Atlas,

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

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

Point-to-Point Navigation

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

Event Tables

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

Benign, Hostile, or Uncertain?

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

1d6 Result:	1-3	4-5	6
Situation:	Hostile	Uncertain	Benign

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

Encounter Levels

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

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

A List of Event Ideas, by Type

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

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

Twists of Fate
Sprained Ankle
Lucky Penny
Head Cold
Mistaken Identity
Lost Wallet
Free Ride

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

Sample Events

Use these events as models for your own improvised events:

NPC Encounters

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

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

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

Natural Encounters

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

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

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

Twists of Fate

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

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

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

★ Naskapi

★ Markland

★ Montagnais

★ Eastern Cree

★ Beothuk

★ Western Cree

★ Micmac

★ Vinland

East Algonkia
Detail Map

West Algonkia
Detail Map

★ Isle du Sable

★ Bermuda

West Appalachia
Detail Map

East Appalachia
Detail Map

N

E

W

S

Septentrionalis

0   250   500 miles

★ San Agostin (Esp)

★ La Florida

★ Bahamia

Straits
of La Florida ★

Golfe du Mexique
★

Havana (Esp)
★

Hispaniola (Esp)
★

St-Dominique (Fr)

★ Jamaica (Car)

West-Algonkia – Schematic Map

Northern Ojibwa

Attawapiskat

Hudson's Bay

5

6

3

Moosoni

Nemaska

Lac des Kilistinons

Cree

6

8

5

12

16

Abitibi

3

8

Isle Minong

8

Ojibwa

Lac Superieur

6

Timagami

3

Keweenaw

3

2

2

3

Chippewa

Sault Ste-Marie

2

2

Lake Nipissing

Monts du Fer

4

4

4

4

St-Ignace

4

4

6

4

6

Menomini

2

2

Michilimackinac

Baye des Hurons

Les Algonquins

7

Baye des Puans

6

2

3

Petun

2

5

Mer Douce

7

8

Wisconsin

4

Winnebago

3

5

Ottawa

6

6

Huron

Neutrals

4

Lac des Illinois

2

3

5

12

Wyandot

5

4

Niagara

2

8

Sauk

3

Eastern Ojibwa

Lac du Chat

3

9

3

Potawatomi

12

Erie

Illinois

3

3

12

6

Menomini

Ottawa

Allegante

KEY:

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

East-Algonkia – Schematic Map

Golfe de St. Laurence

12 — Attikamer — 12 — Lac St. Jean

2 — 18

13

Saguenay — 3

Ste-Croix

Shick-Shock Mts — St. John — 7

Les Laurentides — 3 — 4

La Foret des Loups — 16 — 3 — The Allegashe — 4

15 — 8 — Quebec — 4 — K'tahdin — 4

Northern Peaks — 7 — 5 — P'nobscot

3 — Algonkins — Mt. Tremblant — 4 — Riviere du Canada — NOUVELLE FRANCE — 3 — 8 — Ab'naki — 5

6 — Ottawa — Trois Rivieres — 6 — 4 — Kennebecke

13 — 4 — Mont Real — White Hills — 4 — Crystal Hills — 5

5 — Indian Stream — 3 — Saco — 3

Missisauga — 3 — Richelieu — Winooski — Green Hills — 3 — 2 — Great Notch — Saco Vale

7 — 10 — Lac Champlain — Ascutney — 6 — Piscataqua — 2 — Popham

Les Mille Isles — 6 — High Adirondacs — 8 — Carillon — 5 — Neticut — 6 — Sunapi Hills — 4 — Agamenticus

2 — 5 — Adirondacs — 5 — Pocumtuk — 4 — Amoskeag — 3 — Pawtucket — Naumkeag

Castle Frontenac — Castle William — 3 — Taconic Mts. — Nipmuc — 2 — Merimacke — 3 — Jerusalem

Lac Ontario — 5 — 3 — 2 — Holy Yoke — 3 — Blue Hills — Boston

2 — 3 — Tug Hills — 3 — Mohawk — 3 — Castle Oranj — 2 — COMMONWEALTH — Merrymount

FIVE NATIONS or IRROQUOIS — 4 — 3 — 2 — Hart's Ford — 2 — Red Bogs — Plimoth

Lacs du Main — Onandaga Castle — Mohawk — 3 — 4 — Nara-ganset — Cape Cod

4 — Kats Kills — 3 — 2 — 4 — Wampanoag — 2

7 — Delaware — Storm King — 6 — Niantic — Great Swamps

Ramapaw — 3 — Hudson — NEW NETHERLANDS — Gardiner's Isle — Elizabeth's Isle

Delaware — 3 — Leni-Lenapi — 5 — Nieu Amsterdam — Natoket

Suskehana — 6

KEY:

Road ——————

Path – – – – –

Key Area ★

Water Route (open) ~~~~~

Water Route (shallow draught) - - - -

Waypoint ●

West Appalachia – Schematic Map

Illinois (river label)

★ Illini

3

2 — Kikapo ★

3

★ Miami 3

Miami (river)

4

4

7

★ Piankeshaw

8

Missouri (river)

2

2

2

★ Great Cahokia

2

Falls of the Ohio ★

Ohio (river)

Mounds ★

5

★ Shawnee

2

6

Big Sandee (river)

6

4

3

★ Yuchi

6

6

★ Cherokee 5

Espiritu Santo (river)

★ Quapaw

6

Kaintuck (river)

6

3

2

6

6

3

★ Chisca

★ Tunica

Natchez Trace (path)

★ Chickasaw

Tennessee (river)

6

8

3

★ Appalachi Mts.

3

5

3

★ Tennessee

8

★ Tuskegee 8

Tombigbee (river)

3

★ Natchez-sur-Terre

2

3

6

3

2

5

6

3

4

Yazoo (river)

2

Alabama (river)

6

2

★ Natchez

6

2

★ Alabama

Chattahoochie (river)

3

2 ★ Creek

3

Ocmulgee (river)

Pearl (river)

2

8

★ Apalachee

★ Biloxi

★ Choctaw

Escambia (river)

3

Flint (river)

2

NOUVELLE FRANCE

4 via river

2

D'Orleans ★

★ Fort Maurepas

KEY:

Road ———

Path - - - (green dashed)

Key Area ★

Water Route (open) ~~~ (blue)

Water Route (shallow draught) - - - (blue dashed)

Waypoint ●

East-Appalachia – Schematic Map

Mingo 12

Alleganie 6

5 Alleganies 8 Tuscarora 2 Penn's 6 Castle 3
Mts. Wood Beversrede 5

Logstown 2 Cristina

5 Cumberland Great 6 NEW SWEDEN Pine 2
Falls Barrens

Pottomacke

3 2 Sophia 6

Vandalia Manassas Zwaanendael
(NETH.)

5 Pottomacke Castle Renegado 2 REPUBLIC OF SOPHIA 2 Chesapeake New Sweden
Vale Massanuten 5 Bay

4 Rapahanoc

Greenbrier 3 Blue Powhattan 2
2 Ridge League

Renegadoes 3 Chickahominy

Kanawa Pamunkey 3 2
Vale

6 Richmond 3

4 James Jamestown

Melungeon 4 Duchy of Dismal 3
5 Pass Albermarle 2 Swamp

5 Stone Pass Chowan Eden 4

Mountains 3 Town Pamlico
of Smoke 2 3 Sound

8 Salisbury Duchy of Cape
Hatteras Hatteras

Pied-a-Mont Henrietta KINGDOM OF CAROLINGIA 2
Marches 4

2 Earldom of
Campbell

Catawba 2 2 3
Campbellton White Oak

8 4 2 Swamp

4 Chiraw 2

Camden Duchy of
4 2 Santee Wilmington

Castle 4 Green
James Swamp

4 Savannah

2 3

Ogeechie
Marches 2

8 Charles Town

2 NEW SPAIN

Altamaha San Felipe

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