of the river. The legend of the Hawk of Gold and the cross of Bartolomeo draw an ever-increasing number of fortune hunters, mostly from the Kingdom of Carolingia that lies beyond Cherokee territory to the east, but also braggarts and thrill-seekers from the groups of Ohio rafters returning home via the Trace.

The town is home to about 800 individuals, organized into eight clans. The Tortoise clan has traditionally produced the town's leaders, and the current leader, Wetchon, is no exception. The other clans — Deer, Bear, Raccoon, Turkey, Rabbit, Fox, and Panther — each maintain their own clan compound within the town walls, and a large plot of land outside it. Each member of a clan claims their clan affiliation through their mother's line; husbands typically go to live with their wife's clan upon marriage. As is typical among many First Ones cultures, marriage within one's own clan is forbidden.

Politically, the clans operate to secure the best farmland, most prestigious ceremonial positions, and most direct access to the town leader.

Meetings are held at the behest of Wetchon, when he feels there is an issue pressing enough to demand the town's attention, although any clan leader may also request a town meeting. Although Wetchon has final say over any decisions made, he seldom acts without first securing consensus from his community.

The security of the town is the responsibility of Wetchon's three lieutenants, who are warriors chosen from three of the town's clans. Currently, the Turkey, Fox, and Bear clans have the honor of filling these positions. At night, warriors from two of these clans watch each of the town's two gates, while the third clan has the night off. In times of heightened danger the lieutenants muster all of the town's able-bodied adults to the defense of the gates. This has not happened since the Hawk of Gold's arrival a century ago, but not the town is under threat once more.

Crime in Chisca is virtually unknown, since everyone knows one another, but interclan disputes over land, honor, and property are common. Wetchon acts as arbiter for these disputes, not seeking to identify a guilty party, but creating a solution that both sides can agree to, that may involve a payment in cash or goods, an apology, or a public gesture of reconciliation.

CHISCA LOCATIONS

1. **MacKinnick's Hostelry**
2. **Council House**
3. **Great Court**
4. **Four Lodges of the Sun**
5. **Clan Compounds**
6. **Riverside**
7. **Land Gate**
8. **River Gate**
9. **Rafters' Shantytown**
10. **The Mercenary Camp**
11. **Farms**
12. **The Caves**

1. MacKinnick's Hostelry:

Where a smaller but well-worn path meets the main road, a sturdy two-storey Uropan-made building stands, with hewn-timber walls and a thatched roof. Next to the main building is



a fenced-in yard enclosing several buildings, including a smithy and a henhouse. A barn occupies the far corner of the yard.

This is the lodging-house and general store owned by Bevin MacKinnick. It is the locale for the beginning of this adventure. The first floor is divided into two rooms: a common area in front with tables, chairs, and a hearth; and a well-appointed store room in the back. Most common items of equipment are on sale here, but all prices are 150% of normal, considering the remote location and lack of competition.

A ladder leads to a second story with dormitory-style bunks for travelers who can get a hot meal and a bunk for 5 cp.

2. Council House:

Near the center of town stands a structure far larger than any other. Circular, with a conical roof made of lashed poles that soars to a height of 40 feet, it is accessible by a single door framed with heavy timbers. Smoke curls through a hole at the apex of the roof.

The council house is the meeting place for the town's government. Open to all Chiscans, it is large enough to accommodate the entire town's adult population. A great hearth-ring is built at the center of the packed-earth floor, with wooden benches arranged around it in concentric rings.

3. Great Court:

Near the north end of the town is a large rectangular court or plaza of packed earth. Four poles, like goal posts, mark the ends of the field, while a fifth pole, much higher than the others, stands at the center of the court.

The great court stands empty except on holidays, where it is used for sacred dances, and for lacrosse games, which among the Chiscans often accompany religious observances. The symbolism of the four posts is meant to suggest the four corners of the earth, with the pole in the middle signifying the fifth, or celestial direction.

4. Four Lodges of the Sun:

Surrounding a small, circular court are four half-sunken lodges with mud walls and thatched roofs. They each have a single entrance facing

the court, below ground level, reached by a short flight of steps, but no windows, and no signs of occupation.

These lodges are sacred buildings, the symbolic homes of the sun deity venerated by the Yuchi. The four lodges are placed to represent the four corners of world. Only the town priest may enter the lodges, each of which contains a large ceramic statue of the sun deity adorned with a mica mask.

5. Clan Compounds:

The town's dwellings are clustered into compounds of four to seven buildings. Each compound contains two distinctly different types of houses: the first is a kind of open arbor, with alight thatched roof supported by wooden poles. The second type has walls of clay, half sunken into the ground, with a thicker roof. Carvings over the doors of the larger buildings in each compound depict various animals, perhaps identifying the clan of the occupants. The animals include deer, rabbits, turtles, and bears.

Each Yuchi clan lives in its own compound within the town walls. The arbor-like dwellings are called summer houses. They are used as dwellings during warm weather; in the winter, they are dismantled except for the standing poles, and the clan retreats to their sturdier, well-insulated winter houses.

6. Riverside:

The river gate leads to a long, sloping riverbank giving access to the river, where a ford allows passage to the far side. Along the bank are several canoes, as well as racks for smoking and drying meat and fish.

The Yuchi use the river as a major food source, hunting for waterfowl, turtles, and crawfish, and using plant-derived poisons to stun fish and bring them to the surface to be gathered in nets.

7. Land Gate:

The palisade of sturdy logs that encloses the town can be entered through a narrow gate between the overlapping ends of the palisade. Great bundles of brushwood are stacked nearby.

The brushwood bundles can be used to block the

gate in case of attack.

8. River Gate:

A gap in the palisade leads to the riverbank. Like the landward gate, this gate can be barricaded by bundles of brushwood stacked nearby.

This was the gate used by the haints during their recent attack. Since that time, it has remained barricaded after dark.

9. Rafters' Shantytown

Straddling the road just north of town is a jumbled collection of log huts, lean-tos, and tents, some abandoned, and some occupied by Uropans. Heaps of trash stand at the margins, and the nearby woods have been stripped of branches within reach.

Anyone not wishing to pay for a night's stay at MacKinnick's hostelry can rest here. It is typically occupied by a handful of Ohio rafters making their long walk back to Logtown after having taken their cargoes south to Natchez-sur-terre. The Chiscans do not approve of the shantytown, but tolerate it, partly out of the high value they place on hospitality, and partly because it keeps the rafters concentrated in one place, where they can be more easily monitored by the town guards.

10. The Mercenary Camp

Along the riverside is an area that still bears the scars of an old encampment, with fireplace ashes, broken bottles, and evidence of a makeshift barricade surrounding the site.

This was the initial site of the Hawk of Gold's camp, before his soldiers retreated to the ledge outside the cave. The Chiscans have scoured the site and removed the numerous metal items that once lay scattered about here.

11. Farms

In cleared areas near the riverbank, large plots of land have been given over to farming. Small huts stand by the edges of the fields.

Outside of town, the Chiscans keep extensive farm plots, where they grow beans, squash, and several varieties of corn. The huts are occupied by the town's boys during the summer months,

whose occupation is to scare away crows and other pests.

12. The Caves

[see Scene 5, To the Caves, for a description of the cave entrance. The caves themselves are described in detail in Scene 6, The Caves.]

INTRO: THE BOGEYMAN

Location: MacKinnick's Hostelry, Chisca Map

After establishing the PCs' motivations for traveling to the area (see Adventure Hooks, above), read the following text to the players. Find the Hostelry on the map to orient yourself, and begin:

You are guests at Bevin MacKinnick's hostelry, a wayside tavern along the Natchez Trace, an ancient trade route that winds through the interior of Northern Crown, from the lower reaches of the Espiritu Santo River to the upper vales of the Ohio. Bevin is a lone Uropan trader deep in First Ones territory; there aren't many establishments like his so far from the colonies along the coast. The accommodations aren't fancy, but they're a welcome change from sheltering under a tree or in a cave.

The evening was passed sociably in the company of your fellow travelers: vagabonds, trappers, storytellers, and traders, passing through here on business of their own.

[This is a good opportunity to roleplay the initial meeting of the PCs — they can introduce themselves, banter a bit, and you can even improvise some encounters with NPC travelers as a way of giving your players a little more background about the *Northern Crown* universe. John and Buck Higgins can tell them about the looming conflict between the Woodland Confederacy and Nouvelle France; or Constance Greene could offer to read their fortune, or extol the wondrous inventions of her fellow countrymen, such as flying ships, electrostatic weapons, and automaton servants. It's an



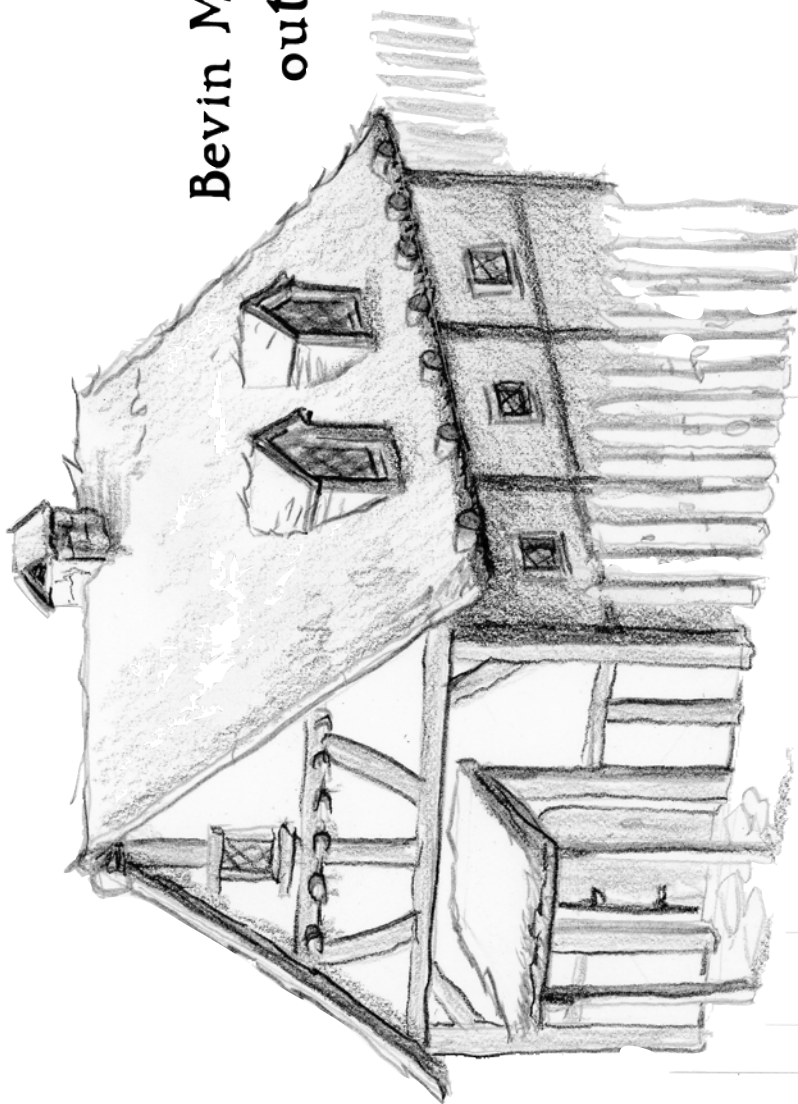
important point to establish that the remaining NPC, the Vandalian agent “Big Bill”, soon excuses himself as being very tired, and goes to bed early. Remember, he has stolen the golden cross of Bartolomeo from a sacred lodge in Chisca, and wants to get an early start out of town in the morning.]

After a hearty meal of venison, with plenty of cornbread, beans, and squash, washed down with ale, out came the pipes, a bottle of corn spirits, the penny whistles, fiddles, and drums. Songs and jokes were traded, tales were told, some taller than others. The talk turned to ghost stories, about devils, witches, and the bogeyman, but they garnered more laughs than shivers. The host himself recounted the local legend of the Hawk of Gold, and Bartolomeo’s golden cross. Now you lie asleep upstairs, in the hostelry, in the dark, waiting for sleep to come, your mind a little uneasy. A floorboard creaks and you hear a low groan — one of the other guests is feeling the effects of the evening’s merrymaking.

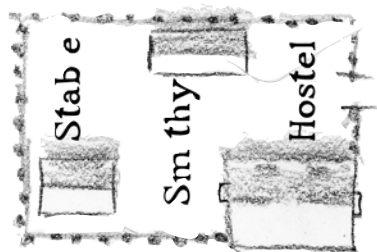
How did the story go?

“Was about a century past,” the host began, “and up this valley came a small army of Uropan war-dogs, hard men, desperate men, looking for one thing: gold. And not caring what had to be done in order to get it. Their leader, folks ‘round here call him the Hawk of Gold, he was the most wicked of the lot. Rumor is he’d sold his soul for the power to lead men into the very jaws of death. He’d led his men up the valley from the south, all the way from the sea, and the gold-sickness was deep in him now, driving him on, always to the next village, the next ridge, but finding nothing.”

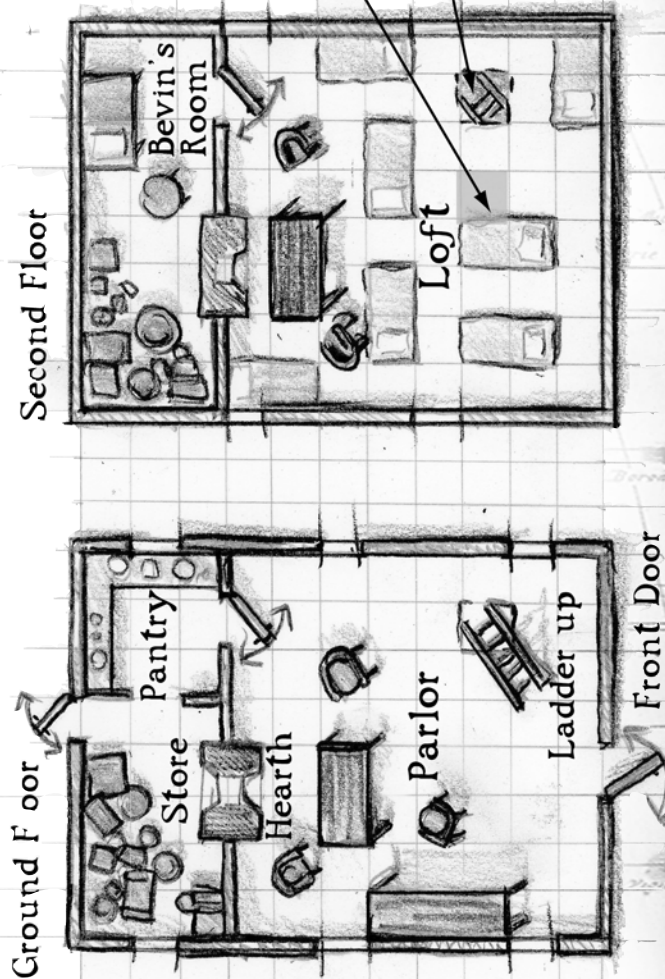
“At last he came here, to Chisca, a Yuchi town it is, stood here since the crack of time itself, and again, they had no gold for him. His men had had enough, and they took hostages, threatened to kill them if no gold was forthcoming. But the First Ones ‘round here had had enough too, and soon a big army of warriors came here to chase away the Hawk of Gold for good. Only he wasn’t having any of that. He took his men up to the bluff across the river and dug in his heels, keeping his priest, Bartolomeo, in charge of the hostages.”



Bevin MacKinnick's Hostelry outside the town of Chisca



Dirt yard enclosed by wooden palisade



This square illuminated by moonlight

Trap door with top of ladder leading to ground floor

"The priest had the only gold anyone had seen on this trip: a big golden cross, with red, blue, and green stones in it, a relic that he had carried all the way over the sea from Rome, in hopes of building a church someday worthy to house it. Rumor had it that he had the soul of a saint, and could work miracles, and that the cross itself had miraculous powers to protect good folk from evil. Some of the men wanted to steal the cross, cut their losses and escape both their captain and the fierce warriors of this strange country. But Bartolomeo had already gone. He'd taken pity on the hostages, freed them, and then fled into the cave that lies up in the bluff."

"When the others found out, they knew they'd been beat. Some of them tried to break through the warriors' line, but they were cut down by spears and clubs and poisoned darts. The rest of them, full of rage, followed the Hawk of Gold into the cave, half hoping to escape, half hoping to get their hands on the priest and that cross of his."

"None of them was ever seen alive again, and they say they all got lost in there, fell into pits or deep water, or starved. And the cross, well that's still in there somewhere, too."

A good tale, that one, and good for his business, too, you imagine.

Another groan, followed by a coughing fit. Soft footfalls coming towards you.

A single drop of something warm and viscous lands on your face. You open your eyes, and there it is, caught in a beam of moonlight coming in from the window, standing above you, with a bloody axe in its hands, and a gaunt face with mad, staring eyes.

The bogeyman.

SCENE ONE: NIGHT BATTLE AT MACKINNICK'S HOSTELRY

Location: MacKinnick's Hostelry, Chisca Map

The PCs have found themselves in the dark, under attack from an unknown madman, who is actually one of the haints from the nearby cave. More of these creatures are lurking downstairs. They are part of a wave of more than thirty haints who have descended upon Chisca in the night, seeking revenge upon the town that ended their mad quest for gold a century ago. They come only to kill, at the orders of their leader, The Hawk of Gold, who remains in the caves.

As the battle begins, two of the NPC guests have already been murdered, and the haint is poised to attack one of the PCs. Assume that no PCs are wearing armor, but that their weapons and other possessions are nearby. Dark conditions, except for a single 5 foot square illuminated by moonlight as indicated on the map, make the PCs functionally blind, until a *light* spell or other light source can be activated. Remember that :

- Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.
- A blinded creature loses its Dexterity adjustment to AC and takes a -2 penalty to AC.
- A blinded creature takes a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.
- The PCs' weapons and gear must be found using a Search check at DC 10.

On the first round of combat, the PC directly threatened by the haint is the only PC awake. She will need to rouse the others and perhaps try to get her hands on a weapon or light source. Assume that the other PCs and NPC guests will be awake one round after the activation of a light source or upon hearing a shout or other loud noise.

Along with the PCs are two surviving NPCs, both 1st-level commoners. Buck Higgins is a Carolingian trapper and occasional limner (sign painter), while Constance Greene is a traveling fortune teller, healer, and storyteller. She follows the ascetic, peripatetic religious traditions of Jonny Appleseed, the great sower and healer of the back roads of Northern Crown, and has actually met Jonny twice (she carries two of his *divine apples*, which work like potions). Buck has his knife within reach and will use it to defend himself, while Constance will cast *light* and be prepared to heal any wounded allies.

Buck's partner, a Shawnee hunter and woodcarver who had taken the English name John, is one of the two slain NPCs. The other was the Vandalian agent posing as an Ohio rafter styling himself "Big Bill".

On the third round of combat, the PCs hear a commotion downstairs: it's Bevin MacKinnick, the owner of the hostelry, fighting off six more haints who have used their *knock* ability to gain entrance to the common room on the first floor. They're between him and his heirloom greatsword hanging on the wall, so he's fighting them off with a fireplace tool (treat as a club).

The fight continues until all but two haints are dead; then, unless the odds are heavily in their favor, the haints flee into the night, heading back toward the cave across the river. By this time, the sound of battle coming from the direction of Chisca reaches the PCs ears. Bevin, fearing for his friends in Chisca, dashes off to assist them.

•If the PCs think to look through "Big Bill's" possessions, they will find the following items:

A snapthance musket, 12 powder flasks, 20 bullets, a knife, 200 gp in cash, a *sympathetic ear* (linked to an identical device in the possession of his partner, Isiah Bright), an *elixir of invisibility*, and, wrapped in his blanket, the golden cross of Bartolomeo.

A stunning development, indeed! If the PCs decide to leave town with the cross and call it a day, remember that Constance Greene and Buck Higgins are most likely there, too, and will certainly tell the Chiscans about how the PCs fled town with this relic. The Hawk of Gold and his haint army, free to roam, will pursue the PCs. Also, "Big Bill's" partner, Isaac Bright, is hiding in the nearby shantytown, and knows that "Bill" had the cross in his possession. He will do anything to get it back, including stalking the PCs until he gets a chance to steal it, or hiring some rowdies from the shantytown to subdue the PCs.

Variables:

- If the PCs don't look through "Big Bill's" possessions, then Bevin will find the cross in the morning, when he is cleaning up after the battle, and bring it into Chisca in time for Scene Four, In the Council House.
- If the PCs follow, then they will arrive in time for Scene Two.
- If they wait until later to go to Chisca, perhaps barricading themselves here, then skip to Scene Three, which takes place after the fighting is over.
- If the PCs decide to track the haints back to the caves, they will be met at the mouth of the cave by a rearguard of 20 haints, which they are unlikely to defeat.

SCENE TWO: FIGHT AT THE TOWN GATES

Location: Land Gate, Chisca Map

After fighting off the haunts at Bevin's hostelry, the PCs will most likely follow Bevin to the land gate of Chisca. As they move along the trail between the hostelry and the town:

Beneath a star-strewn sky, you move along a well-worn path towards the looming walls of a fortified town. Where one end of the wooden palisade overlaps the other, forming a gate into the town, the din of battle echoes in your ears. A pack of the same foul marauders who attacked you at the hostelry are fighting with some First Ones warriors for mastery of the gate. Dead warriors lay scattered about, mingled with their monstrous fallen enemies.

This group of haints arrived at the land gate to the town after the hue and cry was raised when another group succeeded in entering through the river gate. When the PCs arrive, there are four 1st-level First Ones warriors facing 12 haints. The haints are between the warriors and the PCs, allowing for flanking attacks should the PCs rush in, but making ranged or area attacks difficult.

- If the PCs eliminate all but three of the haunts, the remaining ones will flee back to the caves. The surviving Chiscan warriors will welcome the PCs into the town and take them to Yontuh, the apprentice priest.

- If things go poorly for the PCs, they might be able to retreat back to the hostelry, which is only a few hundred feet away. If you are a truly forgiving GM, then have some reinforcements from the town show up to rescue them. Once safe, they will be invited by Bevin and/or the Chiscans to enter the town and receive aid from Yontuh.

SCENE THREE: A TOWN IN MOURNING

Location: Land Gate, Chisca Map

- If the PCs don't immediately proceed from Bevin's hostelry to Chisca, they will miss the battle at the gates in Scene Two and instead arrive in Chisca after the haints have retreated to the caves. They are too late to help defend the town, and instead arrive in time to witness the aftermath of the attack, as the day dawns.

Nestled in a curve of the river, across from an impressive limestone bluff, is a First Ones town surrounded by a wooden palisade, which you now enter. Signs of violence are everywhere: several dead warriors, many corpses of the monstrous creatures of the recent battle, and not far from the gate, a young man tending to the wounded. Judging by his regalia, you would guess he occupies an important position here.

The young man is Yontuh, the apprentice town priest. He has yet to discover that his master, Shatane, has been killed by the haints.

Without looking up from his work, he greets you. "Welcome to Chisca. If you have come to help, then your welcome is warm indeed. If you are hurt, I can help clean and dress your wounds. I am Yontuh, apprentice town priest. My master will be here shortly, I'm sure."

Variables:

- If Bevin is here, he will run off in search of his friend Shatane. If not, Yontuh will ask a surviving warrior to fetch him.

- If asked about the town or the legend of Bartolomeo's cross, Yontuh will ask the PCs to direct their questions to Wetchon, the town leader, who will be shortly holding a meeting in the Council House, detailed in Scene Four: In the Council House. If asked about the attack, he tells the PCs:

"They were many in number, thirty at least. They attacked both gates, and succeeded in getting in at the river gate, at the south end of town. We have not seen these creatures before, but their ragged garments and rusted knives and axes seem Uropan to my eyes. They seemed like the ruined shells of men, and madness was in their eyes. I called upon the Great Mystery to give me the strength to drive them away, but it had no effect on them."

Yontuh has finished dressing his patient's wound. He gestures towards a large building with a soaring, conical roof.

"The great structure you see to the south is the Council House. Your questions will be answered there."

The PCs are free to explore Chisca, or go directly to Scene Four: In the Council House.

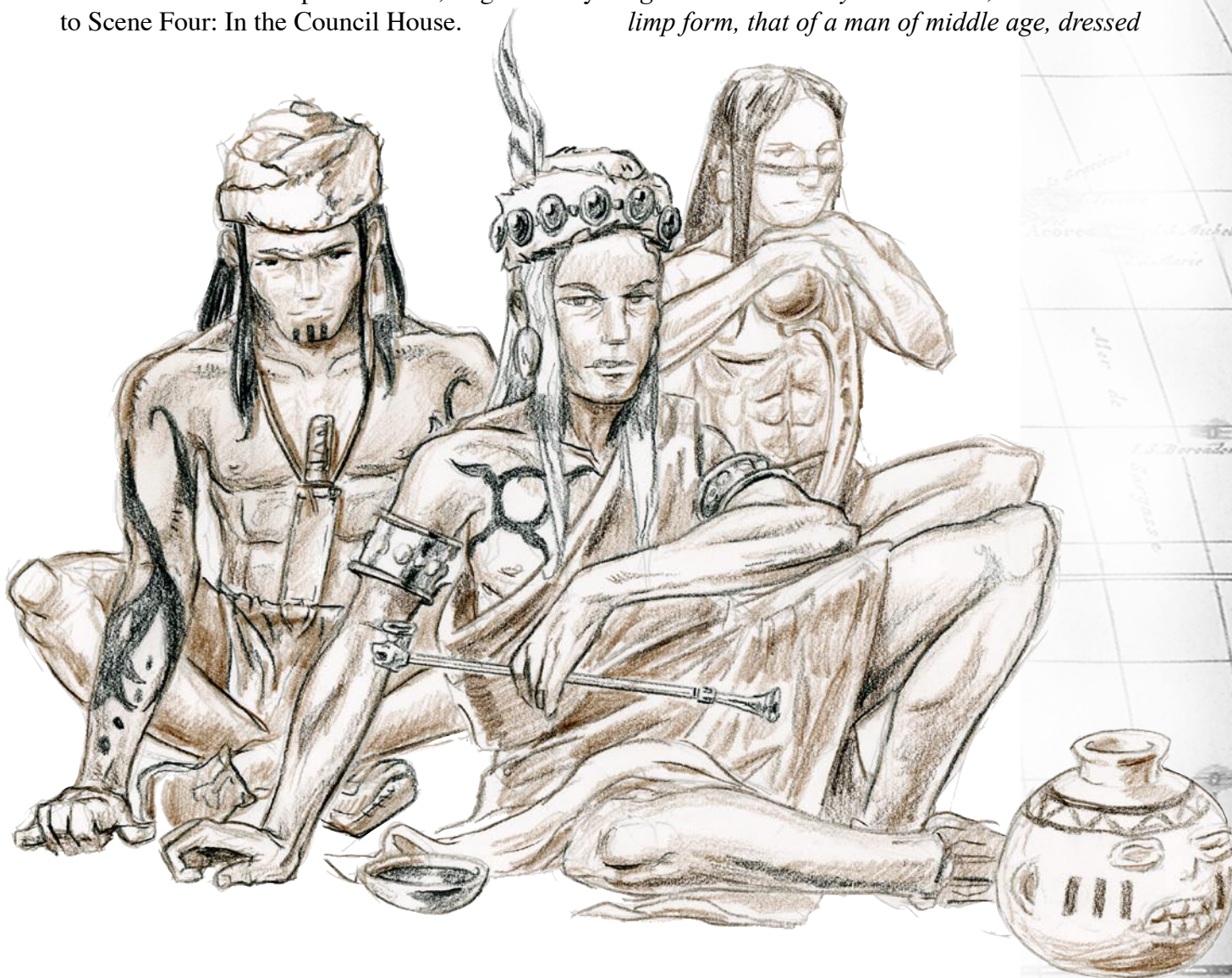
SCENE FOUR IN THE COUNCIL HOUSE

Location: Council House, Chisca

Within the vast space of the council house, the people of Chisca have gathered to discuss their response to the attack. As guests, you are given seats of honor near the older but still-imposing Yuchi leader, a man with gray hair and an intense, almost predatory gaze. Three tattooed warriors sit behind him.

"I am Wetchon, leader of Chisca," he says, in English. "We welcome your presence here. We wait only for the trader MacKinnick and our priest, Shatane."

Bevin MacKinnick appears at the entrance to the council house, his heavy frame silhouetted against the dawn sky. In his arms, he carries a limp form, that of a man of middle age, dressed



very much like Yontuh, but with a more ornate headdress. His body bears the cruel wounds of many blades.

“Shatane is dead,” he murmurs. “My friend is dead.” A chorus of gasps and sobs erupts from the assembled townspeople, but Wetchon silences them with a wave of his hand.

“There will be a time to grieve,” he says. “But for the moment, we must decide what is to be done about this threat. My scouts have tracked the creatures back to the entrance of the cave across the river. There can be no doubt that the followers of the Hawk of Gold have returned to life, or have somehow been alive all these years, but have chosen this moment to attack.”

“What are we to do?”

Now a discussion begins, which the PCs can fully participate in. The main concern of the Chiscans is keeping their town safe, while Bevin is focused on revenge against the haints. Wetchon will warn him that Shatane himself would not have counseled such a move purely for vengeance, but he does not see any other way to secure the town’s safety other than entering the caves and destroying the haints. He asserts that the cross belongs to the Chiscan people, in payment for the suffering inflicted upon them by the Hawk of Gold’s men, but that he would give the cross to anyone who succeeds in defeating the haints and bringing peace to the town.

Assuming that the PCs take up the challenge, proceed to Scene Five, To the Caves. Details about how to deal with other responses are explained below.

Variables:

- If the PCs didn’t look through “Big Bill’s” possessions at the end of Scene One, then Bevin will present them at this time, much to the astonishment of the crowd. Shatane was the only Chiscan who knew where the cross was hidden, and he is, of course, dead. Otherwise, the PCs may reveal the cross themselves, or

choose to keep it hidden. Chances are that the PCs will assume the cross was stolen from the cave, since the legend indicates it was carried there by Bartolomeo.

- If the PCs volunteer to enter the caves, Wetchon will offer the services of Yontuh and one of his 1st-level warriors to accompany them. This is an opportunity for you as GM to balance out a party that is weak in fighting strength or healing.

- Constance Greene, Buck Higgins, and Bevin are not willing to enter the caves under any circumstances, even with the offer of the cross as reward. Constance will volunteer to stay in Chisca as a replacement healer in Yontuh’s absence. Buck is willing to stay, too. Bevin would like to avenge Shatane’s death, but can’t leave his hostelry or his wife.

- The best case scenario is for the PCs to volunteer to enter the caves, but a satisfying adventure can still play out if they decline. If they decide to stay in Chisca to defend the town, rather than enter the caves, then Wetchon will send one of his lieutenants along with 5 warriors and Yontuh into the caves. They will return by nightfall and report that the haints attacked them soon after entering, killed 2 of the warriors, and forced them to withdraw. Emboldened, the haints will attack after dark, this time accompanied by the Hawk of Gold and Bartolomeo. Depending on the result of this second battle, the PCs may claim victory and decide at that point to explore the caves, simply claim the cross and call it a day, or if they are defeated and the Hawk of Gold gets the cross, decide finally to pursue him into the cave.

If the PCs remain in town rather than entering the caves, “Big Bill’s” partner, Isaac Bright, who has been laying low in the shantytown, will try to take back the cross by any means, probably during the second haint attack. See the sidebar about playing Isaac Bright for more information.

THE SECOND AGENT: WORKING ISAAC BRIGHT INTO THE ADVENTURE

Isaac Bright, the Vandalian agent working with the late “Big Bill”, is designed to be used as a floating scene in the adventure, rather than appearing at a fixed point in the action; you can insert a confrontation with him during one of several points in the adventure, or even omit him entirely. He should appear at the point where he provides the most dramatic tension to the story. Because he possesses the *sympathetic ear* that matches the one in “Big Bill’s” possession, if the PCs keep the *ear*, is likely that Bright has heard everything the PCs have said concerning their plans and will be able to find the PCs with relative ease.

Here are some suggestions for working Isaac Bright into the story:

In Chisca: Use this option if the PCs decide to stay in the town and defend it against further attack, rather than exploring the caves. If Bright suspects that the PCs have the cross, he may appear as a volunteer from the nearby shantytown. The optimal time for him to make his move is during the haints’ second attack, which happens after nightfall. He might start a fire to distract the Chiscans, then use his *potion of invisibility* to make a surprise attack on one or more PCs.

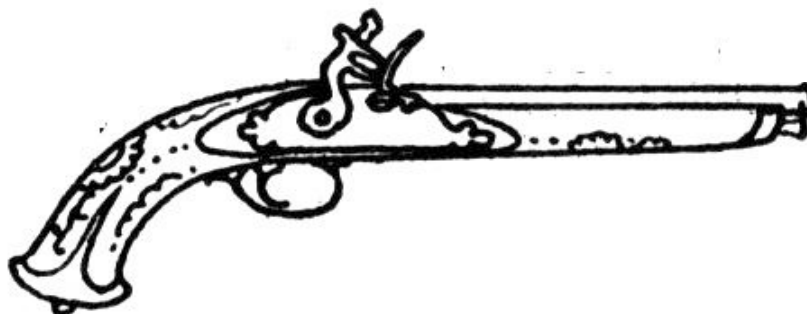
On the Road: If the PCs simply skip town with the cross after discovering it at Bevin’s hostelry, Bright will hire some rowdies from the shantytown and attack the PCs as they leave town. If he succeeds in taking the cross from them, it may spark a wilderness chase, with the PCs pursuing Bright as he makes his way back to Vandalia to deliver the valuable relic to his masters.

In the Caves: If the PCs enter the caves in search of the Hawk of Gold and his haints, Bright will follow at a safe distance behind them, waiting until the haints and other hazards of the caves wear them down, before trying to wrest the cross from them.

In the Hall of the Nunne’hi (Area 23): If he hasn’t already attempted to do so, Bright may appear at the climax of the adventure if the PCs are about to throw the cross into the pool, which would effectively put it out of Bright’s reach for good.

After the Final Battle: If the weary PCs defeat their foes and decide to keep the cross, Bright will attack them as they struggle out of the caves, attempting to bring them down before they reach the relative safety of Chisca.

As a Seed for Another Adventure: If you decide that Bright is one plot element too many, he might still make a catalyst for their next adventure. Having been thwarted in his plans to destabilize this region, Bright might seek revenge against the players, even taunting them (using the *sympathetic ear* to speak with them) or feeding them false information.



SCENE FIVE: TO THE CAVES

Location: Council House, Chisca

Assuming that the PCs have decided to venture into the caves in pursuit of the haints, they will receive an escort to the cave mouth from one of Wetchon's lieutenants and a bodyguard of five 1st-level warriors. Depending on their needs, Yontuh and one of the warriors (a Bear clan member named Tala) will enter with them. Bevin can outfit them with a lantern, up to 10 flasks of oil, 50 feet of rope, and a waterskin and 2 days' rations for each member of the party. He will charge nothing for these goods, out of appreciation for the PCs' willingness to help.

As you leave Chisca through the river gate, Wetchon and Bevin wish you well. They provide you and Yontuh with a bodyguard of five warriors, plus Tala, one of the Chiscan leader's lieutenants, to escort you as far as the cave mouth. Your guides lead you south, across a stony ford to the far bank of the river, then east. A clearing by the river marks the site of the mercenary camp, before their retreat up to the cave mouth – you can still see traces of fire pits and trash heaps with bones, pipe stems, and broken bottles. Yontuh says that it was once a rich site for scavenging metal, but that it has long been picked clean.

Continuing eastward, you find the mouth of a stream, follow it a short distance, and then cross over to the opposite bank. A trail leads from this point up onto the bluffs. Ascending the trail, you come to the wide ledge where the mercenaries made their last stand. No trace of their occupation remains except for a makeshift barricade along the edge of the ledge made of stones gathered from the surrounding slopes.

At the back of the ledge, where the bluff resumes its precipitous climb, is a narrow cleft in the sandstone, about 4 feet wide and 8 feet high.

This is the entrance to the caves themselves, as shown on the Caves of Chisca Level One map that accompanies this adventure.

SCENE SIX: THE CAVES

Location: #1, on the Caves of Chisca map, Level One

At this point, the escort will return to Chisca, leaving only Yontuh and Tala with the PCs (if they desire). If the PCs are particularly weak in fighting ability, or your players are inexperienced and could use a little extra help, one or more of the other warriors could volunteer at this point to join the expedition.

Conditions in the Caves

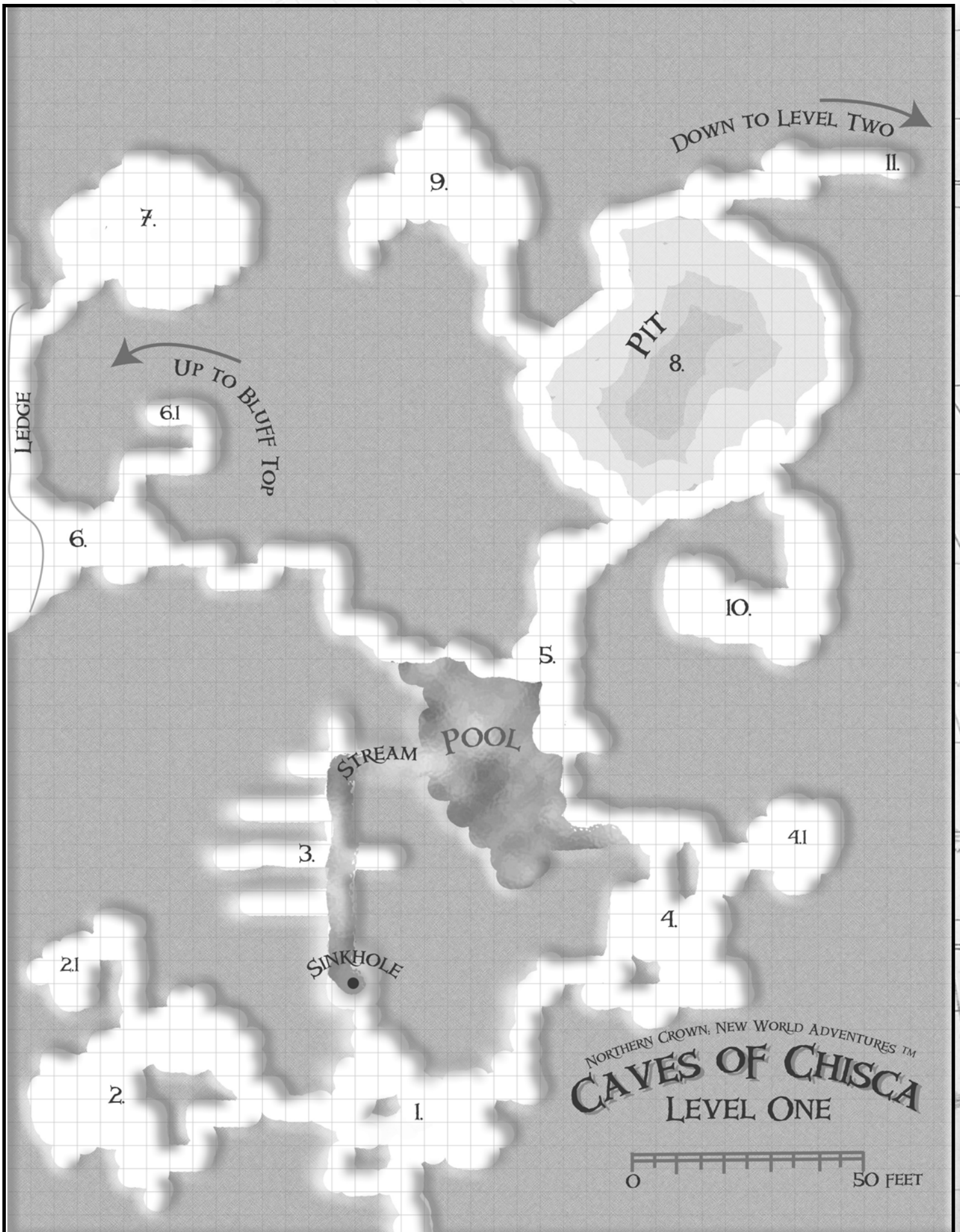
The following conditions apply to the entire area of the caves:

- Unless otherwise stated, all areas on the Caves of Chisca are dark. Characters will either need darkvision or a light source in order to see.
- The caves are damp, increasing the chance of misfire for guns by +1.
- The echoing walls of the caves make Listen checks easier, magnifying nearby sounds. All Listen checks receive a +2 circumstance bonus.

1. Vestibule

You enter a natural cave with a pyramidal profile, with three slablike walls of limestone rising to an apex about 25 feet above the smooth, slightly rippled floor. Two columns of stone, natural formations resembling the pillars of an ancient temple, occupy the center of the room, rising two-thirds of the way to the ceiling. The air is damp, and the sound of falling water echoes from a tunnel to the north. Two other tunnels lead off to the west and northeast.

Two haints are perched atop the pillar formations, doing sentinel duty. The haint on the northern pillar has a bat lure (a bone disc on a cord), that, when whirled around as a full-round action, makes a buzzing noise that will summon the bats from Area 2, and alert the haints in Area 4. The bats will arrive 1 round later and attack the PCs,



while the haints remain above the fray.

Creatures in this area:

2 haints, CR 1, 8 hp, 12 hp.

- The pillars provide cover for the haints, giving them a +2 bonus to Reflex saves and +4 AC against ranged attacks fired from below.

- The haints can be spotted with an opposed Spot/Hide check, but only if the PC explicitly says he or she is looking at the columns. The haints' Hide check is +6, which includes a +2 circumstance bonus while crouching atop the columns.

- The Climb DC for the pillars is DC 20.

- Anyone who gets a Spot check result of 24 or higher will notice a hairline crack running around the base of the southern pillar. A Strength check of 22 or better can topple the pillar into the other one, bringing both of them down. Anyone on a pillar or caught under it takes 3d6 damage if it falls (Reflex save DC 14, half damage).

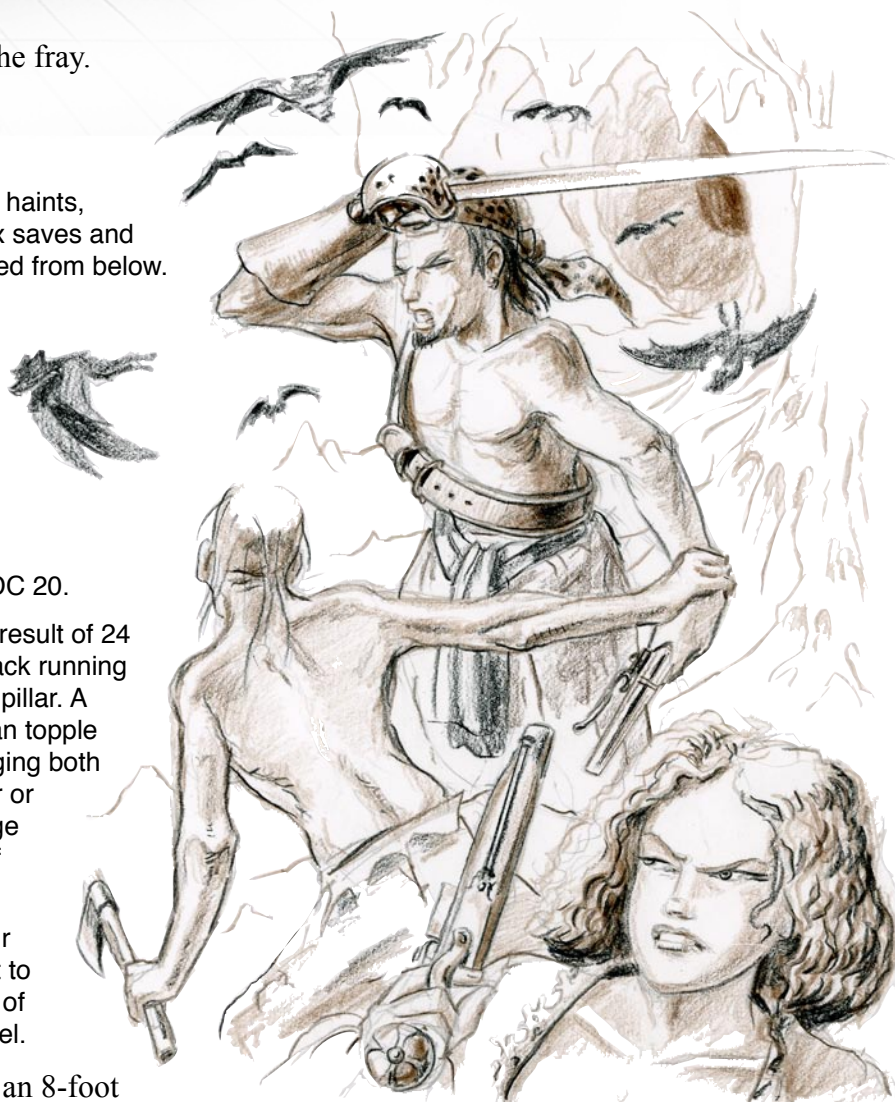
- The pungent odor of the bats lair (Area 2) is immediately apparent to anyone who comes within 5 feet of the entrance to the western tunnel.

The tunnel to the north leads to an 8-foot roughly circular hole in the floor — a natural sinkhole through the soft limestone, which the stream that traverses Area 3 drains into. The area around the hole, and the hole itself, is quite slippery.

- For every 5 feet of movement, around the hole, PCs have to make a Reflex save at DC14 or fall into the hole, which plunges 30 feet into the pool in Area 15, taking 2d6 damage, their fall cushioned somewhat by the pool itself. Climbing up or down the sinkhole requires a Climb check at DC 25.

2. The Bats' Lair

This cave has a domed ceiling about 20 feet high, studded with many small, dripping stalactites. The floor is coated with the pungent droppings of the hundreds of bats that dwell here, along with hundreds of tiny bones that crunch underfoot amid the muck. A tunnel leads from the cave northward.



The bat swarm inhabiting this cave will attack any PCs who enter, having been trained to do so by the haints, who also use them to gather food. The bats, when mature, are fitted with bone rings around their throats which prevent them from swallowing the mice, frogs, fish, and large insects they catch. Instead, they have been trained to return their food to the haints, who remove the rings and allow them to eat some of what they have caught.

Creatures in this area:

Bat swarm, CR 2, 18 hp.

- Upon entering the cave, PCs must make a Fortitude save to avoid being sickened as long as they are in Area 2, plus 1d3 rounds after they exit. The DC is 12. A sickened character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

2.1 The Bats' Chimney

This small cave smells fresher than the bats' lair. There are no bats or bat droppings here at all. A 2 ft. crevice high in the western side of the cave admits a clean breeze.

If it's daytime, PCs will see a sliver of sunlight through the crevice, coming from the far end of a narrow crack that once gave the bats access to the open air until a Medium monstrous spider moved in and strung a web across to catch any unwary bats. The spider doesn't like people nosing about in her lair; she will bite any PC unwary enough to investigate the crack.

Creatures in this area:

1 Medium monstrous spider, CR 1, 11 hp.

3. Old Mine Site

This series of four parallel tunnels, crossed by a fifth at right angles, bears the unmistakable marks of having been chiseled out of the stone by hand tools. A rushing stream, only one foot in depth, courses along the fifth tunnel towards a gaping hole in the floor.

This ancient mine site was dug centuries ago by Makers in search of fossils for use in creating amulets and other wondrous items. When they inadvertently penetrated the wall of Area 5, the stream inundated the mine and forced them to abandon it. About thirty fossil fish and snails are visible embedded in the walls of this area – if hacked out, they might be of value to natural philosophers, fetching perhaps 10 gp each in Sophia or Charles Town.

The stream flows from the pool in Area 5, coursing over a small lip of stone that forms a natural dam. By walking upstream along the slippery streambed, it's possible to reach the pool and by swimming it, perhaps bypass the haints in Area 4. See Area 5 for details.

4. Haints' Forward Post

This cave's low ceiling is supported by two columns of limestone. The floor is covered with

fine sand, perhaps the silty remains of a now-dry pool. The marks of many bare feet can be traced moving from the southern entrance across to the far side of the cave. The incongruous sound of a barking dog echoes from the shadows somewhere ahead.

The haints use this cave as their forward guard post; it is always occupied by 6 haints. The ceiling is only seven feet high. When the haints in Area 1 raise the alarm, these haints will wait in the shadows for the approaching PCs, rather than running forward to the attack. If it seems that the PCs are about to break through, the surviving haints will retreat to Area 12 and raise the alarm.

Creatures in this area:

6 haints, CR 1; 11, 9, 9, 8, 6, 4 hp.

4.1 The Doghouse

The floor of this small cave is about 6 feet lower than that of the adjacent cavern. Inside the cave are three small First Ones dogs, agitated and trying futilely to scramble out.

- The dogs were snatched by the haints during the night's raid, for use as a food source. If freed, they will bolt out of the cave and back to Chisca, although characters with the Wild Empathy class ability could conceivably convince one or more dogs to stay with the party.

- The dogs are trained to perform the following tricks, which can be elicited from them by a character with the Handle Animal skill who makes the necessary successful skill check:

Attack (DC 20), Come (DC 15), Down (DC 25), Guard (DC 20), Heel (DC 15), and Track (DC 20).

Creatures in this area:

3 dogs, CR 1/3; 3, 4, 5 hp.

5. Pool Junction

The sound of gently trickling water fills this high-ceilinged cave. The west wall of the cave glistens with moisture, dripping into a deep, clear pool that fills all but a narrow ledge along the east wall.

A small pile of rocks is stacked on the cave floor north of the pool.

The haints generally do not linger in this area, fearful of the giant rattlesnake that sometimes ventures this far in to swim in the pool or wait in ambush. The pool is sheer-sided, plunging to a depth of 15 feet. The water is cold and clean.

- A Spot check at DC 20 reveals the exit from the pool, where the stream that flows through Area 3 originates.
- At any given time during daylight hours, there is a 10% chance that the rattlesnake from Area 6 is here, either swimming in the pool or waiting silently along the ledge for prey to come along. The snake's Hide check is at +8.
- The haints use a rock from the pile to help them distract the centipedes in Area 8; see the area description for details.

6. The Secret Ledge

Tucked into the western wall of the bluff, overlooking the river and the town of Chisca, a sunlit ledge occupies a narrow space, beneath a weatherworn overhang.

This ledge stands about 50 feet above the surface of the river; it is hard to spot from the town or the surrounding fields, and nearly inaccessible except from the cave, making it a favorite spot for the giant rattlesnake to sun itself during the afternoon (90% chance it will be in this area during that time of day if not already encountered; otherwise, 10%).

- A Spot check at DC 20 reveals the exit from the pool, where the stream that flows through Area 3 originates.

Creatures in this area:

Giant rattlesnake, CR 2; 16 hp.

6.1 The Way to the Bluff

A smooth tunnel, only 3 feet in diameter, winds upward into the rock.

This tunnel, which characters can crawl along, is a small, dry sinkhole that leads to the top of the bluff, which is relatively flat and thickly forested. The giant rattlesnake uses this tunnel to travel between Area 6 and the top of the bluff, where it spends most of its mornings.

7. Rattler's Lair

This broad, low cave contains odd, lumpy parcels of fur and crushed bones, the vomitus of some large creature. Most of this debris has been swept to the sides of the cave, leaving a relatively bare area in the center, about 10 feet across.

If not already encountered in Area 5 or 6, the giant rattlesnake will be here. Because this cave is rather cool, the snake will be lethargic for the first two rounds of combat, suffering a –2 penalty to attack, and losing its Dexterity bonus to AC.

- A Knowledge (nature) check at DC 10 allows a PC to identify the remains strewn about the cave: they include deer, rabbits, turkeys, and several human skeletons belonging to haints unfortunate enough to have encountered the snake while traversing Area 5.

8. The Bowl Cavern

This cavern is roughly spherical, with a bowl-shaped pit occupying all but a narrow lip around the edge, and a domelike ceiling. Three exits are visible to your left, right, and straight ahead, all roughly at the same height.

The pit in this room is about 20 feet deep. It is home to a centipede swarm, which emerges from the pit if its members sense movement in the room. When entering the cavern, the haints throw a rock from the pile in Area 5 or Area 11 into the pit, to distract the centipedes for 1d3+1 rounds, long enough to safely traverse the pit.

- The bottom of the pit contains bits of rusty armor, helmets, a broken matchlock arquebus, a rusty broadsword, and the skeletons of three of the Hawk of Gold's men who fell into the pit shortly after entering the caves. A successful Search check at DC 22 will reveal a mouldering leather bullet pouch containing twelve +1 bullets; a coin purse holding 80 sp; and a gold ring upon the hand of one of the skeletons, worth 30 gp.
- Ascending or descending the walls of the pit requires a Climb check at DC 20.

9. Low Cave

The entrance to this cave is a tunnel only four feet high, and the cave itself is only one foot higher than that. The rocky walls and floor are damp and cool to the touch.

This cave is unoccupied, being regularly prowled by the centipede swarm in Area 10.

10. Empty Cave

This bare, dry cave has a ceiling of about 12 feet in height, and a sandy floor that shows little or no sign of traffic.

Like Area 9, this cave is not occupied, due to the threat of the nearby centipede swarm. However, the sandy floor does hide the grave of one of the ancient mercenaries:

- A successful Search check at DC 24 will reveal a hint of something buried in the sand. If the sand is dug away, it is revealed to be the skeleton clad in a rusted breastplate and tattered fragments of clothing. Beneath the breastplate, it wears a topaz pendant worth 50 gp.

11. The Chute

With the appearance of a frozen cascade of turbid water, a sloping tunnel encrusted with rippling mineral deposits spirals steeply down into the dark. At the upper end of the tunnel is a small pile of waterworn stones.

This very slippery passageway provides access to Area 12, descending about 30 feet.

- The chute can be ascended or negotiated in a controlled descent by making a Climb check at DC 15. For every 5 feet climbed, characters move 15 feet laterally.
- A failed Climb check results in no damage, but the character will slide down the chute at a speed of 30 feet until coming to a stop at the L-shaped column in Area 12. Characters can choose to deliberately slide down at the same speed. This is in fact the preferred escape method of any surviving haints from Area 1 or Area 5.

CAVES OF CHISCA MAP, LEVEL TWO

11. The Chute

This is the lower half of the chute described in Area 11, above.

12. The Brittle Cave

The floor of this large, many-chambered cave is littered with broken stalactites and flinty shards which seem to have flaked from the crumbling walls. Three exits are visible opposite the slippery chute that curls upward into the rock.

If the PCs make it this far, they will face an ambush from a small gang of haints. If any haints from Level One have previously fled this far, then the haints in Area 21 will have been alerted to the PCs' presence and be here also.

- The haints will optimize the twisting layout of this cave to make sneak attacks. If possible, they will wait on either side of an entrance to flank their targets.

- The two walls marked "X" on the map are so thin and fragile that they can be broken through, creating a passage, possibly allowing PCs to slip behind the haints, who will concentrate on holding the main chamber at the foot of the chute. A successful Listen check at DC 14 will reveal any ambient sounds in the area echoing dully through the walls at this point. Each wall section has 20 hit points, a Hardness rating of 0, and a break DC of 22.

- The pit in the southern half of this cave is about 40 feet deep, and is lined with broken rocks that have fallen from the ceiling. Anyone falling into the pit takes 4d6 of falling damage, plus an extra 1d6 piercing damage from the sharp surface at the bottom. A successful Spot check at DC 24 reveals the low ledge and cave entrance on the far side, that gives access to Area 14.

- The squares labelled on the map with a number from 1 to 20 correspond to loose stalactites hanging from the ceiling above those points. Each round in which loud noise, such as shouting, gunfire, or melee combat occurs, roll d20. The stalactite at the corresponding number will dislodge from the ceiling and hit the creature occupying that square, inflicting 1d6 bludgeoning damage. The

NORTHERN CROWN: NEW WORLD ADVENTURES™
CAVES OF CHISCA
LEVEL TWO

0 50 FEET

UP TO LEVEL ONE

18.

17.

11.

1	2						
3		4	5	6		7	
	8	9		10		11	
12	13	14	15		16		
			17			18	
				19	20		

20.

19.

12.

PIT

21.

13.

14.

POOL

15.

16.

target is allowed a Reflex save at DC 14 for half damage.

- Loose stalactites may be deliberately brought down with a successful ranged attack against AC 10, dealing 4 or more points bludgeoning damage, such as a thrown rock, which is easy to find here. Attacks that deal 4 or more points of sonic damage, including spells and natural philosopher phenomena that deal sonic damage, will bring down any stalactites in their area of effect.

Creatures in this area:

Haints (6 initially; may be reinforced by haints from Area 21), CR 1; 5, 5, 6, 8, 8, 12 hp.

13. Cave-in

At the end of a small chamber is the mouth of a tunnel, choked by a cave-in of loose rock. A cool breeze whistles through the cracks between the stones — or is it the distant playing of a flute you hear? There seems to be a haunting melody within it.

This cave-in was created long ago by the nunne'hi who befriended Bartolomeo and took his last writings into his keeping (see Area 14). He was desperate for the evil men not to find where he had hidden Bartolomeo's journal in Area 15. Clearing the cave-in to the point where a Medium creature could crawl through to the other side would take 12 hours of labor. Completely clearing it would require three times the amount of work.

The music heard through the cracks is the flute of the nunne'hi. See Area 15 for more information.

14. Bartolomeo's Cell

This modestly sized cave has two exits opposite one another. It shows signs of having been occupied at one time — the tattered remains of a black robe lie in one corner, and there is a sandal with a broken lace nearby. A leather satchel is perched upon a rock, its contents spilling out upon the ground: a brass inkwell, some pens, and a small supply of crumbling parchment.

This is the place where Bartolomeo prayed and fasted, and tried vainly to hold out against the

terrible doom he had accepted when he had placed his saintly soul in the cross that he gave to the hostages — the cross that, hidden upon hallowed ground in one of the sacred lodges in Chisca, had kept the haints and the Hawk of Gold dormant since that fateful time a century ago.

- Characters will hear the same haunting flute strains in the distance that are audible at Area 13. They seem to be coming from the long tunnel to the south and west.

- Bartolomeo's prayer book, inscribed to him by his superior in the Ignatian order, lies under his robe. It is well over a century old, is in good condition, and is worth 150 gp.

15. Below the Sinkhole

This cavern is filled by a deep pool, fed from a cascade of cold water from a hole in the ceiling, and drained by a stream that exits the pool along a narrow tunnel. Opposite the stream, a passage wanders away through the rock, perhaps the remains of a now-dry watercourse.

The flute music which has haunted you as you neared this area has revealed its source: as if left intentionally, a five-holed, wooden flute is wedged into the rock above the stream; the draft of fresh air blowing through the tunnel plays through the instrument at random, producing a wandering melody of great sadness and gravity.

Crucially, this area contains Bartolomeo's last writings, which may give the PCs three crucial pieces of information:

- Bartolomeo may not only have survived, but has been corrupted and now might actually be in league with the Hawk of Gold and the haints;

- he placed his soul in the cross to charge it with divine power, at the cost of becoming an undead creature himself, so that the cross, if placed on hallowed ground, would seal those who lusted after it beneath the earth forever;

- he met a goodly being who told him of a way to destroy the Hawk of Gold and the haints forever, but it was not possible for Bartolomeo to accomplish. He mentions it in the form of a cipher, referring to the fact that if the cross is cast

into the nunne'hi's pool in Area 23, it will effect the destruction of the evil mercenary and his followers.

- The nunne'hi's flute is a masterwork item.

- Characters can follow the stream west towards the river. As it descends, the roof of the tunnel gets progressively lower, until the entire tunnel is filled with water, for the final 40 feet before the emerges, below water level, at the foot of the bluffs opposite Chisca.

- A successful Spot check at DC 18 will reveal the entrance to the small, dry cave to the northwest of the pool. In a niche on the wall of the small cave is a scroll tube made of woven reeds, embroidered in the manner of the First Ones. Left by the nunne'hi who aided Bartolomeo, it contains the priest's last writings, describing his sacrifice to protect the people of Chisca and how he came to share the fate of his comrades. Give the players the handout with the following text:

"I write this by the light of a single candle — my power to light the darkness has vanished, perhaps in punishment for the dark deeds I have helped perpetrate through my inaction on this vain quest for gold. The light will not last long, and when the darkness comes, I shall go mad."

"Whatever was good and noble in me, I have given into the keeping of those my companions wronged, clothed in the material treasure my companions coveted. So long as that reliquary of my soul remains upon hallowed ground, the fiends will remain bound within the earth, unable to die save through violence, but forbidden to leave the caves by divine edict. My own perdition is a small price to pay for entombing them here forever."

"They are after me — I must snuff my candle, and wait for them to pass."

"Hours or days I lay in the dark, as their angry bellows echoed through the caves, then turned to cries of fear — the doom for which I prayed and gave up my own salvation must be seizing them, ruining their forms to match their twisted souls. My turn will come soon."

"Music. In the distance. Is it some trick of the airs here, a harbinger of madness? Something is coming, a gentle light, like that of a glowing ember."

"The angel talked with me briefly, first in a tongue I did not recognize, but then, in my own language, as though it were natural for her. There was no body, only the light and the voice. She asked me if I were companion to the men who had entered the caves. I told them I had been, but had broken with them. I told her how I had made amends by giving my two most precious gifts — my cross of gold and my own soul — to the ones whom we had wronged. She seemed pleased at this, but complained that my companions had driven her from her home, here in the caves."

"I can feel the darkness closing in, entering the void where my soul once lay. My part in these evil deeds is settling upon me like a foul miasma, entering me, ruining me. I shall not be myself much longer."

"I begged the angel to take these writings and keep them safe, should any folk ever come this way again. She offered to show me a way out of the caves, but when I came to the edge of the light, where the river ripples beneath the bluff, I could not cross the threshold — I am held by the same doom I pronounced upon the others, and so I shall stay."

"One more hope she offered me, but it is impossible at this time, so I leave it to you, in the form of a cipher, that you, reader, might use it to set right what has been made wrong. I fear to write more plainly, should the Hawk of Gold find these papers and so be warned."

Tears make hallowed any ground, and the tears of the earth make hallowed the tears of the sun.

"Come soon, angel, my will is crumbling."

"The others are calling to me."

I write this by the light of a single candle — my power to light the darkness has vanished, perhaps in punishment for the dark deeds I have helped perpetrate through my inaction on this vain quest for gold. The light will not last long, and when the darkness comes, I shall go mad.

Whatever was good and noble in me, I have given into the keeping of those my companions wronged, clothed in the material treasure my companions coveted. So long as that reliquary of my soul remains upon hallowed ground, the fiends will remain bound within the earth, unable to die save through violence, but forbidden to leave the caves by divine edict. My own perdition is a small price to pay for entombing them here forever.

They are after me — I must snuff my candle, and wait for them to pass. Hours or days I lay in the dark, as their angry bellows echoed through the caves, then turned to cries of fear — the doom for which I prayed and gave up my own salvation must be seizing them, ruining their forms to match their twisted souls. My turn will come soon.

Music. In the distance. Is it some trick of the airs here, a harbinger of madness? Something is coming, a gentle light, like that of a glowing ember.

The angel talked with me briefly, first in a tongue I did not recognize, but then, in my own language, as though it were natural for her. There was no body, only the light and the voice. She asked me if I were companion to the men who had entered the caves. I told them I had been, but had broken with them. I told her how I had made amends by giving my two most precious gifts — my cross of gold and my own soul — to the ones whom we had wronged. She seemed pleased at this, but complained that my companions had driven her from her home, here in the caves.

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One more hope she offered me, but it is impossible at this time, so I leave it to you, in the form of a cipher, that you, reader, might use it to set right what has been made wrong. I fear to write more plainly, should the Hawk of Gold find these papers and so be warned.

Tears make hallowed any ground, and the tears of the earth make hallowed the tears of the sun.

Come soon, angel, my will is crumbling.
The others are calling to me.

16. Long Gallery

This long, smooth-sided tunnel may be the bed of a now-dry watercourse. The ceiling is between five and eight feet above the floor. The sound of a flute, playing a rambling, halting melody, drifts in the air from somewhere far off.

17. Double Cave (East)

This damp, warm cave, about twenty feet across, is carpeted floor to ceiling with a rich growth of large white mushrooms. Some areas show evidence of having been recently cut or eaten away. An exit on the far side of the cave, also coated with fungus, leads to another nearby chamber.

This is one of the haints' meager food sources. The mushrooms grow upon a medium of muck and dead cave creatures carried in by the haints themselves.

18. Double Cave (West)

Like its neighbor, this cave hosts an impressive crop of mushrooms.

[See the description for Area 17].

19. Lower Approaches

A wide tunnel stretches before you, with a ceiling about 10 feet high.

This passage connects the fragile cave with the area where the main horde of haints are stationed, preparing for their next raid.

- Where the numeral 19 appears on the map, a small north-south running tunnel crosses above the main one. Like Area 12 to the east, the rock here is fragile; anyone making a successful Listen check at DC 14 while passing through the small tunnel will notice that the floor sounds hollow at this point. If attacked, a five-foot section of the floor can be broken away, allowing characters to drop down into the east-west tunnel. The weak section of the tunnel floor has 20 hit points, a Hardness rating of 0, and a break DC of 22.

20. Haints' Vestibule

This cavern is broad, with an even, rocky floor that is free of obstructions.

This area is normally unoccupied by the haints; but since the raid on the town, one of the haints from Area 21 will be on guard in the small niche between this cave and Area 21 to watch out for intruders coming from Area 19.

21. The Haints' Lair

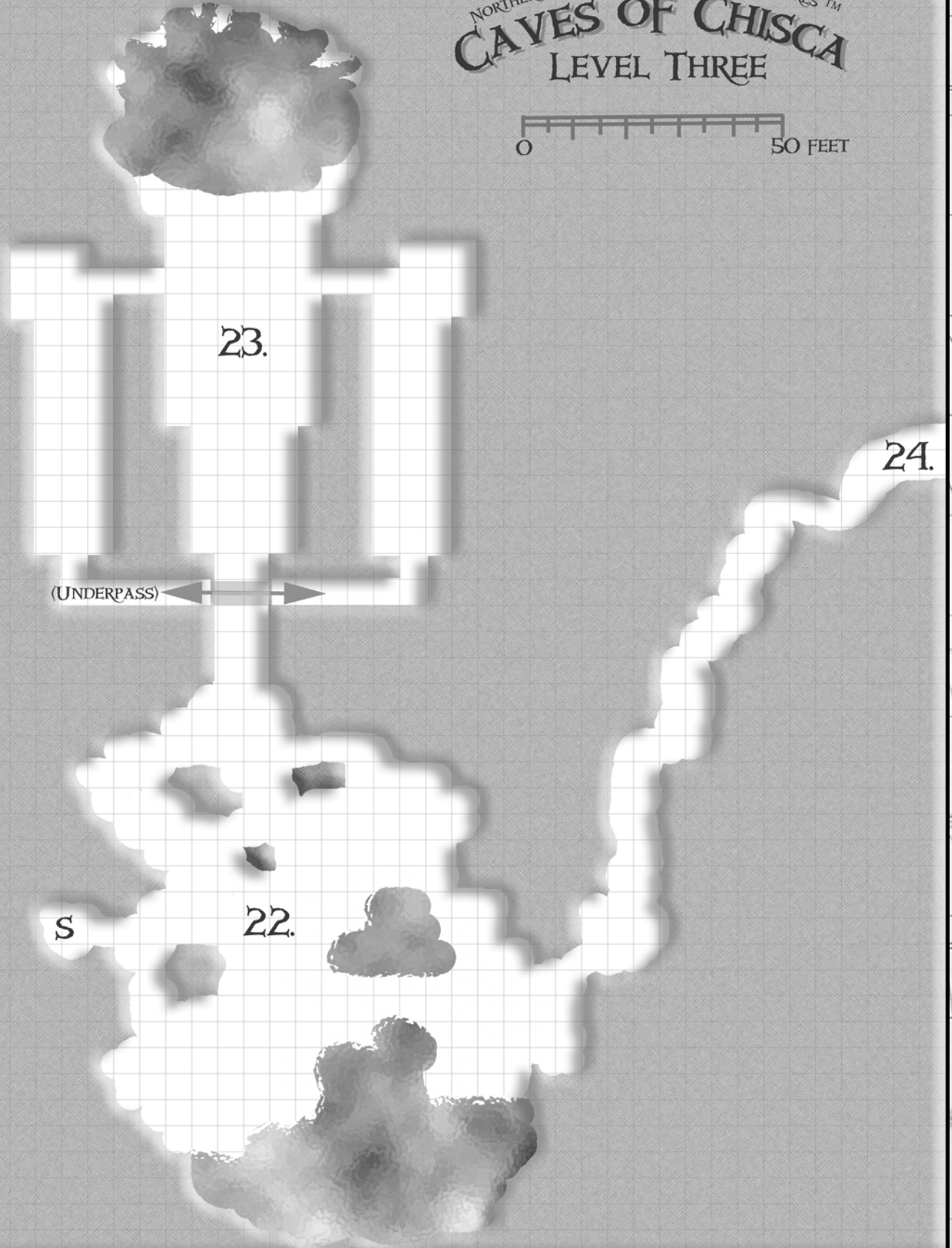
At least as big as the previous cavern, this area also has a smooth, rocky floor, but contains four limestone columns extending from floor to ceiling. The cave is strewn with rusty helmets, armor, and weapons, rotting heaps of clothing arranged in pallets or nests, and the gnawed bones of many animals. All about is a smell of death.

Any surviving haints from the fight in Area 12 will run here to warn the others, who are preparing for a second raid on the town once night falls. This time, the Hawk of Gold and Bartolomeo themselves will be leading them. Bartolomeo is downstairs in Area 23, along with the remaining haints; he is tending to their wounds from the previous night's battle.

If time permits, the haints will split into two groups of five, on either side of the opening, with the Hawk of Gold sanding in plain sight near the numeral 21 on the map, hoping to draw the PCs in.

- The side of the large column marked with an "S" is a secret opening to the hollow interior. To find it requires a successful Search check at DC 20. Natural handholds and footholds allow characters to climb down about 20 feet to Area 22, on the Level Three map, where they will emerge in the small niche also marked with an "S". A successful Climb check at DC 15 is required.
- This is a very dangerous battle for rash or unprepared PCs. If Yontuh or Tala is with them, and the PCs seem overwhelmed, they will suggest retreating to the town instead of facing these foes. If the PCs retreat from the caves, they will fight the Hawk of Gold, Bartolomeo, and any remaining haints when the haints attack that night, still looking for the cross.
- The Hawk of Gold will not retreat from this room. He and the haints will fight to the death. If the PCs win this fight and do not find the secret entrance to the column, the town will still be attacked by

NORTHERN CROWN, NEW WORLD ADVENTURES™
CAVES OF CHISCA
LEVEL THREE



Bartolomeo and the surviving haints.

Creatures in this area:

10 haints, CR 1; 5, 6, 6, 7, 7, 8, 9, 10, 11, 11 hp.

The Hawk of Gold, CR 6; 38 hp.

22. The Cave of Breathing Clouds

Beyond the small niche at the bottom of the shaft, you sense a more open area. It's a large cave with a high roof. The air is sweltering hot — clouds of steam drift through the air, obscuring your vision beyond a few feet.

This area was long ago used by the ancestors of the Chiscans as a sweathouse — humans came here for healing and relaxation, and to listen to the nunne'hi's music and epic tales of the distant past. Since the nunne'hi was driven from the caves by The Hawk of Gold and his men, it is now occupied by Bartolomeo and the remaining haints, many of whom still bear wounds from Chiscan warriors suffered during the recent raid.

The steam issues from the two pools in the room, which are natural hot springs. A narrow ithsmus runs between them. Every 4th round, the steam dissipates for the duration of one round, allowing normal sight, before returning for another 3 rounds.

The tunnel shown leading to Area 24 is an optional feature if you wish to create further adventures in the caves. See the

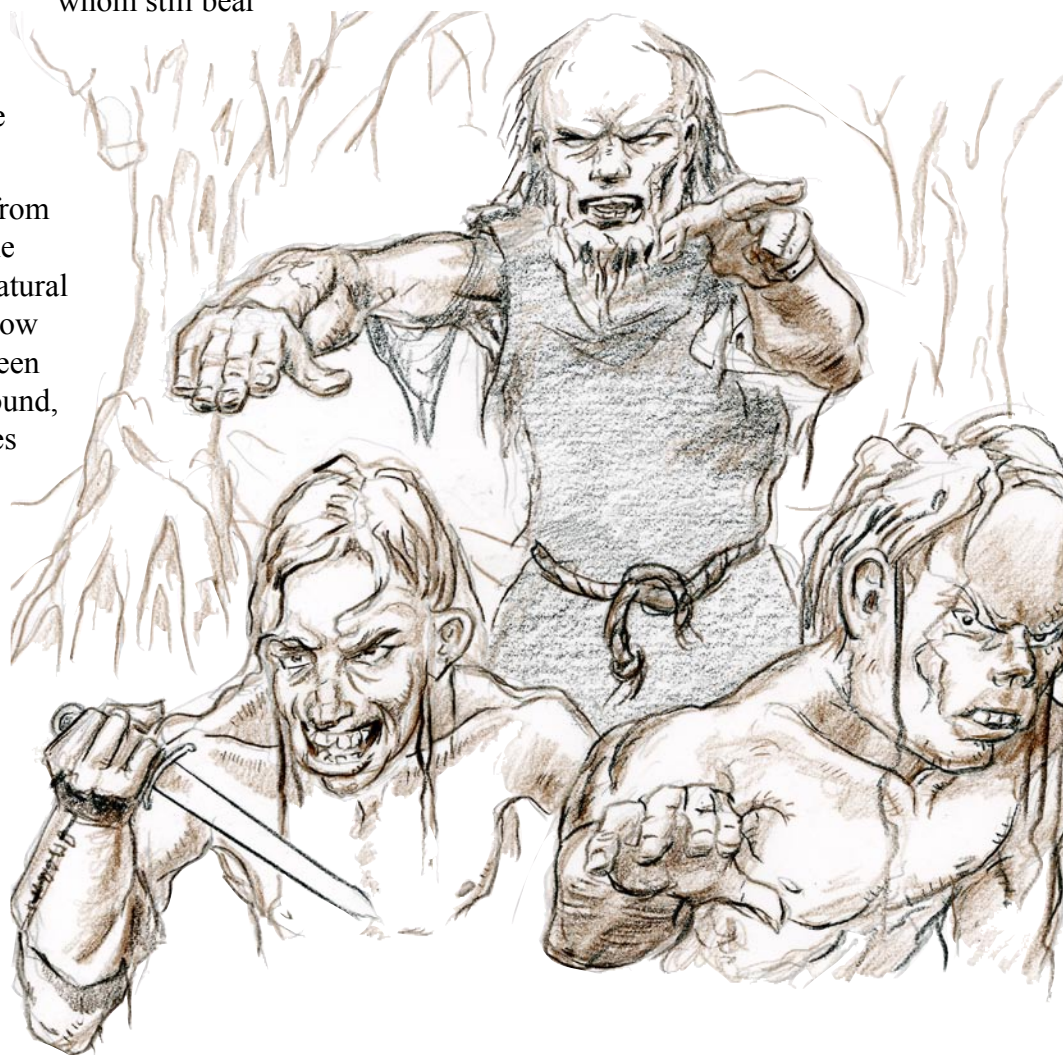
description for Area 24.

- The steam filling the room is treated the same as fog, regarding its effects on vision and concealment. It obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

- This cave has curative powers. Living creatures below full hit points who remain in this room for a full day, recover two hit points in addition to healing at the normal rate. This is a mundane effect, and is not effected by *dispel magic* or by items that suppress or cancel spells or spell-like effects.

- If they hear intruders at the bottom of the secret shaft from Area 21, the haints will take up positions in the room and hide in the fog, waiting for a chance to make a sneak attack. Bartolomeo will cast *desecrate* around himself, then *entropic shield*, and wait for the steam to clear so he can use *command*, *hold person*, or *bane* against the party, or rush to the aid of one of the haints.

- If they suffer significant losses, or appear to



be in danger of being overrun, the haints and Bartolomeo will make a last stand in Area 23.

Creatures in this area:

10 haints, CR 1; 3, 5, 6, 6, 7, 8, 8, 8, 9, 9 hp.

Bartolomeo, CR 4; 19 hp.

23. The Hall of the Nunne'hi

This area of the cave does not seem to be a natural feature, but rather carved from the rock itself with great skill. A great hall stretches away before you, towards a pool, into which many cascades tumble from the walls above, filling the area with a soothing murmur. The walls of this hall are carved with seven-pointed stars, or perhaps flowers with seven petals, or a seven-rayed sun.

This may be the site of Bartolomeo's last stand. He knows that the pool has the power to destroy him and the haints, and he will prevent the PCs from casting the cross into the pool at all costs. This, and not the relic's monetary value, has made him (and the Hawk of Gold) desperate to find out where the cross is, for they know it could be used to destroy them.

The cascades that fill this pool (a sinkhole over one hundred feet deep, which drains away into the earth), are seven in number. Each one flows from a small circular hole, around which is carved the likeness of an eye. Bartolomeo's cipher (see Area 15) applies to this pool, which still carries some of the natural power that the nunne'hi gave it long ago. It is in fact *hallowed*, and if the golden cross is cast into it, Bartolomeo, the Hawk of Gold, and any remaining haints will take one point of damage per round until they are slain, drained by the residual power of the nunne'hi. On any round in which they take damage from the pool, these creatures will suffer a -2 penalty to attack and saves.

The two side chambers are connected by an underpass which drops beneath the tunnel between Area 22 and Area 23. Originally sleeping chambers for the nunne'hi's human guests, they are now bare. Bartolomeo can use them to hide his haint troops, and employ the underpass to

shuttle them or himself from one flank to the other.

If the undead priest and the haints are destroyed, a golden light will shine from the pool, a permanent *daylight* spell, as long as the cross remains at the bottom. Should the cross ever be removed, Bartolomeo and the haints, if slain by the pool's effect, will return to life at the rate of one hit point per round, until they recover all hit points lost to the pool.

24. Into the Lower Depths

A broad tunnel descends gradually into the darkness.

This tunnel is an optional feature of this adventure, depending on whether you want to link this adventure to further adventures, or remain a stand-alone adventure:

- If you wish to create further areas of the caves, perhaps more former dwellings of the Nunne'hi now taken over by evil creatures such as grimlocks, you can use Area 24 to connect this adventure to another one. See Further Adventures below for more ideas.
- If you wish to end the adventure here, then ignore the tunnel as it appears on the map and make the northern exit the only way out of Area 22.

SCENE SEVEN: CONCLUSION

After the PCs' confrontation with Bartolomeo and The Hawk of Gold, whether in the caves or in Chisca, they will be welcomed as heroes by Wetchon and the Chiscans. The break-in at the sacred lodge where the cross had been hidden will be discovered by Yontuh shortly after the party's return from the caves, revealing the catalyst for the haint attack, and explaining how the cross came to be in "Big Bill's" possession.

If the cross was not placed in the Nunne'hi's pool, they will be allowed to keep it. No longer the container for Bartolomeo's soul, the cross

is simply an objet d'art, worth 10,000 gp to the right buyer in a wealthy town such as Charles Town or Havana. If returned to the Church, the cross will bring a cash reward of 2,000 gp to each PC, and the gratitude of the distant Magisterium across the sea in Uropa.

If the PCs are defeated:

It's possible that the PCs will not stop The Hawk of Gold and Bartolomeo, and that the haints will overrun Chisca and do much damage before returning to the caves. Still powerless by day, the two undead creatures and their followers will make nightly raids on Chisca until the town is abandoned, or the PCs decide to return to the caves to stop them. On a second foray, consider adding Bevin or Wetchon to the party if the PCs seem to need some additional firepower.



FURTHER ADVENTURES

If you wish to continue the PCs' adventures in the world of *Northern Crown*, here are some suggestions:

- Expand the caves to include more levels. Perhaps the haints have stirred up a dormant colony of grimlocks deep in the earth. Maybe the PCs find some clue to the whereabouts of the nunne'hi who once lived there — she may have been captured by witches or simply removed herself to a more remote cavern.
- Save Issac Bright as a villain for another adventure. If the PCs' have earned the unwelcome attention of the sinister state of Vandalia, other agents may be sent to eliminate them. Or perhaps they find a document in Bright's possession hinting at his next mission, or revealing that a powerful Carolingian noble or Sophian general is actually a Vandalian sympathizer.
- Use Chisca as a base for further adventures on the frontier. *Northern Crown: The Gazetteer* has detailed maps of the continent and descriptions of Chisca and nearby areas, with suggestions for adventures.
- Adamant Entertainment will be producing more adventures and support materials for *Northern Crown*. Go to adamantentertainment.com for more info.

APPENDIX OF NPCs AND CREATURES

CHISCA:

Bevin MacKinnick

3rd-Level Male Human Commoner, Kelt (Scotia), Social Rank 6

CR 3; SZ M (humanoid); HD 3d4+6; hp 14; Init +0; Spd 30 ft.; AC 12, touch 12, flat-footed 12; Base Atk + 1; Grp + 2; Atk +3 melee (2d6+1, 19–20/x2, greatsword); Full Atk +3 melee (2d6+1, 19–20/x2, greatsword); Space 5 ft.; Reach 5 ft.; SA psionics; SQ Kelt culture bonuses; AL NG; SV Fort +3, Ref +1, Will +2; Str 12, Dex 10, Con 15, Int 14, Wis 12, Cha 12

Skills: Climb +1, Craft (tailor) +6, Craft (turner) +6, Gather Information +3,* Handle Animal +5, Jump +1, Listen +6, Profession (merchant) +7, Ride +0, Spot +2, Swim +4, and Use Rope +2.

*includes +2 bonus (Kelt)

Feats: Second Sight, Simple Weapon Proficiency (club only); Weapon Focus (greatsword)*

*Kelt culture bonus

Languages: Scotian Keltic, English, Cherokee, Yuchi

Bevin MacKinnick is a merchant who keeps a store and hostelry just outside the walls of Chisca. He has grown prosperous selling ironware, cloth, and other goods to the people of the town, as well as providing rope, lanterns, and other adventuring gear to the many treasure seekers who come to explore the nearby caves for Bartolomeo's golden cross. He doesn't much care whether the legend of the cross is true, but hopes that if it is, it is never found, because that would put an end to much of his business.

As for his psionic knack, a family trait on his mother's side, Bevin is very discreet about using it, for fear of giving his customers the feeling that he isn't dealing fairly with them. He uses it to help the townsfolk find stray animals, to give him insight into matters of business, and to judge the merits (and cash on hand) of strangers who come seeking lodging, but never uses his knack on his neighbors.

Raised as a Kelt renegado in the Mountains of Smoke to the east, Bevin knows how to use a greatsword, but keeps it hanging on the wall of his store unless the town is under attack. He is considered a member of the community by most Chiscans, although a few grumble about his prices. He is married to a Chisca woman of noble social rank, and as is the custom, she remains in her clan's lodge inside the town walls

rather than living at his lodgings; he divides his time in the evenings between the lodge and his own hostelry.

Bevin's *tattoo of protection* +2 was inscribed upon him by Shatane, the late priest of Chisca, with whom he had a long and close friendship – he would like to see the haints who slew Shatane in turn destroyed, but more importantly, would like to bring to justice whoever it was who has roused them from the caves. The idea that it could have been some of the very same treasure hunters whom he supplied and sent off to the caves, eats at his conscience, and might tip the balance in favor of helping the PCs by providing them with gear and with a summary of the legend of the cross.

Kelt Culture Bonuses: +2 to Gather Information; can cast *message* 1/per day as a spell-like ability, as if cast by a 3rd-level bard; proficient with greatsword, and is treated as if having the Weapon Focus feat for that weapon.

Psionics: As a person possessing the Second Sight feat, Bevin has access to a small number of psionic powers, with 4 power points per day. The save DC, where applicable, is 12 + power level. He has access to the following powers:

0-Level — *Inkling, know direction*

1st Level — *Combat precognition, know location, lesser mindlink, object reading, sense link*

Possessions: 2 potions of *cure light wounds*, 1 potion of *neutralize poison*, *tattoo of protection* +2, greatsword, 50 gp, 150 sp

Buck Higgins

1st-Level Male Human Commoner, Carolingian, Social Rank 5

CR 1; SZ M (humanoid); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +2; Atk +2 melee (1d4+2, 19–20/x2, knife); Full Atk +2 melee (1d4+2, 19–20/x2, knife); Space 5 ft.; Reach 5 ft.; SA none; SQ Carolingian culture bonuses; AL LN; SV Fort +3, Ref +0, Will +3; Str 15, Dex 11, Con 13, Int 12, Wis 16, Cha 13.

Languages: English, Cherokee

Skills: Craft (Blacksmithing) +5, Craft (Painting) +5, Gather Information +2, Handle Animal +3, Hide +0, Listen +3, Move Silently +0, Profession (Hunter) +6, Ride +6*, Spot +3

*includes Carolingian culture bonus

Feats: Great Fortitude, Skill Focus (Profession (Hunter)).

Carolingian Culture Bonuses: Handle Animal +1, Ride +2, knowledge (nobility and royalty) +2; proficient with broadsword and saber, and is treated as if having the Weapon Focus feat for those weapons.

Possessions: 4 gp, knife, blanket, paint and brushes

Constance Greene

1st-Level Female Human Adept, Sophian, Social Rank 5

CR 1; SZ M (humanoid); HD 1d6+1; hp 5; Init +2; Spd 30 ft.; AC 12 (Dex), touch 12, flat-footed 10; Base Atk +0; Grp +2; Atk +0 melee (1d4, 19–20/x2, knife) or Atk +0 melee (1d6, x2, quarterstaff); Full Atk +0 melee (1d4, 19–20/x2, knife) or Atk +0 melee (1d6, x2, quarterstaff); Space 5 ft.; Reach 5 ft.; SA Second Sight abilities; SQ Sophian culture bonuses; AL NG; SV Fort +1, Ref +2, Will +5; Str 10, Dex 14, Con 13, Int 14, Wis 16, Cha 13.

Languages: English, Cherokee, Français

Skills: Concentration +3*, Diplomacy +5*, Handle Animal +1, Heal +7, Knowledge (arcane) +3, Knowledge (local) +4, Knowledge (nature) +4, Listen +3, Perform (oratory) +5, Profession (entertainer) +7, Spellcraft +4, Spot +3, Survival +6

*includes +2 Sophian culture bonus

Feats: Second Sight, Skill Focus (Perform (oratory))

Psionics: As a person with the Second Sight feat, Constance has access to a limited number of psionic abilities: Power Points per Day: 2; Power Level: 0

0—level: *Inkling, know direction.*

Spells: 3/2. As an adept, Constance can cast divine spells. The save DC, where applicable, is 13 + spell level. She normally has the following spells prepared:

0-Level — *light, mending, purify food and drink*

1st Level — *bless, cure light wounds*

Sophian Culture Bonuses: Concentration +2, Diplomacy +2; +1 to attacks made against the members of any nation at war with Sophia; proficient with snaphance musket, and is treated as if having the Weapon Focus feat for this weapon.

Possessions: 4 gp, knife, quarterstaff, blanket, healer's kit, *apple of cure moderate wounds*, *apple of protection from evil* (caster level 6th for both apples)

Isaac Bright

5th-Level Human Agent, Social Rank 9

CR 5; SZ M (humanoid); HD 5d6+6; hp 24; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 insight), touch 15, flat-footed 13; Base Atk +3; Grp +4; Atk +4 melee (1d4+2/crit19–20/x2, dagger) or +5 ranged (1d8/crit18–20/x2, wheellock belt pistol); Full Atk +4 melee (1d4+2/crit19–20/x2, dagger) or +5 ranged (1d8/crit18–20/x2, wheellock belt pistol); Space 5 ft.; Reach 5 ft.; SA Sneak Attack +2d6; SQ Agent Class Abilities, Psionics, Uncanny Dodge; AL NE; SV Fort +2, Ref +5, Will +4; Str 12, Dex 15, Con 12, Int 12, Wis 10, Cha 10

Skills: Climb +9, Disable Device +8, Disguise +5, Hide +10, Listen +8, Move Silently +10, Open Lock +12, Search +9, Sleight of Hand +6, Spot +8, Tumble +10, Use Rope +4

Feats: Explosives, Firebug, Guns, Nimble Fingers, Quick Draw

Psionics: Power points per day: 7; power level: 2nd.

0 Level — *finger of fire, my light;*

1st Level — *control light, firefall, psycholuminescence*

2nd Level — *burning ray, control flames*

Agent Class Abilities: Proficient in dagger, rapier, smallsword, and all pistols; insight AC Bonus +3; +4 bonus to Bluff check when attempting to distract observers in order to hide from them; Sneak Attack +2d6; Uncanny Dodge.

Languages: English, Français

Issac Bright is a trained saboteur of the Vandalian Confidential Service. Like all Vandalian saboteurs, he possesses the Firebug feat, which allows him to set enemy property ablaze with frightening ease. Bright is the partner of "Big Bill", the Vandalian agent who

located and stole Bartolomeo's cross only to be killed by the haints he unwittingly released. He is committed to recovering the cross and also recovering the other *sympathetic ear* that was in his partner's possession. If necessary, he will set fire to one or more buildings in Chisca to create a distraction while he takes back the cross.

Possessions: 100 gp, wheellock belt pistol, flint and steel, 4 grenades, dagger treated with *occam's blade oil* (+1 damage), *alchemist's fire* x 2, *potion of cure moderate wounds* x2, *potion of invisibility*, *sympathetic ear*

Yontuh

2nd-Level Male Cleric, Yuchi, Social Rank 16

CR 2; SZ M (humanoid); HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 14 (+1 Dex, turtle shield, +1 *amulet of natural armor*), touch 11, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d6+1/x2, club) or Atk +2 ranged (1d3, blowgun); Full Atk +3 melee (1d6+1/x2, club) or Atk +2 ranged (1d3, blowgun); Space 5 ft.; Reach 5 ft.; SA turn undead 5/day; SQ spontaneous casting (*cure* spells); AL NG; SV Fort +5, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 11, Wis 15, Cha 15

Skills: Concentration +6, Diplomacy +6, Heal +6, Hide +1, Knowledge (fey) +2*, Listen +2, Move silently +1, Perform (dance) +4, Profession (farmer) +4, Spellcraft +5, Spot +2

*Includes +2 bonus (Yuchi)

Feats: Skill focus (concentration), Weapon Focus (club), Weapon Focus (Blowgun)*

*Yuchi culture bonus

Languages: Yuchi, Cherokee

Yontuh was the young apprentice of the late Shatane, the priest of Chisca. Now that Shatane has been killed by haints while defending his community, Yontuh must step into the role, despite his youth and relative lack of experience. He is privately eager to join the PCs on their quest to the caves, but does not want to leave the town without a spiritual leader.

Yuchi Culture Bonuses: Knowledge (fey) +2, Perform (dance) +2, Profession (farmer) +2; 60% chance of being able to summon 2d4 pukwudgee allies, once per week, who will assist and defend the PC for up to one hour; +1 AC bonus and +1 Reflex save bonus in forest or mountain terrain; proficient with blowgun, and is treated as if having the Weapon Focus feat for that weapon.

Appropriate Class Bonuses: The initial attitude of Cherokee and Yuchi NPCs toward

Yontuh is automatically improved by one step; he is considered to possess *see invisibility* at will, as a spell-like ability, but the ability is only applied to invisible fey creatures; in addition to the spontaneous casting abilities of other clerics, Yontuh can spontaneously cast the spell *bleed* in place of a prepared spell of the same level or higher.

Spells: 4/3. As a cleric, Yontuh can cast divine spells. His chosen domains are Healing and Sun. The save DC, where applicable, is 14 + spell level. He normally has the following spells prepared:

0-Level — *detect magic*, *detect poison*, *light*, *mending*

1st Level — *cure light wounds*, *remove fear*, *shield of faith*

Possessions: blowgun, 20 darts, 3 darts tipped with rattlesnake venom*, club, *amulet of natural armor* +1, *chant of cure light wounds*

*Rattlesnake venom: Injury DC 13, initial damage 1d6 Con, secondary damage sickened for 1d3 days and loss of 1d6 Str; cost 50 gp

Wetchon

4th-Level Male Aristocrat, Social Rank 33

CR 3; SZ M (humanoid); HD 4d8+4; hp 25; Init +0; Spd 30 ft.; AC 13 (+3 *tattoo of protection*), touch 13, flat-footed 13; Base Atk +3; Grp +3; Atk +5 melee (1d6+2/x2, +2 club); Full Atk +3 melee (1d6+2/x2, +2 club); Space 5 ft.; Reach 5 ft.; SA force majeure; SQ none; AL LN; SV Fort +2, Ref +2*, Will +6; Str 10, Dex 11, Con 12, Int 12, Wis 14, Cha 15

*includes Wolf Ancestry bonus

Languages: Yuchi, Cherokee, English

Skills: Bluff +3, Diplomacy +11, Gather Information +4, Intimidate +8, Knowledge (fey) +3*, Knowledge (history) +8, Knowledge (nobility and royalty) +8, Listen +4**, Move Silently +2**, Perform (dance) +4*, Perform (oratory) +5, Profession (farmer) +4*, Sense Motive +8

*Includes +2 bonus (Yuchi); ** includes Wolf Ancestry bonus

Feats: Force Majeure, Negotiator, Weapon Focus (blowgun)*, Wolf Ancestry

*Yuchi culture bonus

Wetchon is the leader of the Yuchi town of Chisca. He is a man of early middle age, confident in his authority, and respected by his community for his ability to bring them to consensus on issues affecting them as a whole. Although capable of fighting to defend the town from attack, Wetchon prefers to delegate that duty to his three lieutenants, each of whom are 2nd-level warrior NPCs.

Yuchi Culture Bonuses: Knowledge (fey) +2, Perform (dance) +2, Profession (farmer) +2; 60% chance of being able to summon 2d4 pukwudgee allies, once per week, who will assist and defend the PC for up to one hour; +1 AC bonus and +1 Reflex save bonus in forest or mountain terrain; proficient with blowgun, and is treated as if having the Weapon Focus feat for that weapon.

Force Majeure: Once per day, as a standard action, Wetchon can attempt to induce one of the following two conditions in a single humanoid target within 10 feet; in either case, the target gets a Will save at a DC of 14:

Frightened: The target flees as well as it can. If unable to flee, the creature may fight. It suffers a –2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. The effect lasts for four rounds.

Held: The target is unable to move. It is helpless. It can perform no physical actions (but it continues to breathe and can take purely mental actions). This effect lasts only as long as you maintain your gaze each round as a standard action, to a maximum of four rounds.

Possessions: +2 club, *potion of eagle's splendor*, +3 tattoo of protection, silver jewelry worth 300 gp

Chiscan Warriors

1st-Level Human Warrior, Chiscan, Social Rank 6

CR 1/2; SZ M (humanoid); HD 1d8+1; hp 8; Init +1 (Dex); Spd 30 ft.; AC 12 (+1 Dex, +1 armor), touch 11, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/crit 20/x2, club) or +3 ranged (1d3, blowgun); Full Atk +2 melee (1d6+1/crit 20/x2, club) or +3 ranged (1d3, blowgun); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills: Climb +4, Craft (bowmaking) +3, Intimidate +3, Swim +4

Feats: Toughness, Weapon Focus (blowgun), Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Chiscan

Possessions: 10 gp, club, blowgun, 50 darts, 3 darts tipped with rattlesnake venom*, small wooden shield

*Rattlesnake venom: Injury DC 13, initial damage 1d6 Con, secondary damage sickened for 1d3 days and loss of 1d6 Str; cost 50 gp

THE CAVES:

Bartolomeo

4th-level Undead Male Cleric:

CR 4; SZ M (humanoid); HD 4d8; hp 19; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d4, 19-20/x2, knife); Atk +3 melee (1d4, 19-20/x2, knife); Space 5 ft.; Reach 5 ft.; SA none; SQ undead traits, +2 turn resistance, daylight powerlessness; AL CE; SV Fort +4, Ref +1, Will +8; Str 11, Dex 10, Con —, Int 16, Wis 18, Cha 14

Skills: Concentration +7, Diplomacy +9, Heal +11, Knowledge (arcana) +4, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (religion) +10, Spellcraft +6.

Feats: Enlarge Spell, Silent Spell, Spell Focus (enchantment)

Languages: Latin, Espaniard, Cherokee

Once a promising young Ignatian cleric, Bartolomeo placed his soul into the precious golden cross that he then gave into the keeping of the Chiscans. The resulting spiritual void left him vulnerable to corruption, and he became, like the Hawk of Gold, an undead creature, dwelling in the dark caves, and forbidden, by the terms of his own curse, to ever leave, as long as the cross remained in hallowed ground.

Bartolomeo has become a corpselike figure in the shreds of a black robe, belted at the waist with a bit of rope.

In combat, he will cast the following spells if he has time to prepare: *desecrate*, *entropic shield*. When his foes appear, he will cast *bane*, then let his haint guards keep the enemy at bay while he attacks them with *spiritual weapon* and uses his other spells as the

opportunity arises. Like his undead companion, he will not retreat if attacked in his lair, and fights until destroyed.

Spells: 5/5/4. As a cleric, Bartolomeo can cast divine spells. Although when alive, his chosen domains were Good and Law, since the loss of his soul his domains are Destruction and Evil. The save DC, where applicable, is 14 + spell level, except for spells of the Enchantment school, where the save DC is 15 + spell level. He has the following spells prepared:

0-Level — *detect magic, guidance, resistance, virtue* (x2)

1st Level — *bane, cause fear, command, entropic shield, inflict light wounds*

2nd Level — *death knell, desecrate, hold person, spiritual weapon*

Daylight Powerlessness(Ex) Bartolomeo is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy (such as an *inflict wounds* spell) can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Undead cannot be raised. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

Possessions: knife

The Hawk of Gold

6th-Level Undead Male Soldier

CR 6; SZ M (humanoid); HD 6d10+12; hp 38; Init +0; Spd 25 ft.; AC 19*, touch 10, flat-footed 19*; Base Atk + 6; Grp + 9; Atk +11 melee (1d8+7, 19–20/x2, broadsword); Full Atk +11/+6 melee (1d8+7, 19–20/x2, broadsword); Space 5 ft.; Reach 5 ft.; SA none; SQ undead traits, +2 turn resistance, daylight powerlessness; AL CE; SV Fort +5, Ref +2, Will +2; Str 17, Dex 10, Con —, Int 14, Wis 10, Cha 15

*includes +2 shield AC bonus from Fencing feat

Skills: Appraise +3, Climb +3**, Diplomacy +13*, Handle Animal +5, Intimidate +13*, Jump –1**, Knowledge (nobility and royalty) +3, Listen +1, Move

Silently –4**, Ride +9, Swim +4**

*includes +2 bonus from Royal Guard training; **includes armor check penalty

Feats: Medium Armor Proficiency*, Fencing*, Power Attack, Cleave, Weapon Focus (broadsword), Signature Move (lunge), Blindfight**, Weapon Specialization (broadsword)**, Leadership**,

*Royal guard bonus feats; **bonus soldier feats

Languages: Espaniard, Français, English

In his undead form, the Hawk of Gold appears as the ruined, emaciated form of an armored warrior, with hollow cheeks and a stringy beard. His eyes are terrible to behold, betraying depravity and madness. Having sold his soul in exchange for charismatic power over his men, he has not become a haint, but rather an undead creature, cursed to live forever in the dark beneath the earth.

In combat, the Hawk of Gold is a formidable swordsman, using his +1 *broadsword* to employ the following combat tactics:

Power Attack: If he senses that his opponent is easy to hit, the Hawk of Gold will employ Power Attack. His broadsword damage increases to 1d8+12, but his melee attack bonus is reduced to +6/+1.

Lunge: This signature fencing move gives his broadsword attack a critical threat range of 17–20/x2, with a penalty of only –2 to attack, giving him a n attack bonus of +9/+4. If his opponent remains above –1 hit points, he gets a free attack of opportunity against the Hawk of Gold.

Cleave: The Hawk of Gold likes to position himself in the thick of combat in order to take advantage of his Cleave ability, should he dispatch his foe with a power attack or lunge.

Daylight Powerlessness (Ex): The Hawk of Gold is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy (such as an *inflict wounds* spell) can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Undead cannot be raised. *Resurrection* can affect them, but generally fails because they're unwilling to return to

life.

Possessions: +1 broadsword, cuirass with tassets, a diamond ring in a gold setting (500 gp), and another 1,000 gp in century-old gold coins.

Bat Swarm

Diminutive Animal Swarm

CR 1; SZ Diminutive; HD 3d8; 16 hp; Init +2 (Dex); Spd 5 ft, fly 40 ft. (good); AC 16 (+4 size, +2 Dex), touch 14, flat-footed 12; Base Atk + 2; Grp —; Atk swarm (1d6); Full Atk swarm (1d6); Space 10 ft.; Reach 0 ft.; SA distraction, wounding; SQ blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills: Listen +11, Spot +11

Feats: Alertness, Lightning Reflexes

Combat

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be *nauseated* for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 *Heal* check or the application of a cure spell or some other healing magic.

Blindsense (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Centipede Swarm

Diminutive Animal Swarm

CR 4; SZ Diminutive; HD 9d8–9; 31 hp; Init +4 (Dex); Spd 20 ft., climb 20 ft.; AC 18 (+4 size, +4 Dex), touch 18, flat-footed 14; Base Atk + 6; Grp —; Atk swarm (2d6 + poison); Full Atk swarm (2d6 + poison); Space 10 ft.; Reach 0 ft.; SA distraction, poison; SQ darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int 0, Wis 10, Cha 2

Skills: Climb +12, Spot +4

Feats: Weapon Finesse

Combat

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be *nauseated* for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Dog

Small Animal

CR 1/3; SZ Small; HD 1d8+2; 6 hp; Init +3 (Dex); Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk + 0; Grp –3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); Space 5 ft.; Reach 5 ft.; SA none; SQ low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Jump +7, Listen +5, Spot +5, Survival +1

Feats: Alertness, Track

Giant Rattlesnake

Large Animal

CR 2; SZ Large; HD 3d8; 13 hp; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (−1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; Base Atk +2; Grp +6; Atk +4 melee (1d4 + poison, bite); Full Atk +4 melee (1d4 + poison, bite); Space 10 ft.; Reach 5 ft.; SA poison; SQ scent; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

Feats: Improved Initiative, Weapon Finesse

Poison (Ex): Fortitude DC 11, initial and secondary damage 1d6 Con.

Haints

Medium Monstrous Humanoid (Chaotic, Evil)

CR 1; SZ M (humanoid); HD 1d8+4; 8 hp; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +2 leather armor, +1 natural armor), touch 11, flat-footed 13; Base Atk +1; Grp +4; Atk +4 melee (1d4+3, 19–20/x2, knife) or +4 melee (1d6+3, 20/x3, handaxe); Full Atk +4 melee (1d4+3, 19–20/x2, knife) or +4 melee (1d6+3, 20/x3, handaxe); Space 5 ft.; Reach 5 ft.; SA sneak attack +1d6; SQ darkvision 60 ft., Spell-like Abilities; AL CE; SV Fort +3, Ref +1, Will +2; Str 17, Dex 13, Con 11, Int 10, Wis 10, Cha 5

Skills: Hide +4, Intimidate +1, Listen +2, Move Silently +5, Sleight of Hand +4, Spot +4

Feats: Toughness

Possessions: leather armor, knife, handaxe

Spell-like Abilities (Sp): A haint can cast *knock* three times per day. This ability functions as if cast by a 3rd-level sorcerer.

Monstrous Spider, Medium

Medium Vermin

CR 1; SZ M HD 2d8+2; 11 hp; Init +3 (Dex); Spd 30 ft. climb 20 ft.; AC 14 (+3 Dex, +1 natural armor), touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6, poison, bite); Atk +4 melee (1d6, poison, bite); Space 5 ft.; Reach 5 ft.; SA poison, web; SQ Darkvision 60 ft, tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 0, Wis 10, Cha 2

Skills: Climb +11, Hide +7, Jump +0, Spot +4

Feats: Weapon Finesse

Poison (Ex): Fortitude DC 12, 1d4 Strength.

Web (Ex): Escape Artist DC 12, Break DC 16, 6 hp

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

PREGENERATED CHARACTERS

The following section includes four pregenerated characters, each representing a new core class and culture from *Northern Crown: New World Adventures*. They have been selected to balance one another's abilities. With the addition of the NPC cleric, Yontuh, they make an ideal set of heroes for battling the Hawk of Gold, Bartolomeo, and their monstrous haints.

Each Pregenerated character appears on its own page for ease of printing.

Ned Black

2nd-Level Male Natural Philosopher, Carolingian, Social Rank 15

CR 2; SZ M (humanoid); HD 2d4+2; hp 9; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d8, 19–20/x2, broadsword); Full Atk +1 melee (1d8, 19–20/x2, broadsword); Space 5 ft.; Reach 5 ft.; SA none; SQ natural philosopher phenomena, psionic powers, spell resistance 2; AL LN; SV Fort +0, Ref +2, Will +5; Str 10, Dex 14, Con 12, Int 17, Wis 15, Cha 16

Skills: Decipher Script +5, Diplomacy +7, Disable Device +5, Handle Animal +5*, Heal +8, Knowledge (dungeoneering) +8, Knowledge (geography) +8, Knowledge (nature) +8, Knowledge (nobility and royalty) +5*, Knowledge (science) +8, Ride +2*, Spellcraft +4

*includes Carolingian culture bonuses.

Feats: Evil Eye, Science Specialization (Mentalism)

Languages: English, Français, Cherokee, Spanish, Shawnee

Carolingian Natural Philosopher: Handle Animal +1, Ride +2, Knowledge (nobility and royalty) +2. Ned is treated as being proficient in broadsword and saber, and is treated as having the Weapon Focus feat for those weapons.

Ned Black is the son of a well-to-do merchant from the Carolingian port of Port Royal in the Carib Sea. His mother was a Kelt witch, and he seems to have inherited her folk knack. After studying natural philosophy in Charles Town, the Carolingian capital, Ned accepted a position with the Royal Society of Natural Philosophy of Carolingia as a frontier cartographer, which also allows him to pursue his passion of studying and classifying the natural world. He has come to Chisca to sketch the town, introduce himself to the town leader, and present a letter of friendship from the Royal Society explaining his credentials.

Natural Philosopher Abilities: As a natural philosopher, Ned has one degree in Matter and one degree in Mentalism, spell resistance 2, phenomena, and one or two apparati. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Phenomena: (4/3) Ned can create natural philosopher phenomena from the following sciences: Matter and Mentalism. The save DC for his phenomena, where applicable, is 13 + spell level, except for Mentalism phenomena, which have a save DC of 15 because of the +2 bonus derived from the Science Specialization feat.

Ned has access to the following natural philosopher phenomena:

0 Level — Matter: *acid splash, create water, mending, ray of frost*. Mentalism: *daze, lullaby, mage hand*.

1st Level — Matter: *detect secret doors, endure elements, enlarge person, obscuring mist, produce flame, pyrotechnics, reduce person*. Mentalism: *cause fear, command, comprehend languages, confusion, lesser; hypnotism, remove fear, sleep, unseen servant*.

Psionics: Ned's Evil Eye feat allows him access to a limited number of psionic abilities. Power points per day: 3; power level: 1st.

0 Level — *daze, distract, elfsight*

1st Level — *charm person, demoralize, disable, steadfast gaze*

Possessions: Broadsword, galvanic lantern, 2 doses of healing salve, sympathetic fork, mesmeric cap, light horse, pack saddle, saddlebags, backpack, tent, waterskin, silk rope (50 ft.), ink, inkpen, 20 sheets of parchment, 200 gp

NPC Servant: Ned travels in the company of young Jack Collins, his servant. Jack is a fearless young 15-year-old with a quick mind and a growing interest in natural philosophy. Jack is willing to follow Ned anywhere, and is often a little foolhardy, getting himself into scrapes that require all of Ned's diplomatic skills to resolve. He is a 1st-level commoner.

Abbreviated Stats: 5 hp, BAB +0, Fort +1, Ref +2, Will -1, Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 9.

Tuksi

2nd-Level Male Raider, Cherokee, Social Rank 12

CR 2; SZ M (humanoid); HD 2d12+6; hp 25; Init +1; Spd 40 ft.; AC 14*, touch 12, flat-footed 13; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, x2, club) or +4 ranged (1d3, blowgun); Full Atk +6 melee (1d6+4, x2, club) or +2/+2 ranged (1d3, blowgun); Space 5 ft.; Reach 5 ft.; SA none; SQ raider class abilities; AL CG; SV Fort +6, Ref +5*, Will -1; Str 18, Dex 12, Con 16, Int 10, Wis 9, Cha 12

*include Cherokee culture bonuses for forest and mountain terrain

Skills: Climb +4, Craft (weaponsmithing) +0, Hide +6, Intimidate +4, Knowledge (geography) +3, Knowledge (nature) +3, Listen -1, Move Silently +5, Search +0, Spot +4, Swim +4, Use Rope +1

Feats: Power Attack, Cleave

Languages: Cherokee, English

Cherokee Raider: Knowledge (fey) +2, Perform (dance) +2, Profession (farmer) +2; +1 AC bonus and a +1 Reflex save bonus in forest or mountain terrain; can attempt to summon 2d4 pukwudgee allies, once per week, who will assist and Tuksi for up to one hour. The chance of summoning these allies is 60%. Pukwudgee are described in the Monsters chapter of the *Northern Crown: Gazetteer*. Tuksi is treated as being proficient in the blowgun, and is treated as having the Weapon Focus feat for this weapon.

Cherokee raiders are treated as having the Far Shot and Rapid Shot feats when using a blowgun; Cherokee raiders gain a +2 bonus to Knowledge (nature) skill checks.

Tuksi, whose clan owes a debt to the Yuchi for healing one of his family members, has come to Chisca to offer his services as a bodyguard to Wetchon, the Yuchi leader.

Raider Abilities: Fast movement; rage 1/day, illiteracy, Endurance, uncanny dodge.

Possessions: 10 blowgun darts tipped with rattlesnake venom*, 30 blowgun darts, club, turtle shield, woven reed backpack, gourd flask, belt pouch, 4 days' trail rations, woven sleeping mat, waterskin

*Rattlesnake venom: Injury DC 13, initial damage 1d6 Con, secondary damage sickened for 1d3 days and loss of 1d6 Str; cost 50 gp

Isobel Alcazar y Torres

2nd-Level Female Agent, Espaniard, Social Rank 17

CR 2; SZ M (humanoid); HD 2d6+2; hp 13; Init +4; Spd 30 ft.; AC 15, touch 15, flat-footed 12; Base Atk +1; Grp +3; Atk +5 melee (2d6+4, 19-20/x2, long rapier) or +5 ranged (1d8, 18-20/x2, wheellock belt pistol); Full Atk +5 melee (2d6+4, 19-20/x2, long rapier) or +5 ranged (1d8, 18-20/x2, wheellock belt pistol); Space 5 ft.; Reach 5 ft.; SA sneak attack +1d6; SQ agent class abilities; AL CG; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 16

Skills: Balance +4, Bluff +5, Climb +2, Decipher Script +1, Diplomacy +3, Disable Device +1, Escape Artist +9, Forgery +1, Gather Information +3, Hide +9, Knowledge (nobility and royalty) +1, Knowledge (religion) +1, Listen +5, Move Silently +9, Open Lock +4, Perform (sing) +6, Perform (dance) +6, Profession (gambler) +3, Search +5, Sense Motive +8, Sleight of Hand +9, Spot +2, Tumble +7

*includes Skill Focus from Espaniard Agent abilities.

Feats: Fencing, Guns

Languages: Espaniard, English

Espaniard Agent: Proficient in long rapier, treated as if possessing the Weapon Focus feat for that weapon, and can use as one-handed weapon; +1 attack bonus against Albians, Buccaneers, Nederlanders, and Witchlings.

Espaniard agents gain Knowledge (religion) and Knowledge (nobility and royalty) as class skills; Skill Focus as a free feat at 1st level, and can apply it to any single class skill.

Isobel, daughter of a midlevel bureaucrat from an aristocratic family in Nueva España, used her mother's court influence to secure a position in the Imperial confidential service. Using the cover story of being a traveling songstress and cardplayer, she has been gathering information about the frontier, looking for evidence of military strength in this area.

Agent Abilities: Insight +2 AC bonus, slip away, sneak attack +1d6/30 ft., uncanny dodge.

Possessions: masterwork long rapier, 2 wheellock belt pistols, 12 powder flasks, bullet bag with 50 bullets, *potion of cure light wounds*, *potion of neutralize poison*, light horse, riding saddle, saddlebags, 300 gp

NPC Servant: Isobel is accompanied by Anna, her maidservant, who travels under cover of being Isobel's younger sister. Anna is a 1st-level commoner blessed with more common sense than Isobel, who will *not* accompany her mistress into harm's way, but otherwise is a loyal employee.

Abbreviated Stats: 4 hp, BAB +0, Fort +0, Ref +0, Will +3, Str 10, Dex 10, Con 11, Int 12, Wis 17, Cha 7.

Pahkotasisqui

2nd-Level Female scout, Shawnee, Social Rank 12

CR 2; SZ M (humanoid); HD 2d10+4; hp 22; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +2; Grp +5; Atk +7 melee (1d6+3, x2, masterwork throwing axe) or +7 ranged (1d6+3, x2, masterwork throwing axe) or +5 ranged (1d12, 17-20/x2, snaphance musket); Full Atk +5/+5 melee (1d6+3, x2, masterwork throwing axe) or +6 ranged (1d6+3, x2, masterwork throwing axe) or +5 ranged (1d12, 17-20/x2, snaphance musket); Space 5 ft.; Reach 5 ft.; SA none; SQ scout class abilities; AL NG; SV Fort +5, Ref +6, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Skills: Climb +5, Craft (trapmaking) +2, Diplomacy +2, Handle Animal +1, Heal +4, Hide +5, Jump +3, Knowledge (geography) +3, Knowledge (nature) +4, Listen +5, Move Silently +5, Search +0, Sense Motive +2, Spot +5, Survival +5, Swim +7, Use Rope +3.

Feats: Guns, Negotiator, Two-Weapon Fighting, Weapon Focus (throwing axe)

Languages: Shawnee, English

Shawnee Scout: Survival +1; +1 AC bonus and a +1 Reflex save bonus in forest terrain; gain Heal as a class skill, and receive a +2 bonus to Heal checks when attempting first aid or long-term care; proficient in longbow and treated as having Weapon Focus in that weapon; pawawka stone allows access to one of the following powers each day:

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

If the PC's hit points fall below 0, there is a 4% chance that a celestial bison will appear to defend the PC for two rounds.

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

Pahkotasisqui ("paw-KOH-ta-SIS-kwee") is a young wanderer from the Hathawekela subdivision of the Shawnee. She has come to Chisca after receiving a vision that an ancient evil would arise here, and that Moneto, the Master of Life, had asked her to face this peril.

Scout Abilities: Concealment +10, recon, track, Wildshield +1, combat style (two-weapon fighting variant), quiet movement, wild empathy

Possessions: pawawka stone, snaphance musket, 12 powder flasks, bullet bag with 20 bullets, two masterwork throwing axes, knife, blanket, back pack, belt pouch, waterskin