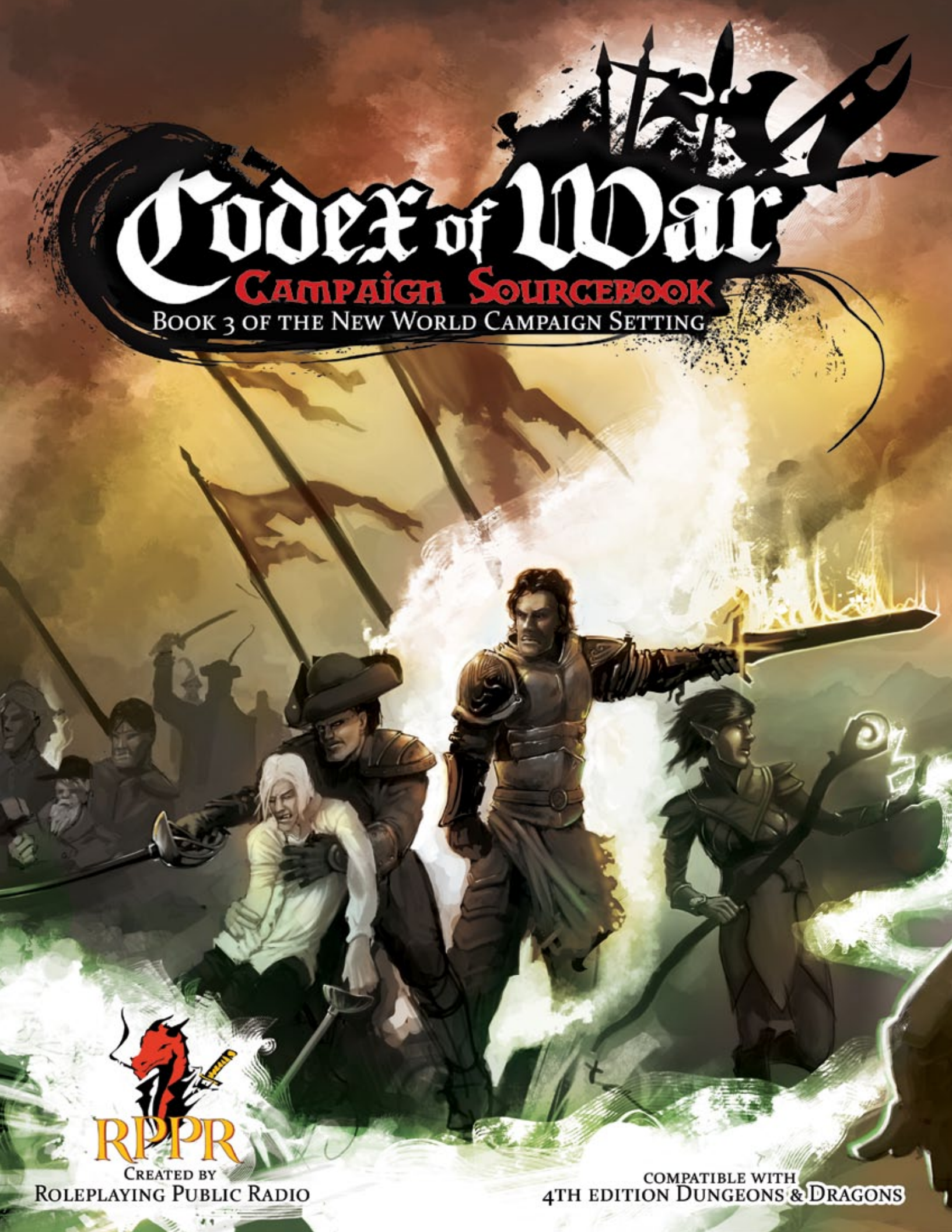


Code of War

CAMPAIGN SOURCEBOOK

BOOK 3 OF THE NEW WORLD CAMPAIGN SETTING



RPPR

CREATED BY
ROLEPLAYING PUBLIC RADIO

COMPATIBLE WITH
4TH EDITION DUNGEONS & DRAGONS

Codex of War

Created by Role Playing Public Radio
slangdesign.com/rppr

Text for The Bellicose, The Nativist, Bring Me the Head of a Tyrant, Protectors of the Colony, The Dread Pirates, The Governor's Daughter, The Native Hater, Enlil, The Handmaidens of Lemuria, The Lycanthrope Gypsies, The Order of the Crown, The Golden Compass, and The Handmaidens Mark © 2010 Patrick Seth Williams

Text for The Broken Circle Tribe, Humbaba, The Guild, Frontline Chronicles, Usurper, The Just, Tracker's Weed, Goblin Fast Talk, The Cog of Ages, and The Nomads © 2010 Cody Walker.

All other text © 2010 Ross Payton

"Raven Ambush" and "Cortez and Law" images © 2010 Josh Hunter. (joshbot.carbonmade.com)

"Jack Morgan" and "Yagath" images © 2010 Violet Kirk. (aazureddragon.blogspot.com)

"Cortez Standoff" image © Christopher McInerney (cmportfolio.blogspot.com)

All other illustrations copyright © 2010 Ean Moody (moodyillustrator.blogspot.com)

RPPR "Smoking Dragon" Logo © Ross Payton

Layout, Design, Graphics, and "Codex of War" Logo by Ean Moody

All art used with the permission of its creator.

Dungeons & Dragons and D&D are trademarks of Wizards of the Coast, a subsidiary of Hasbro, Inc.

Special thanks to all of the contributors who helped make this sourcebook possible.



Table of Contents

Contents		Adventurers	45
Table of Contents	3	Relic	45
Overview	4	Gorecroak	45
The Theme of the Codex Of War	4	Evan and Jacob	46
Using the Codex of War	4	Erebeus	46
The Tyrant	5	Jack Quicksilver	46
The Bellicose	5	Ekee Sticky Fingers Flappoker	47
The Deceiver	7	Joseph Blackwell	48
The Conquistador	9	Invictus	48
The Nativist	11	Fog of War	49
The Just	13	The Nomads	49
The Nature of War	15	The Dread Pirates	50
Raiding and Guerrilla Warfare:	15	The Governor's Daughter	52
Civilized Duels	17	The Native Hater	53
Total War:	19	Divinity Peak	54
Waging War in the New World	21	Get Tiermont	55
The Game of Gods:	21	Operation: Fat Princess	56
Bring Me the Head of a Tyrant	24	Plunder	57
Protectors of the Colony	28	Honorary Grippli Warrior	57
Frontline Chronicles	32	The Handmaiden's Mark	58
Usurper	35	Order of the Crown	59
Order of Battle	37	The Golden Compass	59
He Who Devours Souls	37	The Cog of Ages	60
Enlil	39	Tracker's Weed	60
Handmaidens of Lemuria	40	Goblin Fast Talk	61
Lycanthrope Gypsies	41		
The Broken Circle Tribe	42		
Humbaba	43		
The Guild	44		



Overview

The colony has survived its first winter in the New World, a testament to the courage and fortitude of its inhabitants, but now a greater threat looms over the fledgling settlement. While nearby native tribes have decided to live peacefully with the colony, a powerful coalition of tribes farther inland is ready to make war. Led by an enigmatic tyrant, these tribes see the colony as a cancer growing in their homeland. The brave adventurers who protect the colony must stop the coalition before all is lost.

War takes on many forms. Simple and sporadic raids on neighboring tribes, civilized duels and battles that follow complex rules of etiquette and protocol, or all out war between determined foes who fight to the bloody end. No matter what type of war, the colonists have only two options: defeat the tyrant or face utter obliteration. The tyrant will not settle for anything less than total victory.

Codex of War is the third New World supplement and will cover how to run a war between the colonists and a hostile native tribe. Instead of describing only a single type of war, Codex of War will present many options for running such an event in your campaign so you can custom tailor it for your game.

The Theme of the Codex Of War

This is meant to be a campaign guide applicable to any D&D style fantasy game. Very few stats or game mechanics are given so that you can easily use the material from this work in any fantasy campaign. While it is written for a 'generic' D&D style fantasy world, it can easily be placed in most swords & sorcery style worlds.

Using the Codex of War

The Codex is divided into five sections, each describing many options for the major aspects of running a war campaign set in the new world.

The Tyrant (page 5) section focuses on the leader of the native army and their possible motivations, strengths and weaknesses.

The Nature of War (page 15) section describes three possible ways in which a war could be fought. While the cause of the war and the goals of war depend on the leadership and political dynamics of both sides, the mechanics of fighting a war depend on the available weapons, tactics and ideologies of the fighters.

Waging War in the New World (page 21) describes possible campaign models for your game. This provides an overall structure so you can plot a single storyline from the start to the end of your campaign.

The Order of Battle (page 37) lists some example NPCs and NPC groups to use for your Codex of War campaign.

The Fog of War (page 49) section describes possible encounters for the campaign.

Plunder (page 57) describes possible rewards—not just magic items but social and political rewards for heroism in the war.

To set up your campaign, figure out who the tyrant will be, then one of the war types from the Nature of War and a campaign model from Waging War in the New World. Use the remaining sections as inspiration for encounters, NPCs and rewards.

The Tyrant

The Tyrant is a powerful leader who is absolutely dedicated to destroying the colony. But who is this strange figure? For the purposes of this supplement, any mention of the Tyrant means the leader of tribal opposition to the colony. The Tyrant may be good, evil, man, woman or supernatural being. Feel free to use one of the following example Tyrants in your campaign, either as a complete NPC or as an archetype for your own NPC.



The Bellicose

Race: Human or Monstrous Humanoid – Native

Age: Middle-Age or Older

Class/Powers: A grizzled warrior, the Bellicose specializes in martial combat and tactics. His prowess makes him a morale boosting leader in combat.

Example: *Metacomet has become one of the most legendary of all the tribal chieftains in the New World. He is a master with the greataxe and some claim to have witnessed him rend more than one enemy combatant in half. On top of his martial prowess, Metacomet has intimate knowledge of his tribal lands and a good knowledge of all the terrain types found in the New World.*

Description: One of the oldest of the tyrant archetypes, the Bellicose has been a tribal chieftain for years before the colonists arrived in the New World. As such, he already commands one

The Tyrant

of the largest native armies in the New World. The size of his followers may actually be many times larger than that of the colonists. Furthermore, because the Bellicose and his followers have won so many tribal wars, his followers may have come to view him as an avatar of their war god.

Before the colonists arrived in the New World, Metacomet had already led his followers in over one hundred different tribal wars in nearly forty years as chieftain. While his body is covered in battle scars, he and his followers have never been defeated in combat. Because of this, among his tribe, and many other tribes, Metacomet is seen as deific.

History: The Bellicose should be one of the first tyrant archetypes that the colonists should encounter when they reach the New World. Once the colonists gain a foothold in the New World, native tribes will begin to recognize the amount of power the colonists have. In the first stages of colonization, however, the colonists appear weaker to the natives than they are. Although the colonists may be able to use their apparent weakness to their advantage with some tribes by getting the natives to help provide them with material goods, the Bellicose will use the colonists' weakness to persuade his followers to go to war. He may recognize the distinct technological and magical advantage the colonists have over the native tribes, but he also recognizes the fame and material wealth that could be achieved through conquering the colonists. Besides, the Bellicose has led his people in enough wars to believe the colonists are just another tribe to be conquered.

Aside from emphasizing the weakness of the colonists, the Bellicose will offer any number of incentives to his followers. Perhaps he will tell his followers of all the loot they can obtain by destroying the colonists. Perhaps he will tell his followers that the colonists will make good slaves once they are conquered. Perhaps he will attempt to convince his followers that they have been divinely mandated to kill the colonists because the colonists are evil. No matter how he does it, the Bellicose is charismatic enough to stir up the bloodlust of his followers who have already followed him into more than one war and will be convinced that he can lead them to victory once again.

Once the Bellicose has stirred up the bloodlust of his followers, he will go to war against the colo-

nists. During the outset of the war, the Bellicose may also attempt to stir the resentments of the colonists so that they will foolishly rush into the war and he can ambush them. To do so, he may propagandize against the colonists by turning neutral tribes against them or he may have his followers attack a colonial settlement or convoy in hopes that he can bait the colonial army into a trap. If neither of these methods work, the Bellicose is not beyond attacking the weakest colonial settlement. No matter what begins the war, the first attack will be quickly followed by several other attacks. The Bellicose will employ a slash-and-burn strategy in attempt to quickly destroy the morale of the colonists.

After spending a number of weeks scouting the location of colonial settlements, Metacomet selects two that are close together to attack. Not only are the two settlements close together, but any colonial forces must pass through a narrow pass to get to the two settlements. Because he currently has twice the number of followers in his army than the colonists can muster at any given time, Metacomet decides to attack both settlements simultaneously. Once the settlements have been destroyed, he will regroup his army and take positions along the pass in hopes of ambushing any colonial forces that come to aid the settlements.

Casus Belli: While the Bellicose may offer his followers any number of incentives to go to war and may even be personally interested in some of these incentives, if he is driven by something more than fame or material wealth. The Bellicose has fought in so many wars that he has become addicted to the adrenaline rush of combat and victory. The Bellicose is truly addicted to war.

Before the colonists arrived, Metacomet had become bored. Because he had defeated so many of the tribes once hostile to his, Metacomet had no adversaries left to conquer. Even those that might have risen against him did not out of fear or respect. When the colonists arrived, the rush of combat and desire for blood returned to Metacomet. He sees the colonists as a new challenge and perhaps his greatest challenge.

Leadership Style: The Bellicose is an exemplary chieftain and a master tactician who knows every inch of the terrain on which he fights. He carefully positions his followers on a battlefield in ways that

allow him to continuously outflank opponents or to cut off opponents rendezvous points or retreat routes. Beyond his ability to position his followers in the best locations, he has the innate ability to determine when an enemy is almost defeated and will urge his followers on to overwhelm the enemy. While he is often brusque in his orders, he is surprisingly sympathetic to his followers that are wounded or killed in combat. He ensures that the families of his followers that are killed are taken care of. The combination of these qualities ensures the morale of his followers, who will fight with utter abandon until the last man and often fight above-and-beyond their level of ability.

To inspire his followers to fight, Metacomet describes the colonists as a challenge sent from the tribal war gods. He explains that because his followers have defeated all of the native tribes that the war gods have sent against them as challenges, the war gods had to send a new tribe to the New World to challenge them. Metacomet's followers, as eager for a new battle as he, work themselves into a near frenzy while listening to his explanation. Metacomet smiles when he sees the bloodlust returning to his followers eyes.

Weaknesses: Although difficult to defeat in direct combat because of how he uses the terrain and inspires his followers to perform at above-and-beyond their abilities, the Bellicose is more or less an oaf. Because his strategy is to overwhelm an opposing force, the Bellicose's army can be outmaneuvered by an army that uses hit-and-run tactics. His army can also be further frustrated by an army that uses long range fighters and magic users effectively. Further, his ability to inspire his followers even in the most dire straits can also prove to be a hindrance because his followers will continue to fight losing battles to the last man. In these situations, the last followers will hold on to a desperate belief that they will be able to turn the tide against their enemy.

Overconfident in himself and his followers' abilities, Metacomet underestimates the strength of the colonists' weapons and arcane magic. While he may succeed in pulling the colonial forces into an ambush in the pass, the colonists' magic users may prove strong enough to even the playing field by reducing the mountainous terrain into flat land if need be.



The Deceiver

Name: True name is R'rlonyat but goes by Chief Bear-Heart

Race: Mind Flayer but is disguised as a native human chieftain.

Gender: Any. Chief Bear-Heart is male.

Age: The Deceiver may appear as a person of any age or gender. In reality, the deceiver is usually an ancient being with decades or even centuries of experience.

Class/Powers: Deceivers typically rely on their inherent abilities as beings of great supernatural power. As a rule, they must have some kind of illusionary and/or shapeshifting abilities in order to assume its role. *R'rlonyat is an accomplished sorcerer as well as possessing its natural mind flayer powers.*

Description: A powerful supernatural creature, such as a dragon or demon, which has conned its way into becoming the leader of a powerful tribe. It wants the colony gone for purely pragmatic reasons. The colony will only grow larger and will

eventually threaten the creature's dark designs. Of course, as a mercurial shapeshifter, it will disguise its intentions and plans with cunning and misinformation.

In R'rlonyat's case, the mind flayer is intrigued by the colony and sees a war between the natives and colonists as a fascinating experiment. It desires to see which atrocities each side shall visit upon the other in order to win and to see what both sides are capable of. It does not care if it wins or loses but will take great care to eliminate anyone that might pose a threat to it, such as capable adventurers who might unmask it.

History: The deceiver has a long history of manipulating others to get what it wants. It has traveled the world several times and is undoubtedly one of the most learned beings on the planet. Sadly, it uses this knowledge only to advance its own schemes. Its complete past will be nothing short of impossible to learn as it covers its tracks too well. However, the recent past of the deceiver is still possible to uncover. This recent history can be used to unmask it and end the war.

R'rlonyat assumed the identity of a young but promising warrior in a new world tribe several years ago. He quickly took over the tribe by secretly killing off anyone who opposed him. Since then, he has conquered every weaker tribe in the region and assimilating them into his own.

Casus Belli: The deceiver is incredibly ambitious and ruthless. He views the colony as another stepping stone in its quest to gain power. Whether the deceiver intends to absorb the colony after he conquers it, simply weaken it so he can later infiltrate it and take control or destroy it completely lest it threaten his powerbase is unknown. No one knows the deceiver's plan as it is a solitary creature.

In order to motivate the natives to fight the colonists, the deceiver will manufacture a cause for war, most likely a horrible atrocity supposedly perpetrated by the colonists. R'rlonyat summons a demon to possess a colonist and orders him to stalk and kill a group of helpless natives and then confess to the killings. With this confession, Chief Bear-Heart convinces the tribe to wipe out the colonists as they are too dangerous to be left alone.

Leadership Style: The deceiver is a master manipulator, able to get people to do what he wants, almost all of the time. It is also a callous sociopath who tends to discard followers when they ask questions or fail to produce results. Because of this, the deceiver tends to make so many enemies within any organization it leads that it must periodically purge it of enemies. This weakens the organization, as it loses leadership and experience with every purge. Furthermore, the deceiver is only an average tactician and strategist. A talented military leader can defeat it on the battlefield.

R'rlonyat is a detached observer and scholar at heart. It views the world as its laboratory and all of its inhabitants mere lab rats. Many in the tribe already distrust Chief Bear-Heart but they know any who speak against him tend to die or disappear.

Weaknesses: The key to defeating the deceiver is learning the truth about it and revealing it to the tribe. The players should be warned early on that the deceiver is more than it appears. A prophetic vision, a warning from the ghost of one of the deceiver's victims or the accidental witnessing of the deceiver's true powers are all possible warnings. Once the players suspect the truth, run the campaign as half military adventure and half mystery. When they aren't fighting off the natives, they should be investigating the tyrant and figuring out what it really is and what its plans are. Once they learn the truth, they must confront the deceiver and stop it, once and for all.

Even if the players defeat the tribe in battle, they will remain in danger until the deceiver is stopped. It must be unmasked and banished or killed. If the players merely drive it out of power, it will take on a new identity and scheme to regain power and get revenge.



The Conquistador

Race: All conquistadors are the same race as the dominant colonist race.

Age: Middle aged or older. A veteran soldier and commander.

Class/Powers: Conquistadors are military characters, often warlords, fighters and the like.

Example: Cortez is a fallen paladin, who has forged a mystical connection with a powerful spirit after forsaking his god.

Description: A foreigner who took over a native tribe through brute force or cunning and was viewed as a divine being because of his exotic ways, weapons and magic. The conquistador hates the colonists for what they represent: civilization and the end to his rule. When the natives realize he is but a man they will surely overthrow him.

Cortez, the mad fallen paladin from the RPPR Actual Play New World campaign is just such a conquistador.

History: The conquistador came from the Old World, just as the colonists did, but many years before the colony was established. This expedition never returned to the Old World and was thought lost and possibly even forgotten after a number of years. Why the expedition failed or what its goals were do not matter now. Perhaps these early explorers had noble goals or more likely looking to find treasure and glory. Regardless, the expedition was wiped out except for the conquistador. Alone and far from home, the conquistador abandoned his beliefs and took up new ones based on his experiences in the New World. Instead of trying to find a way back, the conquistador decided to build a new empire on the backs of those he could enslave and the bones of those who opposed him.

He strong-armed his way into power by taking over a tribe. The natives might have mistaken him as a messenger from the gods because of his exotic appearance or he just killed the chieftain. Once he took over one tribe, the conquistador began to expand his powerbase, enslaving and assimilating other tribes and training a personal army loyal only to him.

In Cortez's case, he was in charge of a secret expedition to investigate an ancient prophecy about the end of the world. Once in the New World, the expedition fell victim to hostile natives and strange monsters until only he remained. Lost and alone in the wilderness, Cortez forsook his god and began to worship The Builder, a spirit of absolute law. The Builder wished to bring order to the chaotic tribes and empowered Cortez to make them lawful, by any means necessary. Cortez gladly created a new order, a dictatorship where his word is law and dissension is a death sentence.

Casus Belli: The conquistador fears being exposed as a half-mad petty dictator and being overthrown by the colonists. He also dreads the possibility that the natives will realize he is not a unique being and is only a sad reject from the same country that the colonists hail from. In order to secure his position, the conquistador will propagandize against the colonists and drive his people into a state of utter fear and rage against them. He may or may not try to parley with the colonists before he launches his war but he realizes that the colonists will not tolerate him once they learn who he is and what he has done. He will manufacture a cause to go to war if the colonists do not provide him one.

Leadership Style: A tyrant through and through, the conquistador leads through fear and intimidation. He is savvy enough to cultivate an inner circle of warriors and sycophants to carry out his orders and ensure that no one tries to rebel. He is dependent on his inner circle to actually manage the state of affairs, preferring to spend his time brooding, torturing, and scheming. As a result, his trusted subordinates take great liberties with their authority, freely harassing, stealing or even killing normal citizens with impunity. The inner circle is fanatically loyal to him though because they know the people will kill them all in revenge if he is deposed. Furthermore, the inner circle key traits are loyalty to the conquistador not talent or ability to govern.

Cortez is a fanatic worshipper of the Builder and ruthlessly enforces a rigid bureaucracy based on order. Justice and fairness are irrelevant. His inner circle is composed of warriors who suppress the people and bureaucrats who make and interpret the laws. As a result, his word is carried out swiftly and effectively.

Weaknesses: As a militarist, the conquistador is a formidable opponent in war but as a leader, he has several vulnerabilities. He is hated by many in the local populace and they are eager to be free. Furthermore, the conquistador is still an outsider to the people he rules, so he will never fully understand them or win their hearts over. His inner circle can either be eliminated with a campaign of targeted assassinations or compromised with bribes and offers of sanctuary. Finally the conquistador is unstable from his years as a tyrant and this can be exploited.

In Cortez's case, his belief in the spirit of the Builder means that he can be shown that his path is not as effective as he believes it is, thus disillusioning him and shattering his psyche.



The Nativist

Race: All nativists must belong to one of the native tribes of the New World.

Age: Middle age or older. Nativists should be paragons of their class.

Class/Powers: All nativists must belong to a class that blends charismatic leadership with supernatural power. Nativists use their supernatural powers to impress and intimidate their followers into strict devotion to their cause as well as provide evidence of the oracularity of their visions.

Example: *Falling Crow is a feared necromancer of the Black Raven Tribe. She is well on her way to becoming a lich. Besides her ability to summon and bind Raven Mockers, she commands an army of devoted followers.*

Description: The nativist is a native tribal leader who has a xenophobic hatred for the colonists. She views the eradication of all colonists, including their physical settlements and colonial social influences, as necessary to cleanse the land and create native utopia. While for some nativists this xenophobic hatred may develop because of a series of wrongs caused by the colonists over an extended time, it may develop overnight for other nativists. Despite the differences in how this xenophobic hatred develops, for all nativists the hatred culminates in the overwhelming obsession to eradicate the colonists and create a native utopia.

Falling Crow had a vision of a society in which all the native tribes lived and traded peacefully with each other. Because her vision did not include the newly arrived colonists, she interpreted the vision as a sign of what would come if the colonists were destroyed. Using her vision as a rhetorical tool and her powerful abilities as a Black Raven necromancer, Falling Crow has raised an army of likeminded natives to achieve her vision.

History: The nativist first appears in a time of uncertainty regarding who controls the land.

This time typically occurs after the colonists have established themselves as a potential political, social, and military power in the New World, but before they have come to dominate politically, socially, or militarily. So even though the power of the colonists is waxing while the power of the indigenous tribes is waning, the two groups have not completely switched positions. The nativist rises in attempt to fill this power vacuum.

Any number of events can precipitate the nativist's rise once the political, social, or military conditions are right. Perhaps the colonists destroy the nativist's village or kill members of the nativist's family that cause her to develop a lifelong vendetta against the colonists. Perhaps the nativist, as in the case of Falling Crow, has a vision of a native utopia devoid of colonists. Or perhaps the nativist exhibits signs of fulfilling a tribal myth or oracle's prophecy. Despite what form the triggering event may take, the time factor in the nativist's rise is more important to her rise than the event itself.

Once a nativist rises to power, she always follows the same trajectory. She crafts her idea of a native utopia into a powerfully motivating narrative to attract followers. She begins by focusing on others that may share her sentiments toward the colonists and then shifts her focuses to different groups. Finally, once she has a powerful army built up, she will attack the colonists directly.

After her vision, Falling Crow immediately sought the aid of the Black Raven tribe's most powerful seers and oracles. She explained her vision to the seers and oracles and what she believed the meaning was. She was so persuasive that among many of the seers and oracles, her vision has become a new myth of redemption. Falling Crow used this approval by the seers and oracles to help her attract other followers. As word of her vision spread, natives from different tribes started to seek out Falling Crow to join her ranks of devotees. She has amassed one of the largest native armies in the New World.

Casus Belli: The nativist's casus belli is wholly dependent on her vision of a native utopia. She bases all of her actions on her vision and justifies all the consequences for those actions as helping to create her narrated utopia. Even if defeated in a battle, the nativist will emphasize the sacrifice slain followers have made for the cause. Although the

nativist utopia is based on removing the colonists and their influences from the land through slaughter and destruction, she will not directly attack the colonists until she feels she is strong enough to fight them in open war. In the early stages of her rise to power, she will encourage gorilla fighting that will cause the colonists to respond militarily against native villages. Once the colonists have started to respond, the nativist will portray the colonists as the aggressors and use this portrayal to rally her followers and to attract new ones.

Although her vision was did not show how the colonists would be eradicated, Falling Crow does not hesitate in referring to the vision regarding even the most mundane of political, social, or military questions. This unwavering approach has caused even the most skeptical of Falling Crows followers to refer to Falling Crow's vision as an inevitable end to the natives struggle against the colonists.

Leadership Style: The nativist is a totalitarian dictator. She has developed a strong cult of personality that she maintains despite whatever strong-arm tactics she employs. The nativist truly believes in her cause and demands total devotion to her cause from her followers. To gain such devotion, the nativist gives speeches and tells stories that empower her followers by representing them as a chosen people, while simultaneously playing on their fears of the colonists. While she works ceaselessly to recruit new followers and maintain her followers devotion, she is unmerciful to followers she feels have turned against the cause and punishes such transgressors severely. She often uses these punishments to serve as examples to her other followers and has the other followers carry out the punishment as tests of faith.

Falling Crow is quickly developing into a totalitarian dictator herself. While she initially sought out seers and oracles to confirm her vision, she has grown suspicious of all other natives both in the Black Raven tribe and other tribes that hold positions of power. As an already powerful necromancer, she is not easily intimidated.

Weaknesses: As a dictator, the nativist has two major weaknesses: she closely follows a predetermined course of action that corresponds to her utopian plan and she requires such strict devotion to that plan that she does not completely trust anyone. Politically and rhetorically savvy players

could exploit her first weakness by exposing contradictions between the rhetoric the nativist uses to develop her cult of personality and the reality of her and her followers actions. While the nativist first weakness requires careful and patient planning on the players' part, her second weakness makes her unpredictable both as an opponent and as a leader. She is likely to accuse her followers, even those that appear to be her most trusted advisors, of turning against her or betraying the cause without provocation. Stealthy and diplomatically savvy players could exploit the nativist second weakness by planting a spy in her camp and attempting to get the nativist to turn against her own followers. Directly attacking the nativist or her army, however, is ill-advised because of the devotion of her followers.

While Falling Crow's meeting with the top seers and oracles and convincing them of the prophetic nature of her vision has become the stuff of legends, what few people know is that a number of seers and oracles disagreed with both Falling Crows vision and her interpretation of it. During the meeting, Falling Crow accepted this disagreement, but began systematically executing those that disagreed shortly afterward. She has been careful to hide her involvement in the deaths of these seers and oracles and the remaining seers and oracles have devoted themselves to the cause either out of actual belief or fear. If any of the seers and oracles that disagreed with Falling Crow could be found, they could perhaps damage her strong cult of personality by convincing powerful devotees to turn against Falling Crow despite whatever repercussions they would incur.



The Just

Race: The Just can be any race present in the native tribes. *Mad Owlbear is a Shifter.*

Age: The Just can be of any age. *Mad Owlbear is young – passionate and idealistic.*

Class/Powers: The Just are always members of a prestigious class and viewed as the natural leaders of the native tribes.

Example: *Mad Owlbear is a druid who has forged an alliance with the elemental spirits. He knows that the colonists will use their own gods to topple the elementals.*

Description: the Just isn't necessarily evil; it just so happens that his ideals come in conflict with the Colony. Viewed in a different light, the Just could easily be considered a hero, and the colonists are the villains. More than anything, the colonists represent a dramatic shift in his way of life and he is willing to fight to maintain the life he is accustomed to.

History: the Just was a member of a powerful tribe before the colonists came. He was a celebrat-

ed champion and a man in a well-established family. Once the colonists came, the Just witnessed the consequences of the invaders and the threat they posed to his way of life. These colonists took land that wasn't theirs to take, they have made tribesmen into their slaves, and killed wild animals for their food. Some tribesmen are even lured to the colony because of the exotic nature of a new culture.

Perhaps the Just has directly been affected by the colonists; he could have been captured by colonial slave traders and once he escaped, he inspired his people. Perhaps his people were forced off of their land by the colonists so they could build a new town and now he swears revenge. The Just could be offended by an alliance the colony makes with a rival tribe. In any case, instead of accepting this fate, the Just persuaded his tribe and others to join forces and protect their society.

In Mad Owlbear's case, he witnessed slave traders take his kinsmen. As slaves, they worked the land and turned it into farms. Land that was once sacred, the colonists turned into homesteads, then towns. Most of all, he sees his people bowing to the new gods the colonists bring with them and he knows that if the tribe forsakes the elemental spirits, the world will soon end. Knowing that the Earth Spirit also hates change, Mad Owlbear has pledged his life to the Earth Spirit in exchange for supernatural power to battle the colonists which are viewed as agents of change.

Casus Belli: The Just has no aspirations to conquer or enslave his enemies. Simply put, the Just wishes to defend his way of life and he is willing to resort to sabotage or slaughter. He has been wronged by the colony and while negotiation might have been possible once, it is no longer a viable option. Words can no longer heal the wounds that oppression has inflicted. The Just may be willing to speak with colonists who are sympathetic towards his plight, but he is uncompromising when it comes to the well-being of his people. The line has been drawn in the war of ideologies, and the Just refuses to back down.

Leadership Style: As a hero and champion to his people, the Just doesn't need to do much to get people to do what he wants. He is the favorite son, the natural elite of the tribe. Still, he prefers small, strategic strikes as opposed to all out war because

he won't risk too many of his people. He is the kind of commander who leads from the front lines rather than from the safety of his headquarters. The Just is willing to risk his own life to protect others or advance the cause. A martyr in the making.

He is an open-minded leader who may be inexperienced due to his youth, but he has the advantage of the elders of his tribe to provide guidance. Dissent is difficult because the Just is willing to listen to the problems of even the most insignificant tribesman. He is willing to please everyone nearly to the point of detriment of the whole.

Perhaps the most important aspect of the Just is that the spoils he earns in war go directly to his people. Whoever is in the most need will be the one who is most rewarded. As such, his people are incredibly loyal due to his kindness.

Weaknesses: Unfortunately, the very thing that the Just wishes to protect is also his greatest weakness. Each death of his fellow tribesmen weighs heavily on the conscience of the Just, because each death is just furthering the countdown towards extinction. The Just isn't willing to sacrifice as much as other leaders and this could ultimately be his undoing.

His unwillingness to sacrifice others means that he is unable to make the cold pragmatic decisions necessary to win a war. Order a hundred soldiers to their deaths so that a thousand may live. Make deals with evil and untrustworthy beings in order to gain their support in the war. The idealism of the Just is a liability in strategic planning.

Also, considering that this could easily be turned into a cultural war, some of his people could be willing to join the enemy if properly persuaded. The culture of the colony is one of industry and because it is so exotic to the people of the Just's tribe, they may be willing to defect in exchange for what could possibly be a better way of life.

The Nature of War

What does war look like in a fantasy world populated with monsters and magic wielding beings? While it's easy to conjure up images of epic armies numbering in the thousands clashing on vast plains, war has many more shapes.

When planning your campaign, you must decide how war will be conducted. Historically, war has had many forms and each will affect how the campaign is run and what kind of challenges the players must overcome. These types of war can be applied to any tyrant and campaign model. This section focuses on the mechanics and tactical aspects of war between the natives and colonists.

Raiding and Guerrilla Warfare:

In this type of war, the native army does not believe in assembling in an army and fighting it out in decisive battles. Instead, they prefer to raid the camps of their enemies and snipe from the wilderness, picking off warriors one by one. The colonists have to adapt to these ambushes or starve inside the walls of the colony.

Overview: Guerrilla warfare is a test of endurance not strength. The enemy only strikes when you are weak and unprotected, thus minimizing your chance of actually striking him down. When you advance in his territory, he retreats and maneuvers around you. When you fortify a position, he raids it at night to burn it down. When you try to find him, he moves undetected amongst the people, as a fish swims in the sea. Victory is hard to define, let alone accomplish.

Running a Guerrilla war campaign: The players must learn that simply killing the enemy does not guarantee victory. In order to defeat a native guerrilla army, they must destroy their willingness to fight, their morale. This is accomplished by foiling the plans of the guerrillas and getting as many natives to side with the colonists as possible. Even if the players win every battle they fight in, they will lose the war if they can't convince the natives that they are right.

It is important to note that a guerrilla army is not an invincible force of stealthy warriors. They are just warriors with different beliefs and tactics than traditional warriors. Players can detect their ambushes and even outwit them if they understand how the guerrilla thinks.

Guerrillas believe victory comes from denying the enemy what they want, not from open battle. The colonists want to settle the wilderness of the new world so guerrillas aim to keep them

The Nature of War

pinned inside the walls of the colony. They value targets like farms and poorly defended homesteads so cunning players can use these targets as bait in order to defeat them, for example.

Intelligence is the key to winning or losing a guerrilla war. Not just outthinking them but acquiring intelligence on the plans of the guerrillas. Capturing leaders and divination magic are vital in predicting where and when the guerrillas strike next. Wise players should go to great lengths to get that kind of intelligence.

Neutral factions play a vital role in guerrilla war because the guerrillas require aid in order to keep fighting. Many so-called 'neutral' tribes will not take arms against the colonists but see nothing wrong in trading with the guerrillas or providing intelligence to them. If the colonists can turn the neutral factions against the guerrillas, they will be much closer to winning the war.

Turning the neutral factions against the guerrillas can be accomplished through a combination of diplomacy, bribery and intimidation. It can be assumed that every faction is selfish and will side with whatever side offers them the best deal. Players that demonstrate the colonists can be trusted, reward their friends and punish their enemies better than the native army. Note that some coercion and intimidation is absolutely necessary, as the native army will also threaten the neutral factions. If given a choice between a reward and avoiding violence, most factions will choose to avoid violence over possible rewards.

Ultimately, beating the guerrillas requires breaking their morale. If the colonists can continue to settle the wilderness and win over the neutral tribes, the guerrillas will grow desperate and may try anything in order to win: summoning demons, burning the wilderness, amass for a final overwhelming attack, or poisoning the water supply of the colony – anything to win. If the players can stop their last attack, they will stop the native army's ability to wage war. They will still need to deal with the tyrant and other possible complications but they will no longer fear the native guerrillas.

Scenarios: Scenarios in a guerrilla war should be focused on figuring out what the natives plan to do next or winning over the neutral factions in the

war. Instead of straight military adventures, think of thrillers where the heroes must outwit their foes instead of simply killing as many as possible. Some example scenarios could involve:

- *Capturing a key lieutenant* in the native army known for his greediness by planting a false rumor about hidden treasure in a ravine near the colony and then capturing him when he tries to claim it.
- *Fight off an ambush by native warriors* and then track them down to their base camp, only to find that neutral tribal traders are there selling weapons and food to the native guerrillas. If the players attack, the traders are likely to be killed and their tribe will hate the colonists as a result. Perhaps the players could wait for the traders to leave then convince them to sell poisoned food to the guerrillas or aid the players in sneaking in the guerrilla camp to steal intelligence or burn it down.
- *The guerrillas have taken a bold step* and openly hold a vital location, such as a nearby lake. The colony needs the location to survive and the colonial army is ready to march to battle. But the guerrillas have never openly held territory before so there's probably a trap waiting for them. The players must figure out what the natives plan to do before the colonial army marches to their doom.

Themes: Paranoia, uncertainty and suspicion figure high in a guerrilla war. What natives can you trust? Who will watch your back in an ambush? Ruthlessness and the price of victory are also major themes in a guerrilla war. The force prepared to do whatever it takes to win will probably prevail over a more moral army but go too far and you may lose the trust of everyone around you.



Civilized Duels

It is possible that the tyrant has a code of honor that permits only certain forms of battle or a being of great power such as a god or elder dragon imposes a set of rules upon the combatants in order to keep the war from spreading throughout the New World. In either case, the war will follow a set of formalized rules known to both sides. These rules can be as simple as not harming innocent civilians or as complex as the Geneva Convention.

Overview: Throughout history, many cultures establish certain rules in order to mitigate the destruction wrought by battle. These rules are enforced by custom, honor and the will of the gods. The rules are typically based on cultural or practical considerations. For example, if the natives plant crops in the spring and harvest them in the fall while winter is too harsh to fight, then they might have a rule allowing war to happen only in the summer. Alternatively, if all natives believe that if someone dies near a certain spring, his soul will be consumed by demonic spirits then a prohibition against fighting near the spring would arise.

While the colonists are not bound by the same culture or customs as the natives, they will find that the rules will apply to them nonetheless unless they want all the tribes to unite against the colony.

Running a civilized duel campaign: It is imperative to first determine what the rules of war and why they exist in this campaign. One set of example rules is presented below:

Possible Rules of War in the New World:

- A tribe must first declare war before any attack is made by sending their chieftain into the enemy's camp and declaring war to the opposing chieftain. The chieftain must be allowed to leave and one day must pass before any blood is shed. This rule exists because acolytes of Coyote the trickster nature spirit have tricked several tribes into war due to misunderstandings between emissaries and chieftains. If the two chieftains meet directly, there is virtually no chance of a war being started under false pretenses. This rule also makes sure the chieftain is brave enough to lead his tribe during war. If a tribe or the colony captures or kills the tyrant when he declares war, all the other tribes will view the colonists as savages unable to be trusted.
- Only children are innocent in war and spared in battle. All adults who can make their own decisions and thus can be captured or killed, even if they don't pick up a weapon. This rule is a decree from the nature spirits that preside over the new world, stating that the farmer who feed the warriors and the artisan who clothes and makes weapons for the warrior are just as responsible as the warrior. Only children who have yet to undergo the rituals that signify their transition to adulthood are untouchable.
- Burning a forest is prohibited as a tactic. This is purely a pragmatic rule. Forests generate much of the food and materials needed for daily life and any tribe that sets one on fire will cause hardship to all tribes in the region.
- War is disallowed in the winter. Demons and undead are more active in the winter, picking off desperate tribal members looking for food. If tribes went to war in the winter, only the monsters would win.

- A tribe may end a war by giving their chieftain to the enemy. While the tribes of the new world are not democratic, their leaders are expected to produce results. Chieftains that start a disastrous war may find themselves given to the enemy tribe as a slave or worse.

Running a civilized duel campaign: Once you have determined what the rules of war are in the new world, then you can outline your campaign accordingly. The tyrant, cause and victory conditions still need to be determined, as the rules only determine how war is conducted. See the relevant sections in the Codex to get ideas on those elements. Unlike campaigns using guerrilla or total war, you need to establish how the rules are enforced and what the consequences for breaking them are.

The consequences for breaking the rules can either be based on cultural traditions or through supernatural retribution. Tradition based consequences are typically based on political pressure from neutral or uninvolved tribes. Some punishments could be:

- Demand a payment from the offending army to be given to the other army – food, trade goods, gold or magic items.
- Declare the offending army as pariahs, banning all trade with them until they make amends or give up.
- Lead a single punitive raid against the offending army as a warning to never break the rules again.

Another option is to have a supernatural method of enforcement. Perhaps a powerful magic spell cast by a long dead shaman physically prevents non-epic characters from actually breaking the rules. A powerful creature such as an ancient dragon or angel appears whenever a rule is broken and intervenes, stopping the offenders from breaking the rule or attacking them after they break the rule.

Once the mechanics of enforcing the rules of war are established, the players will probably want to know why the rules should even apply to the colonists, as they do not share a common culture with the natives. The players might decide to ignore them and suffer the consequences. If this happens, then look to the guerrilla or total war sections for information on running a campaign.

Scenarios: The goals of individual scenarios are no different from other war based campaigns, but the rules of war should complicate most scenarios in one way or the other.

Example scenarios:

- Colonial scouts have found a secret unguarded path to the heart of the enemy's territory. The players investigate to make sure it isn't a trap and discover that the path goes over the burial site of a native holy man. Leading an army over the burial site doesn't technically break the rules but the natives will be highly angered by such a callous disregard for their beliefs. The players find a nearby cave that also leads to the enemy territory but is populated by monsters. They can choose to anger the natives or fight their way through the dungeon to gain an advantage over the enemy.

- A colonial rogue has figured out a way to game the rules by tricking the native army into inadvertently breaking a major rule. The con requires the help of the players in order for it to work. It's risky and the rogue is less than trustworthy but they can get an edge in the war by getting the other side to break the rules.

- A lone soldier has broken a major rule of war and the natives have captured him. Instead of executing him themselves, they demand that a leader of the colonial army executes him. The soldier claims he is innocent.

Themes: A civilized duel campaign can focus on the struggle between civilization and savagery – are the colonists more or less primitive than natives who fight only according to a strict set of rules? Furthermore, the temptation to break a rule in order to win the war poses the timeless dilemma if the ends justify the means.



Total War:

Nothing is off limits and nothing is sacred. Burn the home of your enemy and do whatever it takes to survive. Furthermore, the native army is strong enough to challenge the colonial army in open battle so guerrilla warfare is unnecessary. This is the typical mode of war in fantasy campaigns, with large armies clashing on sweeping battlefields to decide the fate of the new world.

Overview: This is the most common type of war envisioned in fantasy role playing worlds, where armies march to battlefields to fight each other. Strategy is important but bravery, strength in arms and heroism are the essential characteristics in winning the war. The war touches everyone in the new world, even if they remain neutral. Commoners on both sides are pressed into military service, families are torn apart, traders profiteer, criminals take advantage of the distraction of war, and mercenaries arrive looking for work.

Running a Total War campaign: The native army should be at least equal to the colonial militia in terms of power, if not exceeding them. This could mean that the natives outnumber the colonial militia by three to one or even more. It could mean that the natives can field an army of exotic monsters, dragons or giants. It could mean that the natives have powerful magic users able to summon

extraplanar beings or call down lightning and fire on the colonists. Or it could mean the natives have all of these forces and more. But the natives must pose an existential threat to the colony – if they win the war, the colonists will be at the mercy of the natives, which could mean slavery or death.

Winning the war depends on the nature of the tyrant and the exact cause of war as established in your campaign. A total war means that every challenge will be a military one, as the native army will seek to counter every move the players make. After all, the players are probably important leaders or elite warriors in the colony and anything they do will be taken as part of the colonial war effort. For example, if the players explore a dungeon, the natives will send their own elite warriors and magic users into the dungeon to find out what the players are doing and stop them.

The effects of total war stretch far past the battlefield. Armies move on their stomachs so all local food sources will be depleted by colonial and native armies, causing shortages and possibly even famine. The disruptive nature of war will start a wave of migration as refugees from the fighting flee the war. Mercenaries flood the shores of the new world looking for work. Powerful monsters awaken from centuries of slumber to see what has transpired. Distant tribes from the interior of the new world arrive to exploit the situation by siding with one faction or the other.

With all of this going on, chaos dominates a total war campaign. Everyone is caught up in events greater than they can understand and struggle to keep their own heads above water. In this type of environment, people are more willing to take chances, even outside of battle. The taverns are full of desperate men and women looking for some kind of solace knowing they could die tomorrow. The faithful crowd the churches and holy places looking to the gods for forgiveness for their deeds. Thieves undertake great schemes to make their fortunes or die trying. After all, the natives could break down the walls of the colony anytime. Why wait for another chance?

Scenarios: The native army challenges the colony on several fronts, directly in battle, through espionage and skullduggery, and economically. The tyrant wants to crush the colony by any means necessary so the players must be prepared to fight many battles in order to win the war.

- Standard military adventures such as capturing a key location or ambushing an enemy unit work well but in order to keep the players on their toes be sure to include the fog of war. Namely, the chaos of war means that information is lost or distorted so decision makers from the highest generals to the lowest squad leaders do not have all the necessary information to make a decision. For example, if the players are given a mission to kill a trained hydra guarding a key location, they could find out that the hydra is undead that spreads disease with its bite. This complicates matters because the hydra is being used to infect captured colonists that are then released. The natives want the infected colonists to go back to the colony and spread the disease. Now the players have to stop the plan and figure out how to defeat the hydra without getting infected themselves.

- A profiteering merchant sells magic weapons to both sides he smuggles in from the old world. The colonial government wants the players to convince him to sell only to the colony but the merchant makes more gold by also selling to the natives. The government does not want the merchant killed until they can learn where the magic weapons are coming from. The characters must either make a deal with the merchant or figure out who his contact is, neither of which will be easy.

- A demon has taken advantage of the chaos of war to create a sanctuary for refugees. Both colonists and natives have started to worship

the demon so that it will protect them from the war. The sanctuary is in unimportant territory but it threatens the sovereignty of the colony and it is a demon, although it claims to be a reformed exile from hell and has renounced evil. Even if the demon is lying, it is protecting many innocents who would otherwise suffer or die. The players are charged with destroying the demon's sanctuary so that the colony's political standing in the new world doesn't suffer. Can they destroy the only place of peace in the war with a good conscience?

Themes: The totality of war seems to swallow up all that is good and pure in the world but only in the darkest times can true heroism shine. Warriors sacrifice their lives to save their brothers in arms while merchants grow rich and decadent. The most humble and unassuming commoners become beacons of hope in a world otherwise swallowed up by death and misery.

Waging War in the New World

While war is a dramatic backdrop for an exciting narrative, it can be very challenging to structure a role playing game campaign to take place in one. Life in the military is extremely regimented as soldiers are forced to obey orders and do nothing else. Civilians are typically caught between the two armies as 'collateral damage' or forced to flee as refugees. There's no room per se for a group of independent adventurers to do whatever they want. Thus, a war campaign should have a good structure to accomplish several goals:

1. **Provide opportunities for exciting adventures without railroading.**
2. **An overall goal the party can achieve by the end of the campaign.**
3. **Show the major themes of the campaign in the context of the adventures.**



The Game of Gods:

Overview: One or more divine beings have weighed in on the war. Viewing the mortals as chess pieces, immortal beings of great power manipulate the war to achieve their own goals. Will the heroes fulfill the will of the gods or will they rebel against them? For your campaign, you can use any or all members of a pantheon to set the stakes of the war.

The RPPR New World Campaign used this route, as Ant Spirit, a near-god like nature spirit, used the war to answer a question: what is better, coercion or collaboration? The Water Barons (the players) believed that free and open cooperation was better than a dictatorship where a tyrant controlled and coerced the people

Waging War in the New World

into doing his bidding. In order to answer the question, Ant decided to see who could finish a complex engineering project first.

The Ant Spirit provided both sides with knowledge of nearby Lemurian ruins. To the Water Barons, Ant revealed the existence of the Lemurian Shipyards, the most advanced shipyard ever built. To Cortez, Ant showed a golem factory built inside a volcano. Each side was to rebuild their set of ruins as fast as possible. Ant will bestow a great gift to the winning side and destroy the losing side. No other rules were given, so open warfare to destroy the other side was a viable tactic and inevitable from Cortez's point of view.

This provided a two front challenge to the Water Barons. Not only did they have to defeat Cortez's army, they had to oversee a massive engineering project that the colony's infrastructure would be hard pressed to serve.

Tier of play: Game of Gods can work at any tier of play, but is more easily suited for paragon and epic. In heroic tiers, the players will not be able to easily lead or guide the colony but they should be able to complete the divine quest that is the heart of the war. In heroic tier adventures, the focus of the campaign should be confined to the local region. The players are plucky heroes who overcome great odds after being underestimated by their foes to win the war by completing the divine quest. The citizens of the colony will view the players as just normal people until they complete the quest and save the colony.

In paragon tier, the players are powerful enough to merit either direct leadership roles in the colony or at least be very persuasive when it comes to influencing the colony. The colonists will look to the players as vital defenders, their bulwark against the native army. Because of this, the focus should be larger than heroic, looking at the entire region. Throw in neutral factions and perhaps interference from the Old World. *The RPPR New World campaign's war with Cortez took place at paragon tier.*

Epic Tier would probably be a world spanning event that would involve many nations and gods. Perhaps even the fate of the world itself would be at stake. The players should be the leaders of the colony and its greatest heroes.

Goal: The goal of the campaign is completing the divine quest handed down from the gods. Whatever the quest is, the native army will oppose it with force, thus ensuring a war will be fought. The

quest can either be a traditional mission that can be accomplished by a small group of adventurers, but a quest that requires the efforts of the entire colony makes for a more sweeping and dramatic campaign. If everyone from the lowliest peasant worker to the most powerful adventurers working together in order to complete the quest, the players will have more chances to roleplay and more exciting conflicts can come into play than a standard 'go this dungeon, defeat its guardians and recover this artifact' style quests.

One variation is to have two gods make a wager to see which faction is more wise, strong or brave. One god picks the natives and the other picks the colonists. They are given a task to complete and encouraged to go to war with each other in order to see which god will win the wager.

The RPPR campaign can be used as the model for this type of campaign. Have a powerful deity simply declare that it can't choose between favoring the natives or the colonists. In order to decide their fates, he assigns them the task of rebuilding a particular set of ruins in order to prove they are more worthy of divine favor. This isn't the only possible divine quest though. The following examples can also be used or make your own up:

- *The gods wish to see which faction can slake the tarrasque's hunger.* The legendary monster will soon awaken, hungry to consume all in its path. Each side must amass as much food as possible to feed the beast. The side that can placate the monster will be judged the victor.
- *A horde of demons has been released from the underworld.* The horde is led by a demon lord wielding a banner stolen from the gods. The faction that claims the banner and brings it to the highest temple in the land will win.
- *Seven children of destiny are scattered about the land.* Each child is protected by the gods, immune to damage, mind control and coercion. The faction that convinces all seven to join them will be declared the victor.

Introduction: The story truly begins when the gods announce the quest to both sides. The first scene should focus on setting the tone of the campaign. A dark and serious campaign should have solemn speeches while a lighter tone game can have some comic relief. By the end of the introduction, the players should know the rules of the quest and their primary goal.

Primary Challenges: As completing the quest is absolutely vital, many complications should arise from it, especially moral dilemmas. Is the quest more vital than making sure all the colonists are fed? Should we have faith in gods who are toying with us like insects? Are we misinterpreting the words of the gods? Should we try to defy the gods?

Furthermore, the native army will do their best to thwart the players. At every step of the quest, the players should face some kind of opposition from the natives.

Adventures: Typical adventures will deal with completing the quest and dealing with the native army. In the RPPR campaign, some of the challenges faced by the Water Barons included:

- *Fight off monsters* around the Lemurian shipyards to protect the work crews needed to rebuild the ruins.
- *Negotiate with merchants* and faction leaders for supplies and workers in order to fund the project.
- *Raid Cortez's army* as it marched towards the colony with the goal of destroying their supply train in an attempt to slow them down.
- *Raise an army* capable of defeating Cortez's army and recruiting monstrous allies to help in the battle.
- *Find and recruit an engineer* capable of overseeing the project, easier said than done, as Lemurian architecture is more advanced than anything else the world has ever seen.
- *Retrieve a Lemurian magical item* believed to be vital to winning the war.

Turning Point: Every campaign should feature a pivotal turning point somewhere in the middle that changes the direction of the narrative. In the RPPR campaign, the turning point came when the Water Barons defeated Cortez's army. Cortez still had a chance to win by rebuilding the golem factory first, but now he had to react to the players' actions, instead of the other way around.

In this campaign model, the turning point should reverse the direction of the action. For example, if the players ignored the natives and focused on the quest, reveal that the natives will complete it

first unless the players attack the native army. If the quest seems to be nearly complete, show that both sides misinterpreted the words of the gods and must do something completely different. In any case, the players should be able to see the real end after they reach the turning point but the last part of the journey should be the hardest.

Finale: The completion of the quest should be a highlight of the campaign and an exciting adventure to boot. In the RPPR campaign, the characters had to end Cortez's rule and liberate the people under his control. They were given the option to take over and rule as new tyrants or to grant them freedom. The moral dilemma made for many great roleplaying opportunities.

Other finales could include:

- *A confrontation with a divine guardian* sent to determine if the winning faction is truly worthy.
- *A final battle with the native army* while the quest is completed. The players must hold out long enough to ensure victory against overwhelming odds.
- *A race against the native army.* The players must get to a certain area in order to finish the quest but the entire native army will try to stop them.

Resolution: Once the quest is completed, the gods will grant a great gift to the victor and punish the loser. The nature of the gift and punishment depends on the divine being involved. A benevolent god may simply scold the loser while an amoral or dark god will scourge or even destroy the losing faction.

The colony will view the players as heroes but with this new prestige comes new challenges. The colonists will look to the players to deal with every major challenge and many opportunists and schemers will try to manipulate them to their own ends. While the colony itself is safe, the heroes' troubles are only beginning...

The native army will be crushed regardless, as their morale will plummet. The power vacuum left by the army's defeat will have its own consequences though. Perhaps the natives will be overrun from marauding monsters or the natives migrate, looking for safer territory. In any case, the political map of the region should change to reflect the new facts on the ground.

Bring Me the Head of a Tyrant

Overview: This campaign model is designed as a three part adventure based on guerrilla warfare. During the first part of the campaign, players will investigate attacks to outlying colonial settlements. These attacks have resulted in the loss of life and decreased trade for the colony and the frequency of the attacks seems to be increasing. Colonial leaders have become concerned about the attacks and order an expedition to examine their cause. While the first part of the campaign requires extensive investigation, the second part of the campaign blends investigation and combat as players learn that a mysterious tyrant is behind all of the attacks and colonial leaders demand that this new tyrant be arrested or killed. In the third part of campaign, players make their final assault on the tyrant after learning the tyrant's whereabouts and weaknesses. Can the players survive to fulfill their orders?

Because this campaign blends traditional dungeon crawl role playing with investigative role playing, GMs should encourage players to use all of their skills, not just their combat skills, to investigate the settlements that have been attacked, gather information from colonists and natives, interrogate the tyrant's followers responsible for the attacks, seek the tyrant out, engage in combat, and, finally, decide how to complete their assigned mission. Through the first and second part of the campaign, GMs should expose players to different colonists and natives who have different agendas and will require different forms of persuasion to give up information. Once the players have started hunting for the tyrant in the second part, GMs should use guerilla fighters devoted to the tyrant to attack the players' party and to disrupt the players' supply lines. The disruption of supply lines will add an element of difficult to the players' strategy by requiring them to find alternative sources of supplies. Finally, in the third part of the campaign, GMs should make it clear to players that they cannot defeat the tyrant's army in direct combat on their own. This requires players to strategize how they will complete the orders given to them by the colonial leaders.

One additional difficulty for the players in the campaign involves the effects of direct and violent attacks by the players against natives in response



to the guerilla attacks. Such attacks by the players will benefit the tyrant more than it will the players. The tyrant will use these attacks by the players to help recruit more followers by painting the colonists as aggressors that want to destroy the natives. Although GMs should not dissuade their players from directly or violently attacking natives, they should immediately increase the number and severity of guerrilla attacks on the players' party. While players may be confused and believe they should be constantly attacking in a war scenario, a stealthy, tactical approach should yield them better results.

Example: The following campaign outline will use *Falling Crow*, the example Nativist archetype from the Tyrant section, as the tyrant the players would face in this war campaign. While a GM need not choose *Falling Crow*, she is chosen because the campaign was specifically written using the nativist archetype for the type of tyrant players would face. As such, GMs wanting to run this campaign should familiarize themselves with the nativist archetype as the nativist's *casus belli*, leadership style, and weaknesses will all be important for this campaign.

At the start of this campaign, Falling Crow has been encouraging the guerilla attacks on outlying colonial settlements in hopes that the colony will react violently against natives. Should the colony react violently, Falling Crow will use this reaction to her advantage in recruiting new followers to her cause. While Falling Crow has amassed a large army, and would easily overpower the expedition force, she does not want to begin a war that would bring the entire colonial army bearing down on her. As such, she will fight a defensive, guerilla war against the colony and the expedition force.

Tier: This campaign can be played on heroic or paragon tier. For heroic tier, players will not be able to easily lead or influence NPCs and will most likely start out as common foot soldiers in the initial expedition to explore the guerilla attacks on outlying colonial settlements. Even though their leadership skills would be minimal, the players could still use their individual skills to set themselves apart from the rest of the foot soldiers. Perhaps it is the war that will define the players as future political, social, or military leaders of the colony depending on what happens. Perhaps their actions in the war raise the players from heroic to paragon status and define how NPCs will come to look at them later in the history of the colony.

For paragon tier, players have been selected to lead the expedition to explore the guerilla assaults. Each player has been specifically selected for the type of specialization path he or she has chosen. Combat heavy characters (e.g. Fighters, Paladins, and Warlords) are chosen for their fighting abilities and to lead the colonial soldiers that will accompany the expedition. Characters specializing in social skills (e.g. Rogues) are chosen for their ability to parlay with native peoples for information and supplies. As such, GMs should place a heavy emphasis on role playing during the campaign and players should be instructed to act as a leadership team. GMs should not railroad players or attempt to mediate problems or issues that arise between characters however. Instead, use these problems and issues as future fodder.

Goals: This campaign has two goals. The first goal of the campaign is for players to investigate the attacks on the outlying settlements. Once the players discover that all of the attacks are the result of one tyrant, GMs should then give the players the second goal of hunting down the tyrant responsible for the attacks and arresting or killing the tyrant.

Introduction: The story begins when the players are called to participate in or lead an expedition to investigate the attacks on the outlying settlements. This introductory period lasts until the players have discovered that all the attacks have been encouraged by the tyrant. At this point, the players will receive orders from the colonial leadership that they must find and arrest or kill the tyrant. By the end of the introductory period, players should know they are facing a powerful tyrant, even if they do not yet know the name of that opponent, and should know that to find tyrant they must rely as much on their investigative skills as their combat skills.

While exploring the remains of one of the razed colonial settlements, one of the adventurers happens upon the feathers from what appears to be a Raven Mocker. What the adventurer finds particularly odd about the feathers is that the survivors' descriptions of the natives that attacked the settlement do not match those of the Black Raven tribe. At other settlements, the adventurers find other evidence that suggests a contradiction between survivor accounts and the natives that attacked the village. Each time the evidence points to the involvement of the Black Raven tribe.

Primary Challenges: Because completing the goals of the campaign will require the players to use both their combat and social skills, a number of challenges are bound to arise, especially inter-party conflicts about how to handle specific situations. These inter-party conflicts are much more likely in paragon tier play than in heroic tier play. For heroic tier play, GMs are encouraged to stimulate such inter-party conflicts through NPCs. NPCs may want to approach the situations they face differently and force the players to choose sides. For instance, combat heavy NPCs or PCs may want to use a more direct approach than more diplomatic NPCs or PCs. In either case, GMs should make the players ultimately sway the course of action.

These challenges will be further compounded by the fact that violent responses by the players against natives increase the number of guerrilla attacks on their party and the overall power of the tyrant. While the tyrant will repeatedly attack the players' party using guerrilla forces, the tyrant will not expose the majority of their forces to open combat with the colonial army. These repeated attacks

are designed to frustrate the colonists into doing something rash and will most likely also frustrate players to a degree.

Finally, there is always a chance that the guerilla attacks will embolden groups of natives not associated with the tyrant to attack the players' party and colonial settlements. These unpredictable groups in many ways may present the biggest initial challenge to the players. Even though the groups are not directly associated with the tyrant, and may even be the tyrant's enemies, the tyrant will still use violent responses by the players to recruit other natives.

Believing the guerilla attacks to be work of rogue members of the Black Raven tribe, the adventurers initially decided to attack the nearest Black Raven village. After storming the village and killing a number of the natives, the adventurers discovered that the village had no involvement in the guerilla attacks. On their way back to colonial territory, the adventurers were harassed by several groups of guerilla fighters. In one of the skirmishes, the adventurers managed to capture one of the guerilla fighters. After several hours of torture, they finally made the guerilla fighter tell them about Falling Crow. They immediately report this information back to the colonial leaders and get their orders to hunt down Falling Crow.

Adventures: Adventures for this campaign should maintain a blend between investigation and dungeon crawling and should incorporate all of the players' social and combat skills. Because this campaign has three distinct parts, possible adventures have been separated by what part they will most likely appear in. GMs should feel free to mix possible adventures however. Finally, because this campaign uses the Nativist tyrant archetype, GMs should refer especially to the Nativist's leadership style and weaknesses for ideas on how to frame individual adventures in the campaign.

Adventures for the first part of the campaign when players are investigating the attacks on the outlying settlements could include:

- *Attempting to obtain reliable information from surviving colonists.* Colonists living in the attacked settlements have recently suffered a severe traumatic experience and the information that they can or do give will be unreliable at

best. Players must use their different skills to obtain enough information from the colonists to piece together accounts of the attacks.

- *Determining the origin of native weapons and other artifacts found in the attacked settlements.* Players must use their knowledge of the surrounding tribes to identify native markings on weapons and objects. If none of the players has such knowledge, they must seek out those that do. The people they find may or may not be loyal to the tyrant and, therefore, may or may not give the players accurate information.

- *Interrogating natives from nearby villages or captured guerilla fighters loyal to the tyrant.* Players may not find survivors at any of the attacked settlements. In such a case, they will have to find their own sources of information by interrogating natives from villages near the attacked settlements

Adventures for the second part of the campaign when players are hunting down the tyrant could include:

- *Fending off guerilla attacks on the party.* Once the tyrant discovers the intentions of the players' expedition, the tyrant will attempt to slow the progress of the players by sending groups of guerilla fighters to harass them. Violent attacks by the players against natives will increase these number of guerilla attacks on the party. Violent attacks may also cause hostile native tribes not allied with the tyrant to attack the players or otherwise neutral native tribes to turn against the players and the colonists.

- *Foraging and bartering for supplies.* As the players move farther away from colonial settlements, supply lines will be much harder to maintain because of the distance supplies will have to travel. The tyrant will exploit this weakness by having their guerilla forces attack supply caravans. This means that players will have to forage and barter with natives they meet for additional supplies.

- *Sorting out friend, foe, and neutral natives.* If this scenario is used as part of a longer campaign, players can also pick up invaluable information from their expedition about what natives are friendly, hostile, or neutral to the colonists. This information will also be useful throughout this scenario when the players must barter for supplies after their supply lines have been disrupted. Players could also consider at-

tempting to convince friendly or neutral natives to ally with them in their hunt for the tyrant.

Adventures for the third part of the campaign when players are preparing to confront the tyrant could include:

- *Making allies.* Because the tyrant's army is too strong for the players' party to directly attack, the players may want to consider making allies with one of the friendly or neutral tribes they have been bartering with for supplies. Also, because the tyrant for this campaign is based on the Nativist archetype, the tyrant probably has at least one powerful enemy other than the players that the players may be able to convince to ally with them.
- *Exploiting the tyrant's weaknesses.* Other than having powerful enemies, Nativist archetype tyrants have other weaknesses the players could exploit. For instance, as totalitarian dictators, Nativists do not trust anyone. Players could plant spies in the tyrant's camp that feed the tyrant false information about the tyrant's followers in attempt to get the tyrant to turn against the followers. GMs should make the tyrant's weaknesses unique to the campaign.
- *Sowing havoc in the tyrant's camps.* While getting the tyrant to turn against the followers is certainly one way to sow havoc, it is not the only way. Players could plant spies in the tyrant's camp to stir up old antagonisms between members of different tribes. Although the power and persuasiveness of the tyrant has brought together members of different tribes, old tribal antagonisms still exist and could flare up if the players find a way to ignite them. The result would be the camps turning against each other, which would help clear the path for the players to attack the tyrant.

Morale was low among the adventurers' soldiers. They had been marching for days and supplies were running low. To make matters worse, they had been attacked on consecutive nights, losing valuable soldiers and more valuable sleep.

Turning a bend the soldiers spotted a native village. Immediately orders came down to take a defensive stance and the soldiers recoiled. One of the adventurers rode out to meet with the native walking toward the party. The adventurer turned to the

party and told them to take down their guard. The natives of the village were friendly.

Turning Points: This campaign has two turning points. The first turning point ends the first part of the campaign and signals the beginning of the second part. The second turning point ends the second part of the campaign and signals the beginning of the third part.

The first turning point occurs when the players discover all of the attacks are connected to the same tyrant. At this point, the players should still only know minimal details about the tyrant or the force of the tyrant's army.

The second turning point occurs when the players discover where the tyrant has made camp. At this point, the players learn that the tyrant's army is so strong that they cannot attack the tyrant's army directly. The players should learn, or should have already learned, a few of the tyrant's weaknesses by this point.

Having made allies with a tribe whose hatred for Falling Crow and the Black Raven Tribe outweighs their distrust of the colonists, the adventurers' party and their new found army made its way to the edge of the tyrant's camps. The adventurers instructed their tribal allies and their remaining soldiers to surround the camp. After night fall, the adventurers gave the signal and their allies and soldiers rushed Falling Crow's unready army. In the resulting confusion, the adventurers picked their way to Black Raven's tent.

Finale: In the finale of this campaign, the players will put their combat prowess to the test as they directly confront the tyrant. Before this final confrontation begins, the players should have decided whether or not they will attempt to arrest the tyrant or kill the tyrant outright. The final confrontation should be the most difficult challenge the players have faced up to that point.

With the adventurers' cleric keeping Falling Crow's Raven Mockers at bay and sorcerer pounding Falling Crow from a distance, the adventurers' melee fighters inched toward the desperate necromancer. The three became entangled in a flash of blades and arcane magic.

Finally, one of the adventurers reached up, holding the blood dripping head of the fallen tyrant for all to see.

Resolution: Once the tyrant is arrested or killed, the morale of the tyrant's army is destroyed and the army is easily defeated. The surviving members of the army break up into several factions along original tribal lines and infighting among them starts. It turns out the tyrant was the only person powerful enough to hold the inter-tribal army together.

With the tyrant defeated, the players will receive a greatly increased reputation in the colony. Their roles in defeating the tyrant will most likely foreshadow the roles they will play as the colony continues to expand. These roles will also be taken into consideration the next time the colony finds itself careening toward war.

Protectors of the Colony

Overview: This scenario is designed as a strategic war where the players will lead the entire colony in a war against an allied force of native tribes. This result of this war will determine the power structure of the New World. Should the colonial forces win, no single native tribe remaining will be powerful enough to stop them. Should the allied force of native tribes win, the colony will become just another group or tribe vying for political, social, and military power in the New World. Because of the nature and end result of this war, this scenario has been written strictly as an epic campaign. Unlike other scenarios, the goal for the players is not to simply defeat the allied force of native tribes in a series of battles. Instead, to capture the fully dynamism of war, players must obtain victory points by completing challenges ranging from leading colonial armies in battle to negotiating the exchange of prisoners of war to negotiating peace treaties with hostile tribes. Can the players complete enough challenges and obtain enough victory points to win the war?



Because this is an epic campaign where players will fight a strategic war, GMs should encourage players to use all of their skills and to think in terms of global or social problems rather than individual ones. While players may have used their social skills to negotiate better prices with a merchant or talk their way out of a bad situation in past adventures, they now must learn to use their social skills to urge on an army in combat or recruit additional forces for their armies. Similarly, players will have to learn to adapt their combat skills to better position an army in combat. The combat that the players personally engage in should also challenge them by making them learn how to fight on an epic scale versus monsters that are as powerful as a single army.

This scenario would work well as the finale for an extended campaign set in the New World. It could be ran as a standalone epic campaign.

Tier: This scenario is designed for epic tier characters only. Because the scenario focuses on the dynamics of a strategic war, the players must have high ranking positions within the colony's political, social, and military structures. For instance, a player could be the general in the colony's army, a high priest in the church, the leader of a merchant guild, a powerful financier, a trusted advisor to the governor of the colony, or even the governor of the colony. Further, a player's strengths should be dependent on his or her position within the colony.

Goals: The players' goal for this scenario is to score enough victory points to complete each victory point challenge. The players can only win the war by completing all five challenges. The number of victory points gained from successfully completing an adventure tied to a victory point challenge and the number of victory points needed to complete each challenge and win the war will be determined by the GM. For instance, some GMs may want to only have one adventure tied to each challenge, while other GMs may want to have several adventures tied to one challenge and fewer tied to the other challenges.

Introduction: The story begins when the players are gathered to discuss a series of attacks on outlying colonial settlements by native forces. Unlike attacks the colony has suffered in the past, these attacks appear to be coordinated as though multiple tribes have allied themselves to attack the

colony. These initial reports are soon validated by the arrival of a messenger from another outlying settlement that has been attacked. The messenger tells them that a large native army led by a number of well-known war chieftains is preparing to directly attack the colony. The messenger also says that a number of colonists have been kidnapped and will be killed if the colony's leaders do not accede to their demands of surrender. War has been declared.

Victory Point Challenges: Whereas the challenges in other scenarios are designed to make players use their skills or teamwork to solve difficult physical, mental, and ethical problems, completing adventures associated with the challenges in this scenario is how the players will gain victory points. To win the scenario, players must complete all five victory point challenges to win the war. The number of points the players must acquire for each challenge is left to the discretion of the GM. Some GMs may want players to concentrate on certain challenges, while other GMs may want players to complete an equal number of adventures for each challenge.

- The victory point challenges for this scenario include:

- *Capturing key locations or locations of interest.* The key to fighting any war is to have a better fighting position than one's enemy. For the players to be successful in the New World, they must capture a number of key locations to help them better their position. The number of these positions and how the players must capture them is left to the discretion of the GM. Some locations may require the players to engage in a tactical battle where they maneuver their army against a large native army. Other locations may require the players to fight epic level monsters that are guarding the location.

Along with capturing key locations that will better their position, players should also consider capturing locations that will weaken the morale of the natives fighting in the war. For instance, some natives may have a sacred shrine in a forest that the players know about. Capturing the shrine and preventing the natives from accessing it could weaken the morale of some of natives.

- *Routing native armies.* Once the players have captured key locations and entrenched their

armies, they can more easily defend themselves and more easily stage attacks. Whether fighting defensively or offensively, routing native armies will be the fastest way for players to win the combat portion of the scenario. In addition to significantly reducing the number of combatants the players will face, routing native armies can greatly decrease the morale of the natives.

- *Rescuing colonists or exchanging prisoners of war.* Every war involves prisoners, whether those prisoners are soldiers, citizens, or bystanders. On the colonial side, prisoners could even include colonists that lived in settlements on the edge of colonial territory that were kidnapped at the beginning of the war. For certain high ranking officials that have been kidnapped, the players may want to lead parties to rescue them. They may also want to work out prisoner exchanges or use third parties, such as the Lycanthrope Gypsies (see the Order of Battle section), to negotiate such exchanges.

- *Making treaties with neutral tribes.* Because the New World has a number of small tribes, as well as larger tribes such as the Black Ravens and Gray Fangs, not every tribe will be allied with native army opposing the colony or necessarily friendly with the colonists. By making treaties with these neutral tribes, players will be able to minimize the number of new recruits the native army can gather, while also providing themselves with trading partners with which they can gain valuable supplies.

- *Making peace with hostile tribes.* When the fighting stops, the war does not necessarily end. Because this is an epic scenario and the players will lead the colony throughout the war, they must also be the ones that negotiate peace treaties with hostile tribes. The players may begin negotiating peace treaties with some tribes while the fighting is still occurring. These peace treaties will help the players weaken the overall force of the allied tribes the colony faces. While weakening the force of the natives will provide an immediate boost to the players, peace treaties made while the fighting is still occurring are often fraught with contingencies, which make them easy to break by either the colony or the natives.

These five challenges capture the dynamism of fighting and winning a war against the natives in the New World, but GMs should feel free to modify these challenges.

Secondary Adventures: Aside from the adventures directly tied to completing the challenges and to scoring victory points, some adventures in this scenario could aid players indirectly in gaining victory points, while other adventures could involve having to deal with the secondary effects of the war. These secondary effects could have disastrous effects on the ability for the colonists to wage war and for the players to obtain victory points.

Adventures that could aid the players indirectly could include:

- *Recruiting powerful allies.* While it may be fun to lead a large army in a massive epic battle, doing so week after week would become exhausting for players and their PCs. One way the players could help shore up a particular front or help negotiate and maintain peaceful relations with neutral tribes without doing all the work themselves would be to recruit a powerful neutral ally who is already in the New World. GMs should feel free to use refer to the neutral NPCs listed in the Order of Battle section for ideas.

- *Requesting reinforcements.* Although recruiting powerful allies already in the New World would provide more immediate help, the players could also request reinforcements from the Old World. In requesting reinforcements, players may have to relinquish some of the control they have in waging the war or may have to atone for past indiscretions made toward the imperial government. Despite what the players have to do, reinforcements from the Old World are always slow to arrive, which allows the allied native tribes to make inroads in the war.

- *Arousing patriotic feelings among the colonists.* The colonial army could always be stronger, so one way the players could assure themselves of new recruits would be to emphasizing the patriotic duty of colonists to fight for the colony. The challenge with emphasizing patriotism, of course, is that patriots often use their sense of duty for their own selfish ends. While players may get the troops they desperately need, they may also spend a good amount of time they should be fighting the native forces mitigating unforeseen internal problems.

- *Stirring up righteous indignation.* If telling someone they have a patriotic duty to defend the colony helps bring in recruits, telling someone they have a religious duty to defend the

colony brings in twice the number of recruits in half the amount of time. As with arousing patriotism, stirring up righteous indignation among the colonists has a number of drawbacks however. Not only will religious zealots use their religious duty to their own selfish ends, they are much harder to be swerved from their course because of the moral imperatives that guide their actions.

Adventures that could halt the players' progress in the war could include:

- *Having to raise morale* among colonists or soldiers. As the war drags on, morale will begin to falter among many of the colonists and soldiers. This drop in morale is further compounded by the defeats the colonial forces suffer on the battlefield or attacks made on colonial settlements. When morale starts dropping among colonial soldiers, it becomes much harder for colonial armies to fight effectively. This could directly impact the players' chances to obtain victory points. When morale starts dropping among colonists, there is a greater chance of minor rebellions breaking out, which may further halt the players' progress. Players must find some way to raise the morale of the colonists or soldiers before it becomes a major problem.
- *Putting down minor rebellions.* As war weariness grows in the colony, some colonists may begin rebelling against the colonial government. Some of these minor rebellions will be directed against any austerity measures the colonial government has put in place during the course of the war, such as the rationing of certain luxury or staple goods or the raising of import duties or other taxes on certain luxury or staple goods. Other minor rebellions may occur in distant settlements that are in danger of being attacked by native forces by colonists who feel the colonial government is not doing enough to protect them. Players will have to find a way to put down these rebellions while still maintaining their progress.
- *Silencing fringe groups among colonists.* As noted above, arousing the patriotic feelings of the colonists has some minor drawbacks. The most prevalent drawback is would be patriots utilize patriotism to their own ends. This minor drawback becomes a serious problem when radical fringe groups of colonists use patriotism to turn against the colonial government. Even if the players do not actively arouse the patriotic

feelings of the colonists, these fringe groups may appear. Some of these groups may deem the colonial government as much of an enemy as the native forces that the colony opposes. Others may view the colonial government as needlessly oppressing the natives. When groups like this form, they are very vocal. They further threaten social stability in the colony and may even incite minor rebellions. Players will have to find a way to silence these groups even at the risk of appearing oppressive to colonists.

- *Dealing with religious zealots.* Similarly with fringe groups, religious zealots may arise because of players stirring up righteous indignation among the colonists or they may simply arise on their own accord. Religious zealots can operate in many different ways. They may oppose the actions of the colonial government in the treatment of the natives or they may develop a radical hatred for all natives and argue for their extermination. Either way, religious zealots, like fringe groups, are vocal and threaten social stability in the colony. They also may incite minor rebellions. The major difference between religious zealots and radical fringe groups is that, while both believe they are doing the right thing, religious zealots attach a special moral conviction to their actions. Players will have to find a way to deal with these groups even at the risk of appearing oppressive and angering other colonists of the same faith.

While these are some suggestions, GMs should consider adding in other secondary adventures that could aid the players in the progress of the war or halt the players' progress based on their own campaigns.

Turning Points: Turning points in this scenario occur when players have completed one of the victory point challenges so that they can then concentrate on the others. For example, players may decide to capture as many key locations or locations of interest in the beginning of the war. Once those locations have been captured or it is clear that no more can be captured easily, the player have completed that victory point challenge and should concentrate on the other challenges. The GM should make it clear to players when they have completed a victory point challenge and remind players the war cannot be won until the players have completed all five challenges.

Finale: While the players have already gone through several adventures that have tested their combat abilities, their strategic skills, and their powers to negotiate individually, the finale of this scenario will require players to blend all three to complete. The finale begins as a massive tactical battle in which the players will have to position their soldiers to fight against the remaining native soldiers. Once the soldiers are engaged in combat, the players will be able to confront the leaders of the native army who are all epic level monsters like the players themselves. Once the players have slain the leaders of the native army, they will still have to make peace treaties with the remaining hostile tribes.

Resolution: Winning the war signals an unprecedented rise in power for the colonists. With the allied force of native tribes defeated, there is no single power left to oppose the colonists. Though native groups may still oppose colonial expansion in parts of the New World, the days of native power are over and the days of the colonial power have begun.

The end of the war will probably signal the retirement of the players from a life of adventuring to their permanent positions of leaders of the colony. GMs or players should decide and narrate how the players' characters spend the remainder of their days. Although these characters may be eventually called back to duty, it would take a world changing event for them to want to bloody their hands in combat again.

Frontline Chronicles

Overview: It's a no-brainer that every war needs soldiers to fight. The Tyrant has declared war on the colony and it's up to the players to help wage war. Attack is only part of that though. Players must also advance in rank and gain acclaim within the army in order to get power within colonial politics. Along the way, players will obviously do battle with the enemy in a variety of locations, but more importantly, they must contend with military superiors who are never pleased with any results. Competition among soldiers can be a way to build camaraderie, but it can just as easily alienate troops from one another and cause factions to develop. While fighting from the frontlines is fairly straight forward, it is anything but simple.

Tier: Frontline Chronicles is ideal for heroic tier characters to level grind their way to the top. The players are grunts with little to no power in the army. They should not only be concerned with success in battle, but also with advancing in rank. Completing mission objectives is great, but being able to do so while self-promoting and looking really good to superiors because of excellent results is preferred. Players that take the extra step in



order to increase their rank should be rewarded.

Also, in heroic tier, the opposing army isn't the only enemy. Other soldiers looking to achieve fame and fortune are willing to sacrifice the players in order to gain power. Commanding officers can be very hard to please and they can even have a grudge on grunt soldiers for only the minutest infraction. In fact, commanding officers can be seen as the enemy just as much as the opposing tribe. After all, the commanding officer orders the men into dangerous situations, thereby putting their lives in danger, thereby trying to murder them, in essence. Putting players in this sense of helplessness in the face of trying to fight for what they believe in makes for some great role-playing.

Paragon tier allows players to be in control of their own forces, but it also allows for freedom to charge into battle. Some of the same problems from heroic tier can occur such as trying to advance in the military, but the commanding officer as a villain angle will be lessened due to the amount of political influence the players will have. Delegating some responsibilities to others should be a major focal point in this tier.

Epic tier allows for massive battles that can allow for players to take charge of generals commanding entire battalions against opposing forces. Think big when setting this campaign in epic tier. Place the players in difficult decisions where they must choose between sending their forces to one location or another and then establish consequences for their decisions no matter what they chose.

Goal: Simply put, the goal is to crush the enemy with military might. Killing the Tyrant is the goal and brute force is the method. The important thing is to fight smart. Strategic strikes against key targets are far more important than random skirmishes fought in open fields. Establishing key targets for the players to strike against will add a level of gravity to their situation. Also, it's not just about results, but it's also about looking good while achieving results so superiors will notice the players.

A fun variation could be to have the players in a *Dirty Dozen*-like situation. Perhaps the players have done something to make someone of power angry and now they must go on the most dangerous missions along with some of the worst killers, cutthroats, and crazies the New World has to offer. Now, not only do they have to worry about the impossible missions that have been placed on their shoulders, but they also have to wonder if their own party will kill them. Imagine the fun a party of

four would have with eight teammates that are all like the serial killer Bright Eyes.

Introduction: To introduce the campaign, begin in a very dynamic fashion. The Tyrant's forces have struck an important site to the players. Targets could be farms that provide much needed food for the colony, shipyards that provide trade, or even a friendly tribe that have allied themselves with the colony.

Whatever the setting for the attack, it should be bloody and powerful with deep reaching consequences in order to motivate the players. It should strike an emotional chord with the players with the amount of terror it induces.

Primary concerns: What lines are sacred in war (essentially, how far is too far when it comes to fighting a war)? What if you are ordered to do something ethically unsound? How does one conserve resources in a long-term war? How does one keep sanity when the enemy isn't just someone shooting at you, but is also ordering you to shoot back? What do you do when you run out of supplies?

War is a game of chess and your campaign should be played this way as well. Allow players to have a choice about where to go and what to do, but give them consequences for neglecting other choices. Not only can characters strike against the enemy, but if they neglect defense, they should be punished for it. Make the players accountable for their actions. Give them options and whichever option they choose should have an opposite reaction.

Did the players raid an enemy camp? The enemy finds an ancient weapon to aid them in the war effort.

If the players guard their supply train? A key general for the colony is assassinated.

It's important to remember that as the players act, so should the enemy. A common trap in gaming is when the war only happens when the players fight. Think about the opposing forces as having their own PCs. Those PCs should be acting as your players do. Building up this counterparty could escalate conflict and cause your players to want to face this party. This build dramatic tension as the counterparty keeps narrowly escaping. It would lead to one hell of a final conflict too.

Adventures: Typical adventures could easily be boiled down to "go kill this" or "go defend that," but

the key to make these rise above average fights is to pack emotion and consequences in them.

- *An elaborate assassination plot* against the Tyrant.
- *Killing the women and children* of the enemy could cause the morale of the enemy to be destroyed.
- *Players compete with the enemy* to traverse Lemurian ruins for a powerful weapon.
- *A general has established a competition* for the most kills. The prize is very appealing, so the soldiers are eager to kill as much as they can.
- *Destroy the enemy supply trains.*
- *Free the slaves of the enemy* in order to bolster the colony's own army.

Twists: Battlefield twists can bring much needed excitement to an otherwise mundane battle. Consider the following:

- *Unique terrain* such as dark cave battles can lead to confusion as to footing which can lead to adventurers falling to their deaths or generally getting lost. Extremely cold conditions can ruin food and other supplies in addition to negative rolls of the dice.
- *A very powerful and wild beast* enters the fray and attacks both sides without discrimination.
- *Natural disasters* can change the landscape of a battle. Earthquakes destroy formations. Mudslides damage fortified areas. Tornadoes cause mass chaos.

Turning Point: After many hard fought battles, the players strike a blow that the Tyrant cannot recover from. From that point on, the Tyrant is on damage control instead of the offensive. Possible turning points include:

- *The counterparty has been killed.*
- *The key supply route has been taken* and the Tyrant's people will starve to death.
- *The Tyrant's fortress is captured.*
- *A key military power has been captured*, such as the Tyrant, a member of his family or his most trusted general.

Finale: After the Tyrant has been captured or has surrendered, what do you do with him? After all the trouble he has caused, are you merciful so the future can be built upon peace and understanding, or do you execute him publicly in order to send a message to other tribes?

Resolution: Once the opposing army has been defeated, the players receive great rewards and new found power delegated to them. Unfortunately, the enemy has lost their very way of life and the fate of their world is in the hands of the players. Possible options include:

- *Understanding:* Make the enemy full citizens of the colony with the endorsement of the PCs. Maybe they aren't so bad after all. Cultures meld and a new society is born for a new world. Of course, the old world wouldn't be happy with this and many citizens of the new world wouldn't be either. They would be feared, hated and looked upon with disdain. Perhaps they are forced to live in slums around the colony. Also, the cost of war has been great and now that the enemy has been integrated into society, there are more mouths to feed and not enough food to go around.
- *Slavery:* the colony has much rebuilding to do, and since the enemy caused so much trouble, it is only fitting that they must help rebuild it. The fires of rebellion wouldn't be destroyed with this method, however.
- *Execution:* They have been shamed by their loss to the colony and they could refuse to cooperate. The only solution is mass genocide. Leaving the people of the Tyrant's tribe alive may be humane, but the fires of rebellion burn eternal and genocide is one solution to extinguish that flame. Of course, the gods might not look too highly on that and other tribes might not be really happy with it, but the other tribes will have seen how powerful the colony really is.



Usurper

Overview: Anyone can be a fleshy target and swing a sword against the enemy, but a true gentleman relies on his words and his intellect to do the fighting. The enemy is nothing more than sheep to a master manipulator. His words are his word. He would rather turn the enemy against each other than have his own people die. There are dozens of possible routes for this method, but the focus is always on getting others to do the heavy lifting.

Tier of play: The best way to think of tier division comes down to this: the lower the tier, the easier it is to infiltrate the enemy camp. Heroic tier characters would essentially be nobodies in the colony, so they should easily be able to join enemy forces without too much of a fuss. With later tiers, it becomes a bit more problematic because of the amount of recognition and fame within the military.

Heroic tier characters can easily use the excuse that they simply don't agree with colonial way of life any longer. Once inside the enemy camp, they can slowly sabotage the enemy in a variety of ways. However, it could be fun to task the players in heroic tier with building a religious following to turn the allegiance of the enemy. Another angle could be that the players are expendable, so they are put undercover in the enemy camp in order to sabotage the enemy from the inside.

The Tyrant isn't stupid, so it will take a little more effort on the part of paragon tier characters to get into the Tyrant's army. Paragon tier characters will have to perform some sort of act of faith to get into the Tyrant's good graces. Perhaps killing an impor-

tant leader of the colony, damaging a key military stronghold, or stealing a powerful weapon or item from the colony to give to the Tyrant will be enough to get within his good graces.

With epic tier, players can be generals in the Tyrant's army. They are renowned warriors who have "defected" to the Tyrant's cause, but it will take a massive act of faith on the player's part to get in with the Tyrant because he won't be so trusting of them. Killing a leader of the colony was good enough for paragon tier, but this is epic tier and an act of faith for epic characters should be . . . well . . . larger-than-life. Eliminating an entire battalion is okay, but an entire army would be better. Even better than that would be an entire village! Whatever it is, it has to be huge to get within the good graces of the Tyrant.

Goal: Players should be trying to gain followers in the enemy camp and turn the tide of war from within. Ideally, the players would be in charge of the tribe at the end of the way, but this doesn't necessarily have to be the case. Gaining supporters and turning the enemy against one another are the keys to victory within this campaign.

Another option is to put another tribe member in the Tyrant's place. Grooming a replacement could be an interesting challenge as players attempt to mold the character to think with colonial values.

For a more tangible goal, the Tyrant has seven key generals and it is up to the players to deal with all of these generals. They can either kill them in a stealthy way, convince them to join their side, or pit them against one another.

Methods: There are many possible ways to win

over the enemy or sabotage them. Here are just a few ideas.

- *Holy War:* Religion is a very powerful tool. By promoting the colonial deities and exposing the enemy gods as being inferior, the opposing forces could choose the new gods and the new way of life they promise.
- *Culture War:* Technology and new ideas can be an easy way to win supporters. Promising a new way of life that can conflict with the tribe's old way of life. Portray colonial society as new and exciting to the enemy and win supporters.
- *Divide and Conquer:* Even if people work toward a common goal, they rarely do so unanimously. By exploiting the disagreements that occur between the Tyrant's generals, players can pit the powerful against one another.
- *Propaganda:* Spreading word of the Tyrant's supposed madness leads the enemy to question their leader.

Introduction: The difficult aspect of the usurper is to get the players on the inside. Perhaps a tribesman is bribed to be an inside man. Maybe the players transform themselves into tribesmen with ritual magic. Players could also defect to the enemy and offer their services as hired guns in order to get close enough to cause trouble.

Primary concerns: Moral dilemmas plague this method of waging war. What happens if the players begin to sympathize with the enemy? What if the Tyrant has legitimate reasons to be waging war with the colony?

Is it right to eliminate their religion? A religious war can easily get followers, but it can also solidify enemy values and ensure hatred. What if their way of life appeals more to the heroes than the colony's primary religion?

What happens if the players get caught spreading thier lies?

How far do you go to stay undercover? Do you kill the people of the colony? Do you burn the crops and poison the water of your people so the enemy doesn't become suspicious of you?

Adventures: A great way to add tension is to have players get caught sabotaging enemy troops. If an enemy soldier catches them, it is easy for players to simply kill the soldier, but how would the players react if an innocent child caught them in the act? What if they built a relationship with someone

only for that person to be horrified to find out that they worked for the enemy? Some ideas for espionage include:

- *Formulate an elaborate scandal* to make an important enemy look foolish.
- *Find a magic item* to make enemy troops become infatuated with the colony.
- Commit atrocious acts of violence against the colony in the name of the Tyrant to alienate enemy troops.
- Arrange for key military powers to be sympathetic with the colony.
- Sabotage enemy strong holds.

Turning Point: When players have enough followers to overthrow the Tyrant. No matter what means of gaining followers, there should be a point when morale is low, and that is when the players should replace the old regime with their own.

Finale: Players lead a massive coup against the Tyrant. This could be handled in a variety of ways:

- *A massive raid on the Tyrant's fortress* with the will of the people backing the heroes every step of the way.
- *An elaborate, secretive assassination plot* that puts the players in a position to call the shots without the supporters of the Tyrant knowing of their treachery.
- *Perhaps the Tyrant isn't murdered*, but sent off to a distant land or alternate dimension. This could establish an excellent future conflict after the Tyrant has gained new forces.

Resolution – It's officially put up or shut up time. You've spread lies and rumors about how you'd be a better leader, what will you do differently? Will you completely restructure the government? Now that you've won support, how do you maintain it? How do you sway loyalists to your cause now?

If the players have no desire to rule in the Tyrant's stead, then who should? Perhaps the players have supported a candidate as the Tyrant's replacement and now she can secure her power.

If the colony has perceived the players as members of the Tyrant's army, how can anyone truly trust them?

Order of Battle

Who will make up the armies of both sides? The colonists are limited in number but possessed more advanced weapons while the natives field superior numbers as well as a better understanding of the terrain and how to fight in the savage wilderness of the New World. The turning point may come from which allies the colonists or natives recruit for the war. The New World has many characters and organizations of great power that might be recruited if the right offer is made.

This section covers potential allies, how to win them over and other complicating factors. All of the NPCs described in this section are neutral to both the tribal army and the colony so they can be used as enemies or allies.

He Who Devours Souls

Race: Dracolich

Class/Powers: Undead dragon and necromancer

Reputation: An ancient being of great power. Well known among the natives of the New World. Colonists who regularly talk to the natives may have heard stories of him. Devours is feared as a destroyer of tribes and slayer of great monsters.

Background: Hundreds of years ago, He Who Devours Souls was a fearsome red dragon that delighted in terrorizing lesser creatures and gathering as much wealth and power as possible. He decimated native tribes and laid waste to vast swathes of land for the sheer pleasure of destruction.

Eventually, he became such a threat that several elder druids and shaman gathered to find a way to stop him. They did not want to kill him, as his presence also scared off many dangerous monsters in the region. Instead they decided to curse him with a conscience. In a desperate confrontation with the dragon, they bound his soul to an innocent child, the daughter of one of the shaman. Devours slew them all but when he turned his attention to the child, he stopped. She was weeping over the corpse of her father and Devours was overwhelmed by her feelings. The two now shared an empathic link. The dragon collapsed in a fit of psychic agony and fell into a coma. For three days and nights, the dragon suffered unimaginably as he was forced to revisit every act of evil and sin he had committed through the eyes of the child. He would have slowly wasted away and perished in this mental hell, but the child's hunger and thirst pulled Devours out of it.

Order of Battle

Devours took the child to its lair and tried to understand what had happened to it. Eventually, after years of study, the dragon learned that the child gained a portion of the dragon's power, namely its immortality and senses while the shared empathic link meant that Devours could not do anything the child found objectionable. If the child died, so would Devours. Still arrogant, Devours thought he could free himself of the curse. He spent decades researching the curse and decided to become a dracolich, thinking that would free him. The transformation ritual did not proceed as planned. The child's heart crystallized, becoming the dracolich's phylactery.

In the centuries since the transformation, Devours has gradually become a doting parent to the child and protector of the region around his lair. He personally only kills monsters that disgust or terrify the child. Devours is still ruthless and cunning enough to have found a loophole. His undead servants can kill with relative impunity but Devours uses this only with extreme reluctance as he has developed a conscience independent of his link with the child. A very small one.

Services: Devours is practically the equal of any army by himself, as his cunning, centuries of experience, sorcery and raw draconic power can overwhelm all but the most tenacious foes. Devours is knowledgeable in occult lore and the secrets of the New World. He could turn the tide of war by himself if need be. However, his great weakness is his conscience. Not only does it prohibit from indiscriminate slaughter, Devours has taken great effort to ensure that his weakness is secret. No one knows about the child or the dracolich's morals. He will do whatever it takes to make sure that this secret is not discovered. For example, if he is asked to destroy a village of innocent civilians, he would scoff at the request and point out that a being of his power does not stoop to such a pedestrian task and furthermore destroying that village would be not practical for a variety of reasons.

Recruiting: As an undead being of great power, Devours is not easily recruited. He is most interested in unique artifacts and hidden lore. For example, a set of Lemurian scrolls that detail a powerful warding ritual might tempt him into limited servitude. Certainly getting what Devours asks would be a quest in of itself. Even once he's

hired, Devours will be a picky mercenary, as he will ignore any orders he feels are foolish or would run contrary to his conscience.

Another option is to learn his secret and attempt to either blackmail him or appeal to his conscience. Evil and selfish characters who try the former are in for a deadly game of intrigue as Devours will not allow such impudence to go unpunished but is limited by the child in what he can do to get revenge. Noble characters who appeal to Devours' conscience will find that he may demand that the characters act as unselfish as they ask of him – possibly foregoing all treasure so they might use it to aid in reconstruction after the war or something similarly drastic.

In any case, Devours is an incredibly potent ally and his price must reflect that.

Enlil

Race: Huge Natural Humanoid (Living Construct)

Class/Powers: Enlil is a warforged titan created by Lemurian engineers who was never awakened. Beyond having all the powers of a warforged titan, Enlil has enhanced, above average intelligence.

Reputation: While all warforged titans strike fear into the hearts of enemy forces when they appear on the battlefield, Enlil is particularly fearsome because of his above average intelligence. The legends of intelligent warforged titans will do little to prepare someone to face one in combat.

Background: Legend has it that the Lemurians were making warforged titans at the end of their civilization. Unlike normal warforged titans, these constructs would have human intelligence so that they would make the strongest fighting force in existence. Recently, the legends of these giant constructs have gained validity with the discovery of an ancient map. The map shows the way to an otherwise unknown Lemurian factory marked with an unknown Lemurian word. Colonists and natives with knowledge of the legends believe that this could be the factory where the warforged titans were made.

The map does in fact show the warforged factory, but anyone who finds it will be slightly disappointed when they reach it. Enlil is the only titan in the factory. Enlil stands on the factory floor in full battle armor with two titan-sized scimitars in scabbards attached to his hips. Though he makes an imposing figure, anyone who finds Enlil is safe from him because he was never awakened.

Services: Surprisingly quick and dexterous for a warforged titan, Enlil is the ultimate melee fighter. Instead of his arms ending in blades like some warforged titans, Enlil has humanlike hands that he can use to pummel enemies or use to dual wield titan-sized scimitars. He suffers no penalties for using both scimitars at once, but he may also use a combination of one scimitar in one hand with the other hand free. Using only one scimitar allows Enlil to use the free hand to pick up enemy soldiers or deflect boulders flung from catapults or trebuchets.

No ordinary mook, Enlil uses his above average intelligence to his advantage in combat by em-

ploying basic tactics to best position himself on a battlefield rather than charging into the first group of enemy soldiers that he sees. He often positions himself in such a way that gives him and his fellow soldiers the best flanking opportunities. Due to his size, there are few things Enlil cannot flank.

Recruiting: Any party that wants to recruit Enlil will have to discover and recreate the Lemurian rituals necessary to awaken the titan. Because of his above average intelligence, Enlil will immediately experience the shock of having been asleep for several centuries once he is awakened. During this moment of immediate shock, Enlil may lash out at the party, especially when he realizes they are not the ones that made him.

Once awakened, the party will have to convince Enlil to fight for them. This will be the easy task for any party since Enlil was made for combat and war. He will serve whoever awakens him faithfully at first. After Enlil has grown accustomed to the ways of the time period he has found himself in, however, he may begin to act as any other mercenary. He may begin demanding larger material rewards or he may just choose to fight for the side that offers what he feels is the best combat opportunity.

Handmaidens of Lemuria

Race: Lemurian

Class/Powers: Only women can become Handmaidens. Handmaidens can be any class that mixes martial combat with arcane magic (i.e. Bard, Warlock, or Swordmage).

Reputation: A secretive and feared cabal, the Handmaidens of Lemuria are well known among the natives of the New World. Few natives dare speak of the Handmaidens, but the colonists may have heard rumors of them.

Background: Little is known about the history of the Handmaidens and what is known is speculative. By most accounts, the Handmaidens are the last remaining descendants of the Lemurian race. During the height of Lemuria's power, the Handmaidens made up a secret honor guard that reported directly to the Lemurian Queen and, thus, circumvented the King's authority. Some accounts claim that it was the Queen and her Handmaidens that were responsible for bringing down the Lemurian Empire, but these accounts are often dismissed as mere patriarchal propaganda.

What is known about the Handmaidens is that they are a secret cabal of all women warriors that specialize in mixing martial combat with arcane magic. These warriors have become masters of disguise and often mingle openly with natives or with colonists. To communicate with one another, they have developed a secret language that is impossible for non-Handmaidens to decode using either mundane or magical means. Because of their prowess as warriors, their ability to disguise themselves, and their secret language, many natives consider the Handmaidens as partially divine. This superstitious belief has begun spreading to the colonists.

Services: While no one knows for sure how many Handmaidens there are, rumors and reports suggests there are enough to make up a formidable army. The real military strength of the Handmaidens resides in their combat abilities and their reputation, however, and not the number of troops they may be able to field. The mere presence of the Handmaidens on the battlefield is enough to persuade many natives to lay down their weapons.

In combat, the Handmaidens use their skills with bladed weapons and arcane magic to pound en-

emies from afar and, then, to finish them off in close combat. Because the Handmaidens must be lightly armored to cast arcane spells, they rely on their speed, maneuverability, and superior tactics to flank opponents. A single Handmaiden will not take on a heavily armored opponent in close combat, but will rely on her magic to key the opponent at bay until another Handmaiden can help her flank.

Recruiting: While it is nearly impossible to directly contact the Handmaidens, certain natives and colonists have been known to collect messages for them. Messages for assistance can be left with one of these couriers. These messages are delivered to a Handmaiden who takes them to the Handmaiden Council. If the Handmaiden Council feels that the cause is worthy of them, the Council will invite one of the leaders of the cause to present the case before them. This leader will be secreted away in the middle of the night and taken to a location unknown to the leader or the leader's followers.

Handmaidens do not ally themselves with either natives or colonists for free and their price is not cheap. Besides requesting large payments of gold, silver, and precious gems, Handmaidens often request a number of young girls be delivered into their care. While Handmaidens will usually welcome orphaned girls from the colonial settlements or native tribes into their ranks at any time, they request the young daughters of high ranking officials as payment for their services. These girls will be trained and raised as Handmaidens and never seen again by their families.

Lycanthrope Gypsies

Race: Human Were-Creatures

Class/Powers: All of the Lycanthrope Gypsies have the powers equal to their were-creature. Lycanthrope Gypsies can be any class.

Reputation: Although the Lycanthrope Gypsies are feared by some colonists and natives because of their lycanthropy, these nomadic immigrants are generally respected because of their peaceful ways. Those lucky enough to stay in a Lycanthrope Gypsy camp bring back fabulously carnivalesque stories.

Background: The group traces its roots to an inquisition against lycanthropy several centuries ago in the Old World. In the middle of the inquisition, an influential lycanthrope argued that the only way lycanthropes could be accepted would be by becoming pacifists. Although this lycanthrope was eventually killed in the inquisition, the philosophy lived on. To maintain a pacifistic lifestyle and escape the inquisition, the lycanthropes became nomadic gypsies. Although the inquisition eventually ended against the lycanthropes, there is always the threat of future persecution. When the colonization of the New World began, the Lycanthrope Gypsies immigrated with the rest of the settlers.

In the New World, the Lycanthrope Gypsies have retained their nomadic lifestyle. Because they abhor fighting unless unnecessarily provoked, they remain at peace with several native tribes, even those tribes hostile to the other colonists. In many ways, they have become the ultimate mediators between colonists and natives in matters of trade and in disputes. Their lifestyle prevents them from developing lasting contacts with any particular colonial settlement however. Often colonists wake one morning to find a Lycanthrope Gypsy camp on the outskirts of their settlement and wake the next morning to find the camp gone.

Services: While the Lycanthrope Gypsies, if properly persuaded, would make up a valuable addition to any fighting force because of their inherent lycanthropic powers, their major strength as a political and military ally comes in their ability to mediate between natives and colonists.

In combat, Lycanthrope Gypsies shapechange into their were-creature to intimidate enemy combatants and to fight. Watching an entire army of lycanthropes shapechange in preparation for battle is enough to cause many natives and colo-

nists alike to lay down their weapons. Lycanthrope Gypsies will always employ this intimidation tactic because it often means they do not have to engage in actual combat.

In situations that require mediation between natives and colonists, such as making peace treaties or negotiating land purchases or trade routes, a Lycanthrope Gypsy master negotiator cannot be surpassed. Always calm and always wanting to keep the peace, a Lycanthrope Gypsy negotiator will work closely with native and colonial parties to ensure that both sides are satisfied in an arrangement.

Recruiting: Because the Lycanthrope Gypsies are reluctant to fight, attempting to recruit them as a combat ally will be incredibly difficult. If the Gypsies feel threatened or have been attacked by native or colonial forces, they will seek out allies of their own. This is one of the rare occasions that the Gypsies will engage in direct combat.

Recruiting Lycanthrope Gypsies as a mediator in a dispute is relatively easy however. The Gypsies will gladly mediate as long as one party does not try to take advantage of the other party, it does not matter if the party is a native or colonial group. The Gypsies see such advantage taking as a form of persecution and are likely to favor or even ally themselves with the disadvantaged party. Even in these cases, the Gypsies will not engage in combat until directly attacked.

The Broken Circle Tribe

Race: Dwarven

Class: Artificer

Reputation: In the old world, this group of adventurers is known for their inventive and inquisitive nature. The Broken Circle are a guild of scientists who have devoted their lives to building a better society through their inventions. All in all, the Broken Circle are a polarizing group; half the population recognizes the good that they do and the half sees them as a menace.

Background: As a new age of science took shape in the old world, a group of dwarves took a vow to improve the world through science rather than merely become the armorers of the old world. A dwarven society was formed to further the advancement of science and technology. This guild was known as “the Circle” and their symbol was a cracked hammer to show that their blacksmithing days were over. As the years went on, the Circle provided society with many marvels and advancements, but with many failures as well. While their intentions were good, their science was controversial – especially with the Church. Fearing destruction from science gone wrong, the Church labeled the Circle as heretics and hunted anyone who was practicing rogue science. Eventually, the Circle disbanded and the few remaining members were too frightened to disobey the mandates of the Church.

Imagine their relief when the New World expedition began. The last members of the Circle took to the ocean and arrived in a colony that they felt was too similar to the land they had left. Still, there was a whole country ripe with new opportunities and discoveries to be had. The dwarven scientists fled out into the wilderness seeking the Lemurian ruins they had heard so much about.

Now, the Broken Circle has set up their own encampment in the ruins of a Lemurian cave. Inside are great scientific marvels and treasures the likes of which the dwarves have never seen and now, they are free to create whatever they desire in peace.

Services: With various bits of Lemurian technology at their fingertips, and almost unlimited imagination, the Broken Circle have the ability to do almost anything. Whether or not they will be successful on the first try is another matter. Their

technology could create plentiful fields of crops or sturdier fortifications. After their persecution in the old world, the Broken Circle are no longer the pacifists that they once were. Developing Lemurian technology into new weapons has given the Broken Circle an edge in defending their encampment, but they refuse to give this technology away to either side in the war. They might be persuaded to do so, but it would be exceptionally difficult to do so. Most of their technology is to improve life; not to destroy it.

Recruiting: The Broken Circle were indeed from the Old World, but due to their mistreatment there, they are difficult to work with. They don't trust the colony because they see how influential the Church has become. Deep down, the dwarves want to be accepted into colonial society, but it will take a lot of persuasion. There are many ways to win some of their loyalties:

- Minor actions: convincing the church to lift the ban on science. Finding resources or technology from other Lemurian ruins. Clear out lower levels of the ruins to allow the Broken Circle to expand.
- Major actions: Give the Broken Circle a deciding role in the fate of the colony. Ensure that the Church has less power. Strongly promote science as something to be studied and taught.

The enemy is at an advantage though. Perhaps the enemy would like to see the Lemurian Empire to return to its former glory and they are willing to dedicate a large portion of their own resources to help the Broken Circle. Maybe the enemy tribe simply welcomes the dwarves with open arms and wishes to integrate them into their own society in order to gain the secrets of the colony.

Humbaba

Race: Devil

Class/Powers: Minor general of the Hells

Reputation: Humbaba has a small cult following in the old world. Soldiers pray to Humbaba for protection and recognition from the superior officers before battle. It's said that Humbaba's hand is in each military promotion of his followers.

Background: Once, long ago, in the cradle of civilization known as Lemuria, a boy (whose real name has been forgotten with time) had been orphaned by a powerful devil. As the devil moved to strike down the boy, the child chose to give up his soul in exchange to become the devil's apprentice. Seeing as how no devil can resist a deal, the boy was transformed into an imp and given the name, Humbaba.

Humbaba spent centuries as a servant to the devil and all the while, he bided his time. He learned how to survive in the Abyss, how to manipulate his foes, how to reap the souls of humans, and many more things. Most importantly, though, he learned how to gain his freedom and kill his devil master.

After securing his freedom, Humbaba began to rise in rank within the armies of the hells. He began amassing a large collection of souls and he used this influence to gain more and more power. One of the few devils who are allowed regular access to the surface world, Humbaba is in a unique position within the armies of the Hells. From a mere imp to now a general, Humbaba has earned his rank, but he desires for more.

Services: Humbaba is more than willing to lend out some of the demons and imps under his control to help out in the war effort. As a general, Humbaba rarely actually enters the fray himself, but under extremely special circumstances, he is willing to make exceptions. In addition to troops, the devil can provide esoteric lore on all matters of occult topics, but at a great price.

Recruiting: At his core, Humbaba is a businessman and won't do anything that won't be of a greater gain to himself. So, while he may be incredibly powerful, he is also very difficult to work with and requires players to give up a lot for his services. In order for him to help, players must make sacrifices. Sacrificing livestock will allow

for small favors like minor blessings or information that no other man can find. Selling one's soul would result in greater gains, but the cost could be great. Building a town in Humbaba's honor would be the ultimate gift to him, but a devil city poses all sorts of problems with the Church and it opens a gateway into the mortal realm from the Hells.

Ultimately, players will have to decide what will be best for the campaign and for their souls when dealing with Humbaba. How much can they sacrifice and still maintain integrity and what happens when Humbaba comes to collect?

Lastly, as an independent agent, Humbaba will never be completely loyal to one side or another. Granted, a city built in his honor would be nice, but what if the enemy dedicates his entire bloodline to the devil? Humbaba wants everything and he'll worm his way around to get everything that is offered to him. He'll never turn anything down. So, while all of the players may sell their souls to him, Humbaba will perform whatever they ask, but he will still work for the enemy if they will offer a sacrifice.

The Guild

Race: Human

Class/Powers: Rogue

Reputation: In the old world, the Guild is the preeminent organized crime ring. They rule from the shadows, but they are certainly well known. With ties to drug running to politics to trade and commerce, the Guild controls much of the old world and when colonists began travelling to the new world, the Guild came along in an attempt to expand their own empire. Unfortunately for the Guild, the citizens of the Colony weren't having any of it. A group of adventurers took it upon themselves to hunt the Guild and forced them to disband. While the muscle men and the grunts of the old Guild have integrated into normal, honest lives within the colony, the elite guildsmen still meet in secret to plot and plan their eventual rise.

Background: After the Guild was broken, five prominent members swore their oath that they would never give up on their cause. These five have spent their time working their way into some prominence in the colony. While they certainly seem to be legitimate businessmen now, they secretly work in the shadows to rebuild. Obviously, the colony doesn't want them around, but the Tyrant wouldn't be a viable alternative because his resources are strange to the Guild members. Torn between these two alternatives, the Guild is stuck in an awkward position where neither option is a perfect solution. Stuck between two impossible options, the Guild bides its time until an advantageous solution presents itself.

Services: While weapons and fortifications are incredibly important in war, the Guild deals in the most precious and important commodity: information. Skilled in stealth and thievery, the remaining members of the Guild are willing to sell their services to the highest bidder. They are the best thieves and spies anyone can ask for, but they aren't incredibly reliable. Information could be false or altered in order to trap players, but then again, if they are properly motivated, perhaps they will be loyal to the colony after all.

Recruiting: The Guild wants information. They thrive off of it and turn it into profit. Money is all well and good, but information is a weapon and a commodity. Players willing to part with important information will win over some Guild support. Of course, being an informant for the Guild has moral implications and associating with organized crime won't help any one's reputation, but winning their support would give players more information in the end.

If players can solve the difficult dilemma that the Guild is in, then they could win the undying support of its members. This would require a lot of work on the part of the players, but it could be done. The Guild would have to gain more power and influence, and then great effort must be made to make the Guild legit in the eyes of the colony. Another route could be to set up a strong front for Guild activities, but without legitimacy, the Guild could still be exposed and overthrown again.

It's important to remember that many wealthy families began their empires through illegitimate means. Through time and effort, these families have shed their seedy past to become prominent members of society. The same could be done for the Guild.

Adventurers

Relic

Warforged fighter, Lawful Good

Relic comes from the old world to serve as an armorer for the colony. A skilled blacksmith and architect, Relic believes that a strict and lawful society is necessary to survive in the New World. He prefers to take an active role in defending the colony, building fortifications, weapons and armor to lawfully appointed defenders of the colony, especially those affiliated with lawful good religions. He is honest and takes authority figures at their word, making him naïve about politics. He is highly interested in learning more about Lemurian knowledge, as there are many rumors about Lemurian secrets to mass producing warforged hidden among the ruins.



Gorecroak

Grippli barbarian, Unaligned

Considered mad by his fellow grippli, Gorecroak is a great warrior who seeks nothing more than battle and gold. While most grippli are mild and rather peaceful, Gorecroak is arrogant and aggressive. His tribesmen have puzzled over why Gorecroak chose such a different path than his kin. Some speculated that the death of his family at the hands of wild animals hardened him. Others point to the time he spent with the Black Raven tribe, learning how to fight and kill. But in reality, Gorecroak is the way he is because he has nothing so satisfying as the impact of his dragon jawbone axe on the head of an unfortunate enemy and feeling the blood spray over him.

Evan and Jacob

Human rogue and fighter, Unaligned

Two notorious killers known for their ruthlessness. They favor fast hitting flank attacks, preferring to overwhelm their enemies with speed and a barrage of attacks against exposed backs rather than straightforward 'honorable' combat. Evan used to be an idealist but lost his way in order to protect what he valued most. Jacob is a lying, kleptomaniac, braggart who has sworn an oath to defeat Evan later when he is stronger.



Erebeus

Minotaur fighter, Unaligned

A veteran of countless wars, Erebeus is tired of risking his life for a few gold coins a day. He has come to the New World to seek a new start in life and settle down. Yet, the challenges faced by the colony have drawn him back into the life of a warrior. His equipment is worn and battered, his axe is dull but his heart is as full of courage as ever. He will fight to the end to defend the colony.



Jack Quicksilver

Halfling rogue, Unaligned

A skilled thief and killer, Jack is always looking for the next thrill. An expert knife thrower, he has wowed tavern crowds with his skill with the blades and survived treacherous dungeon crawls by his wits and bravado. The New World is primitive but Jack can smell the treasure just waiting to be found in the Lemurian ruins. Mercenary work for any faction that pays well is just as suitable. The only thing Jack fears is that his overbearing family will find him and drag him back to his old life.

Ekee Sticky Fingers Flappoker

Goblin Rogue, Unaligned

Need a priceless vase lifted from that snooty, uppity noble? Do you absolutely have to have a damning piece of evidence slipped into the pocket of a rival five minutes before the City Guard stops him for questioning at your request? Is that other bard crimping your style, stepping all over your game and you want that player-hater to die of some horribly painful poison? Is there a pesky tribal elder nearby that is nay-saying whatever you want done and has a neck that's just calling out to get slit? Do you need someone help you sneak into an enemy encampment so you can engage in 'aggressive negotiations' with it's commanding officer? Well Ekkee is your humanoid. He doesn't ask who's your patron god, he doesn't care what secret society you are or have worked for, he doesn't care about your inner conflict over using his services. All Ekkee cares is what he can do to make your troubles ago way and how much you're willing to pay to make them go way. So come on down to Balgron the Fat's Goblin Shanty Town and ask Balgron about hiring one of his most reliable minions. Sure he's had one dungeon crawl to many and has acquired a rather debilitating case of kinemortophobia, which makes him panic at the sight of undead....and he talks in the third person...but as long as you need the living dealt with or something life-like looking enough to where his phobia won't kick in, he's your goblin.

Balgron the Fat guarantees you won't be disappointed...but even if you are disappointed you won't give him anything less than a five-star rating.....because Balgron will know where you sleep and so will Ekkee.



Joseph Blackwell

Human cleric, Lawful Good

A 35 year old priest to the god of light, Joseph is an adventuring cleric who has fought vampires in distant lands. He has arrived in the New World to see if it is as corrupted as the old world. He is faithful but far from humble, as he adventures for glory.



Invictus

Drow chaos sorcerer, Unaligned

General appearance: Blueish black skin. Long white hair that is matted and wild. Deathcut leather armor, comprised from the hides of bizarre animals (and perhaps former victims). Bracers adorned with skulls. Thin fingers and a gaunt face. Viscous curled dagger hanging from his belt. Bloodclaw staff in his grip (gnarled wood with sinister thorns jutting out at varied angles). All of which would conspire to give Invictus the look of pure evil. If not for his wide smile, large innocent eyes, joyous overall expression and the daisy tucked behind his ear.

Background: He has been called sadist, tyrant, traitor and hero. And all have been suitable monikers at one point or another. Invictus is a drow warlock/sorcerer born in the depths of the Underdark of the Old World. Raised with the regimented cruelty befitting a drow Highborn, Invictus was groomed to assume a place of power within the hierarchy of House Olaklar.

But his lust for power far outweighed political aspirations. As a warlock, he consorted with darkest pacts, channeling foul energy to torture and subjugate those who would stand against him. Then fate intervened with its own sense of cruelty. Spurned to seek power beyond that which his dark pact could provide, Invictus reached out to the Elemental Chaos. But in doing so, he was exposed to raw elemental forces far beyond his ability to wield. Instead of finding a new pact to channel, he absorbed the chaotic magic directly, nearly destroying his body and mind. Invictus awoke in the Underdark several days later. His link to the dark pact was severed. Gone too were his warlock powers. Instead Invictus crackled with the chaos magic he had inadvertently consumed.

Also absent from the drow were the evil urges that compelled his actions. In fact, he awoke on the damp cavernous floor feeling a completely foreign emotion – happiness. His mind, twisted by the chaos that flowed through him, was now giddy with optimism. He was polite, caring, hopeful, unselfish, dare we say lovable. Qualities that found him quickly exiled from his House. Cheerfully, Invictus fled the Underdark, barely escaping with his life. With no home to call his own, he continued his flight to the New World.

Now Invictus roams the New World as an arcane mercenary. Vigilant in helping the weak and downtrodden. Always trying to find peaceful resolution to conflicts. Constantly surprised by his new innate abilities as he learns how to channel the chaos magic. Invictus is a far different drow in the New World than he was in the Old. Save for the rare occasions when Invictus is forced to defend himself with acts of violence. Only then do flashes of his former life bubble to the surface.



Fog of War

The chaos of war creates unique events that few could imagine before they happen. Bitter enemies pausing in their duel to help an innocent child. Battles in the midst of a flooding river. A soldier who has died but hasn't realized it yet. The Codex lists many potential encounters to be used for your campaign.

The Nomads

Synopsis: A minor nomadic tribe, the Green Runners have inadvertently found themselves caught in a battle between the colonists and natives. Only the players can save them from being destroyed in battle. If they can save the nomads, they will gain valuable aid.

Starting the Encounter: The players are leading a force of colonial soldiers on a standard mission such as patrolling the border. Scouts report an enemy force nearby and the players must stop them before they slip by. As the players lead their soldiers into position, the advance native warriors come into view on the other side of a clearing. Only a copse of trees stands between the two forces. Before the order to charge can be given, an unarmed elderly native man emerges from the copse and begs both sides to stand down.

What's Going On: The nomads are all hiding in the copse, terrified about the two armed forces surrounding them. The elder man is the wise man of the Green Runners. He wants both sides to stand down until the nomads can safely evacuate. He is afraid that his people will be mistaken as enemies by the colonists or natives and will be cut down in the battle.

The elder yells out to both sides that women and children are hiding among the trees and begs both sides to let them go. At this point, the characters are free to act.

Resolving the Encounter: This encounter can be approached in several ways. The easiest and most callous method is to ignore the tribe. Run a standard battle between the players and the natives. The Green Runners will take heavy casualties as they flee.

If the players want to call a cease-fire to let the nomads evacuate, then a skill challenge based on diplomacy, insight, nature and history will be needed. The leader of the native force is a competent but unimaginative soldier and will listen to reason, but is highly wary of a trap. He will want some kind of proof that the Green Runners are not allies of the colonists, a gesture of good faith. If the players can't think of a plausible way to demonstrate this, the native leader requests that the colonial soldiers disarm and leave their weapons in plain sight. Then

Fog of War

the native warriors would reciprocate the gesture until the tribe flees. The danger in this approach comes from the NPC warriors on both sides. It only takes a single warrior to lose his nerve and attack, which would cause both sides to recklessly charge in. Players will have to use insight, perception and either diplomacy or intimidate skill checks to keep their soldiers in line.

Finally, heroic and daring characters can simply declare that the Green Runners are under the protection of the colony and charge ahead so the native warriors can't reach the copse. This extended charge will place the colonial warriors at a disadvantage, since the native leader will have to time to redeploy his forces in a tactically advantageous manner. Treat this as a more difficult battle where the enemies are positioned around the party and the Green Runners are hapless NPCs (treat as minions with low defenses). The natives will try to kill the Green Runners.

Rewards: If the Green Runners survive, they will be grateful to the victors for their mercy. They will provide a minor reward equal to one treasure parcel. If the party protects the Green Runners from the natives, the Green Runners will be more generous and offer to aid them in the war.

The Dread Pirates

Synopsis: A pirate band recently began attacking ships sailing into and out of the colony disrupting the colony's shipping trade. The merchant guild has grown tired of waiting for the colonial government to intervene. They have raised an armada and have decided to attack the pirates directly. While this may provoke further disputes between the merchant guild and the colonial government, it will ensure that normal trading resumes.

Tier: Heroic

Starting the Encounter: The players learn that the merchant guild is offering high rates to adventurers, even inexperienced sailors, to help man their armada. The guild plans to use the armada to attack and destroy the pirates that have been attacking ships and disrupting trade. Should the players sign on, they will be paid part of their wages in hard currency up front depending on how well they can negotiate how their skills will translate into sailing skills or ship borne combat. The players will also be promised the rest of their wages once the pirates have been defeated.

While escorting a merchant ship, the ship the players are on comes under attack from the pirates. Before the two ships can close to engage in ship-to-ship combat, the players recognize that something does not seem right about the pirates. Before they can voice these concerns to the captain of their ship, the grappling hooks are in the air and the combatants on both ships are preparing to face one another.

What's Going On: The pirates are zombies that have been reanimated by a necromancer from the corpses of dead sailors in a perverse form of impressment. The zombies have been specially reanimated to obey the commands of the necromancer's ship captains. The typical pirate ship carries a crew of five living sailors and twenty zombie sailors. Every time the pirates successfully attack a merchant ship, the captains on the pirate ship split the zombie crew into two crews and sail both ships back to the uncharted island where the necromancer has built a fortress and from which the pirates launch their attacks. At the island, the necromancer reanimates the sailors killed and refits the ship into a pirate warship. On rare occasions, a few of the necromancer's captains travel to the

colony to recruit more experienced ship captains to join their ranks, so there is a slight chance the players may have heard exaggerated rumors of the pirates from the sailors on their ship. By following this process of attacking ships and reanimating sailors repeatedly, the necromancer has amassed a large armada of ships manned mostly by undead sailors. Because the undead do not demand their share of the booty, the necromancer and his captains have amassed a large fortune in their piratical enterprise.

Resolving the Encounter: The ship-to-ship combat between the players and their shipmates and the pirates should be a straightforward skirmish with the difficulties of fighting onboard a ship in the high seas. While the zombies are good at overpowering normal crews, the players should have no problems dispatching them except for having to deal with their numbers. The necromancer's five captains on the pirate ship should present a tougher challenge to the players, but not an insurmountable one.

In the captains' quarters on board the pirate ship, the players will find a log book that includes the compass bearings needed to navigate to the pirates' island. If the players can capture one of the necromancer's captains alive, they may be able to browbeat the captain into giving up information regarding the necromancer and the island as well. Should the players convince their ship's captain to follow the coordinates they find, they will come to the pirates' island. Four ships are anchored in the bay, two of which are in the process of being refitted into warships by zombie sailors. The players can also observe twenty to thirty zombies moving cargo from the ships up the beach to the necromancer's fortress.

Attacking the island with only one ship is highly unadvised, so the players will have to convince the captain of their ship to either return to the colony or attempt to hail other ships in their armada. Once they have a substantial enough force, the players can return to the island to attack it. The crews of the other ships can easily manage the zombies and some of the necromancer's captains leaving the players free to make their way to the necromancer's fortress. At the fortress, they can confront the necromancer and a few of his bodyguards.

Reward: The treasure rooms of the fortress are literally overflowing with taken booty. The players will be able to retrieve two treasure parcels for themselves from the fortress. They will also receive the rest of their wages from the merchant's guild for helping destroy the pirates and be made honorary members of the guild. While this honor will increase their reputation in the guild, it may also make the colonial government more wary of the players.



The Governor's Daughter

Synopsis: Hostile native tribes have recently begun kidnapping colonists. For the most part, the colonial government has turned a blind eye toward these kidnappings because they have not wanted to upset neutral tribes. When the governor's daughter Penelope is kidnapped, however, the colonial government suddenly reverses their course regarding kidnappings.

Tier: Heroic

Starting the Encounter: Before the encounter, the players are summoned to appear before a colonial tribunal. They learn that Penelope has been kidnapped and are given orders to rescue her. In order to do so, the players must determine what native tribe kidnapped Penelope and where the tribe is keeping her.

The players should have a hard time at first retrieving any information about who kidnapped Penelope or her whereabouts. They may receive scattered information about other kidnappings that have occurred and may choose to investigate those. Despite how many colonists they seem to rescue, however, nothing brings them closer to finding Penelope. The colonial government might start to get restless.

What's Going On: Penelope has not actually been kidnapped by natives, but has been kidnapped by a group of radical colonists that want the colonial government to declare war on the natives. The radicals want to use the war as part of a land grab scheme, thinking they will be able to buy up cheap land once the natives have been removed from it by force. The conspiracy goes all the way to the upper echelons of the colonial government. In fact, several members of the tribunal that ordered the players to rescue Penelope are involved.

Resolving the Encounter: The players should eventually find or get a clue about Penelope's real kidnappers. Once they find or get this clue, they should also learn that they cannot directly go public with the information because the radical colonists holding Penelope will simply kill her and blame the natives in order to incite the war they have long desired.

Because the players cannot go public with the information, they will instead have to find out where the radicals are holding Penelope and rescue her themselves. Pulling off this subterfuge will require them to use their social skills more than their combat skills. To learn any information they must navigate the seedy underclass society of the colony that may not have encountered, but some of the people that the players meet may become useful allies later on.

The players learn that the radicals are holding Penelope in the plantation mansion of one of the colonial leaders. Though the place is heavily fortified, tactical players should be able to take the guards in a direct fight. More crafty players may want to rescue Penelope without having to directly confront the guards.

Once the players rescue Penelope, the colonial leaders involved in the land grab conspiracy will turn against them. The leaders will publicly accuse the players of having allied themselves with the natives that they claim have kidnapped Penelope in the first place. The leaders will also intensify their arguments for going to war with the natives.

In order to regain their reputations and end the bounty placed on their heads, the players must use their contacts from the colony's underclass to arrange a secret meeting with the governor himself. When the governor and Penelope are reunited, the governor will clear the players' names and order the conspirators arrested and punished.

Reward: The players will receive a small material reward equal to one treasure parcel. They will also be offered modest positions within the colonial government or military. Beyond these rewards, the players will enjoy a greatly increased reputation in the colony, including the undying gratitude of the governor and Penelope.

The Native Hater

Synopsis: John Moredock was a high ranking colonial military commander before his wife and children were killed in a raid by a hostile native tribe. After their deaths, Moredock has gone insane and become a sociopathic killer of all natives. The colonial government wants Moredock arrested and brought back to face a public trial.

Tier: Heroic

Starting the Encounter: Before the encounter, the players are summoned before the governor of the colony and given orders of arresting Moredock. Some players may know some of Moredock's history before he went insane. Those players will understand how dangerous of an individual Moredock can be in combat. The players are then responsible for tracking down Moredock.

The players are not the only ones looking for Moredock as a native tribe has a group hunting him down to kill him. Before the players can confront Moredock, they must convince this native group to allow them to arrest Moredock or they must fight them, which will leave them bloodied and tired for their confrontation with Moredock. Alternatively, the players could allow the native group to confront and kill Moredock on their own. In no instance will the native group ally themselves with the players.

What's Going On: Moredock threatens the stability of the colony in two ways. Native tribes have stopped trading with the colonists and once neutral tribes have started to turn hostile because the natives see Moredock as representative of all the colonists. Moredock has also attracted a following of radical colonists who loudly argue for the eradication of all natives. While these followers are still on the fringe of colonial society, the colonial government fears they could gain more influence. In order to appease the natives and silence the radical colonists, the colonial government needs to publicly try and punish Moredock.

Resolving the Encounter: There are three possible resolutions for this encounter depending on how the players handle the native group.

If the players decide to let the native group confront and kill Moredock, then the colony does not

regain stability. Instead, Moredock's followers uphold him as a martyr and become even more vocal in their calls for the eradication of all natives. This begins a protracted, if undeclared, war between the natives and the colonists until the followers are defeated.

If the players end up fighting the native group, Moredock will initially come to the aid of the players. Once Moredock realizes the players' intentions, he will turn against them and they will have to defeat him and the remaining natives. The players must also be careful not to kill Moredock, but only incapacitate him so that he can stand trial.

If the players can convince the native group to let them arrest Moredock without having to fight the native group, the players will be able to confront Moredock without already being bloodied from combat. The native group will further serve as additional protection while escorting Moredock back to colonial settlements. The players must still be careful not to kill Moredock.

The colony regains stability if the players can arrest Moredock without killing him and escort him back. Normal trade among native tribes will resume and Moredock's radical followers will be temporarily silenced.

Reward: For arresting Moredock and escorting him back, the players receive a minor material reward from the colonial government equal to one treasure parcel. The players will also enjoy an increased reputation among natives and many of the colonists. They will, however, gain notoriety among Moredock's followers.

Divinity Peak

Synopsis: The army that controls Divinity Peak will have an excellent stronghold against opposing forces. Divinity Peak is also holy ground that is protected by the gods and blood spilt upon its ground will cause the gods to unleash their wrath upon both armies. Instead of battle, both armies agree to compete in various games for the control of the mountain.

Starting the encounter: As the players ascend the mountain trail, they are greeted by the avatar of the nature spirit Glacier (or any other deity you wish to use). Glacier tells the players that they walk on holy ground and that their enemy will meet them at any time. If blood is spilled in battle, then Glacier will part the ground they walk upon and swallow them whole, but he offers a competition instead.

What's going on: Skill challenges will determine the winners of the various events. Instead of HP, players will sacrifice healing surges in the various events. Once all healing surges are gone, then the player is out of the competition. Players can compete in as many games as they wish, but healing surges do not return after each event. This means that if a player loses two healing surges in one event, then they are gone for the next three events he decides to participate in. The result is a risk/rewards mentality and also a test of endurance throughout the competition. The skill suggestions here are just that: suggestions. Feel free to modify and change according to how your players want to play it. Here are just a few suggestions for various games on Divinity Peak:

- *Ear Pull* – This event is relatively self-explanatory, but with frigid cold assaulting the contestant from all sides, the Ear Pull competition is not only a test of strength, but of endurance as well. Contestants will make strength and endurance checks to see who can last the longest. Intimidate checks can also be utilized to try and make the competition try and chicken out. The contest ends in a best of three rounds or (if you really want to make the competition fierce) whoever is willing to sacrifice more healing surges.

- *Golden Hare Hunt* – Contestants must chase a golden rabbit through the many caves of Divinity Peak in an attempt to capture it. Nature or dungeoneering checks would be used to track the beast and athletics checks would be used to keep up with it. Players could use stealth checks to try and sneak up on the golden hare as well. Endurance checks could be used to see how tired contestants are getting and if the endurance check is failed, they would lose a healing surge.

- *Adamantine Chef* – Glacier delights in partaking of new culinary delights and this contest allows for contestants to please the nature spirit's appetite. Using nature checks, contestants can search the area for ingredients for their recipe. Perhaps a history check to think back to any famous fables or stories of pleasing the gods with food. Heal checks could also be used to give the recipe a special kind of flare to it. Finally, it should be put all together with an arcana check.

- *Blanket Toss* – This requires a group effort. One contestant will be stand on a blanket and be thrown into the air by his teammates. Whichever team throws their teammate the highest, wins. Group strength and endurance checks are used in this instance. Everyone has to make a strength check and the total number will determine height.

- *Marathon* – Use any skill challenges that you want, but make sure that this is the culmination of everything. Players have to work together and must be pushed to their limits by the end of this competition.

Resolving the encounter: After the games have been tallied up, the losers go home and the winners get to make Divinity Peak part of their empire.

Rewards: Divinity Peak is a powerful stronghold and is a direct connection to the gods, so players can use this place to speak with different deities when they are in need of consultation.

Get Tiermont

Synopsis: Tiermont was a ruthless assassin in the Tyrant's army who has decided to defect to the colony. He is willing to sell all of the Tyrant's secrets in exchange for protection, but he will only give up all of his information if he can speak directly with the governor of the colony. Players must protect Tiermont and take him to the governor.

Starting the encounter: A lone, wounded traveler enters camp while waving a white flag. As he passes, soldiers mutter that it CAN'T be HIM. But it is. Tiermont was infamous on the battlefield for his speed and agility. The blood of the colony's sons are on his hands and now he is walking right into the camp holding a flag of surrender. Players can choose how to bring Tiermont to their superior officer, but how they treat him here should affect how cooperative he is later.

What's going on: Realizing that he is on the wrong side in this war, Tiermont has decided to defect in exchange for protection. Or has he? The real motivation behind Tiermont's defection is shrouded in mystery, but this is a perfect opportunity to learn more about the Tyrant and the rewards outweigh the risks. All the players have to do is escort Tiermont to the governor, but this is easier said than done. Out in the woods, Tyrant's assassins lie in wait, ready to kill Tiermont to protect their master. Not only do the players have to contend with the enemy, but men in their own army haven't forgotten all of the deaths caused by Tiermont. Players will have to protect Tiermont from their own men as well.

This encounter could last multiple sessions as players lead their new ally to the colony. Camp scenes where players take shifts to keep watch make for fun ambush encounters. Battlefield confusion could lead to other soldiers "accidentally" stabbing Tiermont and nearly killing him. Let your imagination run wild with the possibilities to put him in danger. Literally, EVERYONE is out to get this character (maybe even your players) and this leads to some great drama.

Resolving the encounter: The resolution to this is fairly open-ended, but it could easily be effected by the decisions of the players. Perhaps Tiermont fully intended to give up his secrets but after being nearly assassinated by soldier of the colony,

he has decided that he isn't safe anywhere, so he runs off. Maybe it was Tiermont's plan all along to get close to the governor so he could assassinate the leader of the colony. Maybe he is just gathering information and biding his time so he can return to the Tyrant and become more useful.

Another route could be that Tiermont is actually legitimate. As a hired gun, he realizes that the colony has greater resources than the Tyrant, so he is prepared to join the colonial army. Keeping Tiermont part of the army of the colony would yield interesting results because there will always be that level of distrust between the players and Tiermont.

Rewards: New information regarding the inner workings of the Tyrant's empire. Perhaps Tiermont provides complete bios on the power players of the opposing army. He provides maps for their various encampments. As time goes on, however, his information becomes more dated and no longer relevant.

Operation: Fat Princess

Synopsis: A house divided shall fall. The Tyrant's daughter is his one weakness and if she can be convinced to leave her father, the Tyrant will be devastated.

Starting the encounter: In an attempt to avert war, the governor of the colony has decided to throw a banquet and has invited the Tyrant and his family. At the banquet, players notice that the princess has been making eyes at someone. Perhaps she has a forbidden love for someone in the Tyrant's own army. Maybe she is attracted to the socially inept prince from the colony who is engaged to another woman. She might even be in love with one of the players. Whoever she is in love with, her father won't approve and it's with this look that the players realize they could get the princess to turn on her father.

Another option is to have the princess in love with Tiermont and that is the reason he has defected to the other side.

What's going on: Players must go to great lengths to convince the princess to leave her father. She may be in love, but she is also very loyal to her family, so it will take more than just some chocolates and flowers. The following steps must be taken for the princess to leave:

- The suitor must act heroically. If the suitor is a weakling, it will take a little creative ingenuity for the princess to see him in a heroic light, but he must seem to be strong and powerful for her to love him.
- The two of them must be alone at some point. A banquet is perfect to plant the seed for love, but in order for that love to grow, the two must spend time together. Players will have to figure out how to sneak the suitor into the enemy camp and then figure out a way to sneak these two off.
- All women love gifts, but a gift fit for a princess is a bit harder to find. A magic artifact has to be found and the suitor must give it to her in order for her to see how much he loves her.

Resolution: A final escape plan can lead to all sorts of dramatic conflict. A complex plan to get into the enemy fortress followed by an equally complex escape route that is suddenly blocked off by palace guards leads to some great gaming.

After the lovers escape, however, how long does the honeymoon last? If the suitor is a dirt bag that the players have dressed up as being great, then it won't be long before the princess is running back home to daddy. If the suitor is truly her soul mate, then it MIGHT last a little longer. What happens if she decides to run back to her father? Will the Tyrant be forgiving or will he wish to make an example of his daughter?

On the other hand, if she stays in love with her suitor, to what lengths will the Tyrant go to get her back?

Of course, an excellent way to protect her is to fake her death, but this leads to a whole new level of rage on the part of the Tyrant.

Rewards: With the princess gone, the Tyrant must divide his forces from the battlefield to searching for her. Emotionally distraught, the Tyrant is prone to make more mistakes.

Plunder

The finest treasure is often intangible. Glory, honor, prestige, even love. This section covers many such rewards and how they can mechanically replace magic items, such as a divine boon from the high priest for protecting the faithful against heathen monsters or advanced training from a grateful native warrior for sheltering his family from raiders.



Honorary Grippli Warrior

Overview: The grippli are so impressed by the character that they name him an honorary grippli warrior in an elaborate celebration of the character's deeds, a feast that lasts all day and night with storytelling, drinking and carousing. This is the highest honor the grippli can bestow on an outsider. The celebration is not merely a social event, but a magical ritual that imbues the character with the inherent greatness of the grippli race.

To acquire: The grippli are a naïve people, with no grand ambitions but they are quite wise in their own way. Their priests and chieftains are deeply concerned with protecting the world from supernatural evil. They view the war between the colonists and natives as grave threat to the safety of the world. The bloodshed will surely draw the attention of dark beings that will prey upon the weakened communities.

Any hero who brings peace and shows mercy at a great personal loss will impress the grippli. For example, sparing the tyrant's life or manages to unite both sides to defeat a demonic cult that surfaced during the war are both suitable acts. Once a hero has impressed the grippli, they will consult with their shamans for

Plunder

guidance from the nature spirits. If the spirits decree that the hero has the heart of a true gripli warrior, then the gripli will gift the hero with this honor.

In game terms, if a PC interacts with the gripli on a regular basis and frequently makes personal sacrifices for the greater good, then this honor works as a potential substitute for a treasure parcel.

Benefit: An honorary gripli warrior is treated as a creature of the aquatic subtype whenever it is beneficial to him. He can hold his breath for 20 rounds before an Endurance skill check is necessary and can swim at full speed without needing to make an Athletics skill check to do so. The characters gain a +4 bonus on all Charisma skill checks against aquatic creatures. Finally the character gains the following Daily power

Unbreakable Hope

Self – Minor Action

The character channels the collective power of the gripli people to keep on fighting against dark forces.

Effect: The character spends a healing surge and regains an additional 2d6 hit points.

Secondary effect: The character gains 10 resistance to necrotic damage for the duration of the encounter.

The Handmaiden's Mark

Overview: A female warrior gains a special reputation for her skill with a bladed weapon or her use of arcane magic in combat that she attracts the attention of the Handmaidens of Lemuria. She is invited to perform in front of the Handmaiden council. If she passes their test, she is invited to join the secret society.

How to Acquire: Because the Handmaidens prefer to train their followers from a young age, very few female warriors not trained by them attract their attention. Those that do attract the Handmaidens attention have spent lifetimes honing their combat skills with bladed weapons or arcane magic. They have often been victorious in duels or have gained the reputation for being able to influence the outcome of a battle.

When a female warrior does attract the attention of the Handmaidens, she is invited to perform her skills in front of the Handmaidens council. If she accepts this invitation, she is secreted away usually in the middle of the night to an unknown location. Once there, she is put through a series of individual tests to judge her weapons and magic skills. In her last test, she is pitted against a Handmaiden of equal ability in a duel. A warrior that passes all of the tests is invited to become a Handmaiden. She then receives a special tattoo, known as the Handmaiden's Mark, on her shoulder.

In game terms, a female PC must be at least paragon tier. She must then attract the attention of the Handmaidens through her actions in combat and complete a number of encounters and challenges appropriate to her level to become a Handmaiden.

Benefit: The character gains the following power:

Skill of the Handmaiden

Daily – Martial

Immediate reaction

Effect: If the character misses an attack with a bladed weapon, she can use this power to reroll the attack.

Order of the Crown

Overview: The Order of the Crown is the highest award given by the colonial government for services rendered in the name of the empire. Recipients have demonstrated a lifetime of dedication to the political, social, and military stability and development of the colony. Recipients of the award become high revered throughout the empire.

How to Acquire: Very few are nominated for the Order of the Crown and fewer still receive it. Recipients must have achieved the highest possible rank or position in their profession available in the colonies. For instance, a general that has waged many victorious wars against the natives and a merchant that has helped develop the trade of the colonies are equally viable nominees. At the time of the award, nominees must also have an impeccable service record and demonstrate unquestionable loyalty to the colony and the empire.

Persons that meet all of the criteria will be nominated by the colonial government for the reward. These nominations are then sent to the imperial capital in the Old World. A special council from the Old World then decides award recipients. The colonial government holds a lavish ceremony presided over by a minister sent from the imperial capital for recipients.

In game terms, PCs must have reached the paragon tier before they can become eligible for the Order of the Crown. The award is then given based on a player's role playing, and position within the game world.

Benefit: The character gains a +2 bonus to all charisma based skill checks or a +4 bonus when dealing with aristocrats and bureaucrats from the old world.

The Golden Compass

Overview: The Golden Compass is awarded by the colonial government for services rendered in the name of the empire by those who demonstrate exceptional ability in the field of tactical cartography. While this is a military award, recipients are often sought out by merchants and guilds as independent consultants in developing trade routes.

How to Acquire: Waging war in the New World is difficult for the colonists because they lack familiarity with the terrain. In this way, natives always have an advantage over the colonists, which has led to a large number of colonial casualties, even in battles that the colonists have won. The colonial government instituted The Golden Compass to encourage the development of tactical cartography.

Heroes that display a skill in tactical cartography will gain the attention of the colonial government. Should colonial forces continuously benefit from these cartographers by avoiding large numbers of casualties or routing native armies, the colonial government will debate whether or not a hero should be awarded The Golden Compass. If selected, the colonial government will hold a small ceremony for the reward recipient.

In game terms, if a PC successfully uses the Perception Skill and the Nature Skill in combat to advise the tactical placement of troops, the PC may become a candidate for the reward.

Benefit: The character gains the following power

Tactical Placement

Daily – Martial

Immediate Interrupt

Effect: The character can shift an ally a number of spaces equal to his 1 + intelligence modifier or shift all allies within his sight 1 space.

The Cog of Ages

Overview: In the ancient Lemurian ruins there are many devices that have been lost to time. Now that the Broken Circle has claimed the Lemurian ruins, these devices are being unearthed and put to good use. The Cog of Ages is one such device.

The Cog looks like any other, but this device holds the secrets of Lemuria's past. Users of the Cog are given flashes of the once great empire's past and are forced to make sense of it all themselves. Great knowledge is stored within the cog, but it takes great willpower and concentration to use it to its full potential.

Acquisition: If players are on good terms with the Broken Circle and aid them in their cause for equality, then the Cog could be one of their rewards. Perhaps players find the device after helping the Broken Circle clear out some of the Lemurian ruins.

Benefit: Players can gain information about the land and the people who inhabit the New World through the Cog of Ages. To use the device, players must make an arcana check to see how well they can control the Cog. The minimum requirement is a DC 20 and that is just to see flashes of incomprehensible information. After using the Cog, the user will have a bonus to history checks depending on the success of the Cog. In addition, the character will also get the following daily power:

A Change of Scenery

Standard Action – Daily

The cog twists and turns time for a brief period to change the terrain around it.

Range: Burst 2 within 10 squares

Effect: Can make the affected area difficult terrain or can make difficult terrain standard terrain for 5 minutes or until the end of the encounter.

Tracker's Weed

Overview: Tracker's Weed is a rare plant that grows in the territories of the Grey Fang. Grey Fang tribesmen eat the weed to commune with the earth spirits before they go on a hunt. Due to its scarcity, the Tracker's Weed has become a very expensive and useful commodity that only the Grey Fang know how to properly harvest.

Acquisition: Even though the Grey Fang are not on bad terms with the Colony, they still wish to remain autonomous. The Tracker's Weed is one of the few advantages the tribe has over the colony, so players must impress the tribe in exchange for their prized herb.

Essentially, players must be on good terms with the Grey Fangs in order to get the plant. Then, players must either save a tribesman's life, protect nature in some way, or trade something very valuable for it. Also, this can be a great reward for any Grey Fang based quest that the players have taken on.

Benefit: When players eat this plant, they become more in tune with nature. They get a temporary increase of +5 to nature, heal and dungeoneering checks that lasts for 10 minutes. Finally, the players get the following Daily Power

Hunter's Stealth

Self – Minor action

The character uses the natural surroundings to stalk his prey.

Effect: Character spends a healing surge in order to become completely invisible in the forest. This works like any other invisibility spell in that if the character attacks, then his presence will be known.

Goblin Fast Talk

Overview: For all of their imperfections and sins, goblins are still a quick-witted and scheming race. Their intellect and ingenuity is often overlooked due to their greed, but a person could learn a lot about business from a goblin. Some goblins may be willing to share the secrets of their commerce . . . for a price, of course.

Acquisition: Goblins love two things – wealth and power (which, in turn, gives them more wealth). As long as players bestow a great amount of either, then a goblin would be willing to divulge some of the greatest goblin secrets.

If players are willing to sacrifice one expensive item, then they will be given the secrets to gain even more wealth. It must be a great sacrifice, however.

Benefit: A character that learns the secret arts of the goblin fast talk will have an advantage when he is in social combat situations. Goblin fast talk experts received a +5 to bluff checks and a +3 to Charisma checks when haggling over the price of something.

