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Sample Haven

Roanoke: The History

The sample Haven below is based on a real-world incident from the late 1500s. An English grant to settle in America was granted to Sir Walter Raleigh. He sent a colonization force across the ocean to the Chesapeake Bay area, but the expedition instead settled within a shallow sound on Roanoke Island off the coast. After securing a good relation with the Native Americans on the neighboring island of Croatoan, the colonists rebuilt portions of an abandoned fort there to serve as their new home. A need to resupply the provisions leads Governor John White to return to England with the promise that he'll return in three months time. His granddaughter—Virginia Dare—was also just also recently born, the first one in the New World. But trouble had already begun to surface for the 117 members of the colony. One man had been slain by Indians, his body found with no less than six arrows in it and his head smashed to pieces. The colony dispatches a friendly Indian contact named Manteo to smooth any ruffled feathers among the natives—to reportedly no avail.

Circumstances forced White to remain away from the colony not for three months, as promised, but three *years*. When he finally returned to Roanoke, he could find no trace of the colony, his family, or his now three-year-old granddaughter. But before he had left those years ago, White knew the colony might have to move due to its perilous situation with the natives. If they did have to pack up and go, they were to carve the destination into a tree. If they relocated under duress, they were also to carve a cross above the name. White found a palisade, presumably constructed for defense, which had not been there when he left. Carved onto the beam at the entrance of the fortification was a single word—*CROATOAN*. Overcome with relief at finding this sign, without the cross above it, the former governor set out for Croatoan island. Unfortunately, the same poor luck which had plagued White for the last few years did not abate. The man never made it to the island and the ship he was on had to return to England.

Colonies later established around the Roanoke area never located or saw any sign of the Lost Colony. It is as if an unknown force scooped them and everything they owned off the face of the earth. This is where *Temporality* comes in. Loosely using this history as a backdrop, the Roanoke Haven is developed to explain what could have happened to these ill-fated colonists. The names and social statuses are changed from the historical accounts. Consult the Haven writeup below for more specific information.

Roanoke: The Lost Colony

((SIDEBAR BEGINS))

Roanoke (hamlet): Conventional; AL CG; 100 gp limit; Assets 575 gp; Population 115; Isolated (human 100%).

Authority Figures: Constable Pennigren Thax, male human War8; High Priest Eldrar Minsip, male human Clr2; Governor Bellbri Sentalik, male human Ari2/War4 (see NPC stats below).

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Important Characters: Santrav, male human Drd4 (see NPC stats below); Mahla Elgrim, female human Mnk2 (holds weekly self-defense training sessions because some day the colonists will be out of bullets as well as the means to make them).

Others: Militia, War5, Ftr2, Com1/War1 (5). These men and women can form their small force within two minutes after the warning bell tolls at the hamlet's center. They reside throughout the area, not relegated to specific "militia quarters."

((SIDEBAR ENDS))

Age of Origin: Expansion

Genre of Technology: Colonial

Magic Level: With science and technology taking prominence in the time period, arcane and divine spellcasters have taken a back seat in most affairs. The most notable spellcasters here are the high priest of the sun god (Eldrar Minsip) and the native druid the colony befriended early after its arrival (Santrav).

Background: The colonists are from a far away land and part of a large empire. They have virtually no knowledge of the new world the island sits off the coast of. The colonists founded and maintained their small community for many months before their Governor Jutlin Whall had to return to the empire for supplies. A few weeks after Whall's departure, the colony's native ally Santrav warned that his people's enemies knew about the colony and were preparing to strike at them (probably caused by a general hatred of the colonists' presence). Bellbri Sentalik, the man in charge after Whall left, agreed to move from their vulnerable location on the island for a place more remote.

The men built a protective wall of wooden palisades around the small colony as they packed to leave. Bellbri planned to leave the wall standing and carve the name of their destination onto it so when Governor Whall returned he would know where to look for them. Unfortunately, the colonists never left Roanoke. A rainstorm with violent winds appeared suddenly and swept across the island. By the time the colonists emerged from their homes, they had unknowingly journeyed into the Continuum, for the storm was a temporal storm.

Instead of a vast ocean, the colonists saw only a gray mist a few hundred feet from the shoreline. Rowboats taken out stopped abruptly when they hit the shore of an unseen land mass. Beyond the gray veil is a bleak and empty landscape where no life of any kind can be found, according to the colonist's early expeditions.

Wormholes: The entrance to the Roanoke Haven in the Flow is the same entranceway which Bellbri had the name of the relocation spot carved into. On the same day of the same month the colony experienced the temporal storm, that entranceway becomes the shiftpoint of a wormhole which brings any passers-through to the Roanoke Haven. The shiftpoint is not relegated to the same time period as the colony. Anyone walking through the same spot in any Age (whether or not the wall is there) is swept into the Continuum. Unless controlled by someone with the Temporal Navigation skill, the wormhole deposits the new arrivals 2d6 weeks after the colonist's arrival time.

There is one other wormhole attached to the Haven. This one is an exit-only wormhole that leads to an alternate Flow's Fantasy Age. Not far from Santrav's abode is a U-shaped rock formation overlooking the coast. Any creature passing through the U's center at sunset is shifted away. The druid observed a deer vanish in this way and, after

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investigating the formation with magic, decided to warn the colonists to stay away from that area altogether, “For evil consumes animal sacrifices there.”

Current Conditions: The colonists were understandably mystified and frightened after their forced relocation. Where were they and why were they brought here? Much to Bellbri’s dismay, the residents turned to high priest Eldrar Minsip for guidance. At as much a loss for explanation as the rest, Eldrar knew that he still had to maintain the faith which guided his own life and attempt to transfer it to the others. Eldrar told the colonists that his god had saved the colony from a surprise attack by lifting the island to a higher realm of being. The sun god would provide for the colony as long as was necessary until the threat passed. Indeed, with the agricultural assistance of Santrev’s magic, the colony has managed to live off of the small amount of arable land on the island.

When it became clear that the colony wasn’t leaving this strange realm anytime soon, they set about reconstructing the brick and tile cottages which were mostly dismantled prior to the storm. The occasional appearance of dangerous animals (who wander through the entrance wormhole) and much stranger creatures (that enter from the Continuum itself) on the island keeps constable Pennigren Thax and sergeant Ardrin Wain (War5) busy. Bellbri remains responsible for coordinating colony affairs and officiating any judicial matters that arise. Morale is as good as can be expected, probably better than most Havens because the colonists were already isolated from their homeland by a great distance to start.

Important NPCs of Roanoke:

Governor Bellbri Sentalik, male human Ari2/War4: CR 5; Medium-size Humanoid (human); HD 6d8+6; hp 33; Init +1 (Dex); Spd 20 ft; AC 17 (+6 *breastplate*, +1 Dex), touch 11, flat-footed 16; BAB +5; Grp +6; Atk +7 melee (1d6+1/x3, masterwork rapier) or +6 ranged (2d6/x3, privateer pistol) or +6 ranged (2d4/x3, stinger pistol); AL CG; SV Fort +5, Ref +4, Will +4; Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 16.

Skills & Feats: Bluff +8, Climb +5, Diplomacy +11, Intimidate +12, Sense Motive +5, Swim +10; Exotic Weapon Proficiency (firearms), Lightning Reflexes, Quick Draw, Skill Focus (Diplomacy).

Possessions: +1 *breastplate*, masterwork rapier, privateer pistol, 10 bullets, stinger pistol, 10 bullets, *potion of cure moderate wounds* (x2), *ring of sustenance*, silver-plated armband with family crest (crimson sun on a black field) (450 gp), 25 gp.

Description: This 35 year-old man stands at a respectable 5’ 11” and sports dirty blond hair, swarthy skin, and handsomely-chiseled features. Bellbri is the second-son of the Sentalik noble family. He trained for most of his adult life in the art of weapons. Swordplay comes as easily as firearms use but the second-son also has a natural gift for smooth-talking others. Often promising one thing while doing the opposite, Bellbri somehow manages to extricate himself verbally from danger.

He signed onto the Roanoke expedition because of frustration with his home life. As the second-son, Bellbri’s inheritance would be slow (if ever) to arrive and so he believes that he can make more of a name for himself in the untamed lands of an unexplored land. After Governor Whall’s departure to gather supplies from the homeland, the Roanoke residents offered leadership immediately to Bellbri—a responsibility he graciously accepted. Since the strange storm swept the colony into this strange land, however, Bellbri wishes he had not even heard of the expedition. Fame, after all, only goes so far when you live in a vacuum.

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Eldrar Minsip, male human Clr2: CR 2; Medium-size Humanoid (human); HD 2d8+2; hp 11; Init +0; Spd 20 ft; AC 17 (+7 half-plate), touch 10, flat-footed 17; BAB +1; Grp +2; Atk +4 melee (1d8+1/x3, masterwork warhammer) or +1 ranged (1d8, 19-20/x3, light crossbow); SA Turn undead (+2); AL LG; SV Fort +4, Ref +0, Will +5; Str 12, Dex 10, Con 13, Int 12, Wis 15, Cha 10.

Skills & Feats: Concentration +6, Heal +7, Knowledge (religion) +6, Spellcraft +6; Combat Casting, Weapon Focus (warhammer).

Possessions: Half-plate, light crossbow, 10 bolts, masterwork warhammer, everburning torch, *feather token (swan boat)*, *potion of cure light wounds* (x2), *potion of shield of faith* +2 (x2), silver holy symbol, 267 gp (for church supplies, kept in a locked chest).

Spells Prepared (4/3; DC 12 + spell level): 0—*create water, guidance, light, mending*; 1st—*comprehend languages, protection from evil* (x2), *sanctuary**

* Domain spell; Domains: Protection and Sun

Description: Eldrar's 6'3" lanky frame towers over most of the other colonists. The 20-year-old's dedication to the sun god has survived relatively intact despite the colony's strange and sudden relocation. Eldrar knows in his heart that he has done no wrong because he continues to receive spells. Giving the other colonists hope for an eventual return to the New World seems only natural to the pragmatic youth. It is Eldrar's dedication to the faith (along with his gullibility) that led to his acceptance in joining the dangerous expedition in the first place when it was offered by his superiors. The opportunity to bring his deity's teachings to a new land and new peoples proved too tempting to refuse. Eldrar also saw the expedition to be his greatest personal trial yet—could he and two acolytes keep to their faith so far removed from the church proper? Seems Eldrar got way more than he bargained for.

Constable Pennigren Thax, male human War8: CR 7; Medium-size Humanoid (human); HD 8d8+8; hp 44; Init +2 (Dex); Spd 20 ft; AC 18 (+6 *chainmail*, +2 Dex), touch 12, flat-footed 16; BAB +8; Grp +11; Atk +12 melee (1d8+4/x3, +1 *battleaxe*) or +10 ranged (2d8/x3, dragon pistol) or +10 ranged (3d6/x3, gray musket); Full Atk +12/+7 melee (1d8+4/x3, +1 *battleaxe*) or +10 ranged (2d8/x3, dragon pistol) or +10 ranged (3d6/x3, gray musket); AL NG; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14(12), Con 13, Int 13, Wis 11, Cha 9.

Skills & Feats: Climb +14, Intimidate +4, Jump +8, Knowledge (history) +7, Swim +14; Diehard, Endurance, Exotic Weapon Proficiency (firearms), Firearms Drill.

Possessions: +1 *chainmail*, +1 *battleaxe*, dragon pistol, 10 bullets, gray musket, 10 bullets, masterwork dagger, *gloves of Dexterity* +2, *potion of cure moderate wounds*, masterwork manacles (x2), tanglefoot bag, 31 gp.

Description: Pennigren Thax is a 40-something veteran of three military campaigns. There is no type of arms or armor which the man is not at least passably familiar with. Some say Thax's slightly-stooped, well-muscled body and sloped brow indicate an ogrish heritage, but none say it close enough for him to overhear. After over two decades of service in His Majesty's military, Thax decided he needed a change. Leaving most of his gathered wealth to friends and family, the veteran warrior took his most prized weapons and armor and signed onto the Roanoke expedition. War and

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military politics had taken its toll on the man and he knew that shepherding a bunch of bright-eyed colonists would be like a vacation. Thax is dedicated to keeping the peace and does what he has to no matter who it may rub the wrong way. Roanoke's residents admire his diligence but resent his rather tactless attitude. He is often referred to simply as "constable."

Santrav, male human Drd4: CR 4; Medium-size Humanoid (human); HD 4d8+4; hp 22; Init +0; Spd 20 ft; AC 14 (+2 leather, +2 heavy wooden shield), touch 10, flat-footed 14; BAB +3; Grp +2; Atk +2 melee (1d6-1/x2, club) or +4 ranged (1d4, masterwork sling); SQ Animal companion, nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; AL NG; SV Fort +5, Ref +1, Will +8; Str 8, Dex 10, Con 12, Int 10, Wis 18, Cha 12.

Skills & Feats: Concentration +3, Craft (alchemy) +2, Diplomacy +5, Handle Animal +3, Knowledge (nature) +9, Listen +6, Spot +6, Survival +8, Swim +1; Alertness, Brew Potion, Track.

Possessions: Leather armor, heavy wooden shield, club, masterwork sling, 10 sling bullets, *bag of holding (type I)*, *potion of cat's grace*, *potion of cure light wounds (x4)*, *potion of shillelagh (oil) (x2)*, black pearl (180 gp), 9 sp.

Spells Prepared (5/4/3; DC 14 + spell level): 0—*cure minor wounds, guidance, light, virtue*; 1st—*cure light wounds, jump, produce flame*; 2nd—*flaming sphere, heat metal, tree shape*.

Description: Of all the Roanoke Haven's residents, Santrav has it the hardest. Not only has his natural world been reduced to one island but he is now alone amongst a foreign culture. Since their arrival in this strange enclosed land, Santrav cannot help but feel that it is a personal punishment for aiding the foreign visitors. He believes, however, that helping them is the right thing to do and, since he has not lost his druidic abilities, shall continue to do so. Santrav is a dark-skinned man of nearly two dozen winters in age. His eyes hold an uncommon wisdom and kindness which is evident in the druid's mannerisms as well.

The colonists blamed Santrav at first for their strange exile. However, when a rust monster somehow found its way onto the island, the druid saved their precious metals by defeating the beast single-handedly outside the governor's own home. Despite the respect he now has, Santrav prefers to live on the rocky slopes overlooking the sea (or what is left of it) on Roanoke's southern side.