

Colony of Death

Weird Fantasy Roleplaying in 17th Century Maryland



LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

M. W. Hess

Colony of Death

Written by M.W. Hess

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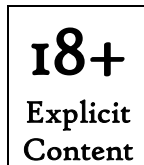
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Introduction

This module was written for use with *Lamentations of the Flame Princess*, but can easily be used for other OSR and d20 type games.

This module is by no means historically accurate. I've taken liberties with everything, including but not limited to the people, dates, sites, legends, etc. It may also contain sensitive topics such as: body horror, sexual perversion, profanity, racial and sexual violence, etc.

This book serves as a setting guide for the Colony of Maryland in the year 1650. This includes background information on the Colony and its people, diseases, creatures and encounter tables. The second part contains four scenarios of varying lengths set in different parts of the Colony. And the appendix contains random name tables, a hex map of the region, and more.

The first adventure *St. Mary's Shoemaker* is a good introduction to St. Mary's City, where most visitors would first arrive. From there you can play any of the other scenarios. The other adventures are spread out over the province so there is plenty of opportunity for hex crawling and random encounters. Or you can just grab some creatures from Maryland's local folklore for use in your own game.

Enjoy!

M.W. Hess
In the Maryland Wilderness
Friday the 13th of March, 2020

The Colony of Maryland

In 1632, King Charles I of England granted a charter to George Calvert, the first Lord Baltimore, giving him proprietary rights to a region east of the Potomac River. The territory was named Maryland in honor of Henrietta Maria, the queen consort of Charles I. In March 1634, the first English settlers arrived and founded the settlement of St. Mary's City.

Lord Baltimore sought to create a haven for English Catholics and to show that Catholics and Protestants could live and work together peacefully. Baltimore recruited Catholic aristocrats and Protestant laborers, luring them with generous land grants and a policy of religious tolerance. Settlers were given 50 acres of land for each person they brought into the colony, whether as settler, indentured servant, or slave.

The Natives in Maryland were a peaceful people who welcomed the English. At the time of the founding of the colony forty different tribes consisting of 10,000 people lived in the area. At first, they were fearful of the colonists, but they welcomed trade. The colonists gave the Natives cloth and metal tools in exchange for the right to settle on the land. The Natives taught the colonists how to plant corn, beans, and squash, and where to find clams and oysters.

Timeline

1608. Captain John Smith explores the Chesapeake Bay.

1631. An English trading post is established on Kent Island by William Claiborne of Virginia.

1632. Maryland Charter is granted to Lord Baltimore by King Charles I.

1634. The *Ark and Dove* arrive at St. Clements Island; St. Mary's City is founded on land traded from the Natives.

1635. Proprietary vessels clash with those of William Claiborne, who refuses to recognize Lord Baltimore's charter. The Maryland Assembly adopts England's "Witchcraft Act of 1604", declaring witchcraft to be a felony, punishable by death.

1638. Governor Calvert seizes control of the trading post on Kent Island.

1639. The first elections are held in the Province.

1642. Kent County is established. The Province declares war on the Susquehannock Indian nation in the north.

1644. The Susquehannocks (with the help of New Sweden) defeat Maryland. As a result, the Susquehannocks trade almost exclusively with New Sweden to the northeast. They remain in an intermittent state of war with Maryland for the next several years.

1644-1646. During the English Civil War Claiborne leads an uprising of Protestants, in what comes to be known as the Plundering Times, also called "Claiborne and Ingle's Rebellion" and retakes Kent Island. Meanwhile, Privateer Captain Richard Ingle seizes control of St. Mary's City. Governor Calvert escapes to Virginia. The Protestant pirates begin plundering the property of anyone who does not swear allegiance to the English Parliament, mainly Catholics.

1647. The Rebellion is finally put down when Maryland Colonial forces successfully regain control of the colony from the Parliamentary rebels led by Claiborne and Ingle.

1649. In England, King Charles I is beheaded. "An Act Concerning Religion" is passed and Governor William Stone invites Virginia Puritans to settle in Maryland. The Puritans found the settlement of Providence on the Chesapeake Bay.

1650. The lands to the west have been opened to settlement, rebellion threatens to break out at any time, and war with the Natives is ongoing. The colony is ripe for adventure.

As of 1650

The English settlers have cleared land for farms and harvested timber for fuel and their growing shipbuilding industry. As they move toward the interior, they meet increasing resistance from the Natives. At first the Natives were willing to trade and form alliances, but as they see their land quickly being consumed, conflicts have begun to escalate.

Diseases brought by the colonists have hastened the decline of the Natives. By 1650, the Native population is down to 2,400. Decimated by epidemics and forced from the fertile lands of the Chesapeake, many Natives have moved to other parts of the country or have adopted non-native lifestyles among the English.

The settlers now dominate the landscape with their growing numbers and reckless land-clearing methods. They have moved into the higher elevations and begun to clear the majestic virgin forests for wood products and farmland.

The rivers of Maryland provide energy for mills, and roads crisscross the countryside connecting farms and new towns. But the settlers see the forest as a dense, dark wilderness that impedes their livelihoods and harbors dangerous animals and diseases. Timber is abundant and colonists indiscriminately clear woodland (mostly by burning) to grow tobacco and other cash crops. Tobacco is so valuable it's used as currency throughout the colony.

Colonization centers primarily on the Chesapeake-Tidewater area. At this time, Lord Baltimore has opened up the lands to the west for settlement, primarily to assert Maryland's claim to lands disputed by neighboring Virginia and New Sweden.

Settlements

St. Mary's City is the current capitol of the Maryland Province. At this time St. Mary's is the *only* "city" in the province. All manner of goods can be purchased here. Supplies are brought from England regularly and English pirates bring in goods from the Caribbean and other locales for trade. The city was seized by Richard Ingle, and only recently won back by Lord Baltimore. After the Plundering Times the population has been reduced to 150 people. New settlers are desperately needed.

Providence was founded in 1649 by the Puritans. The city is populated by 300 non-conformist Puritans. They are a rebellious sort who can hardly abide the Catholics, but follow the law of religious tolerance which is what grants their own freedom to worship. Any goods from the equipment list are available here, though the Puritans are a bit leery of outsiders, especially Catholics.

Kent's Island was founded by William Claiborne of Virginia. It is a prosperous trading post and most recently was at the center of the conflicts with Claiborne.

These three settlements will have any goods from the equipment list at *City Prices*. Any other settlements encountered in the province will be villages with *Rural Prices* and limited stock. More exotic items will be extremely rare.

The Referee is free to add any towns, villages, trading post, etc., as needed, though they should be small rural communities at best.

People

Many have come to the colony under Lord Baltimore's offer of 50 acres of land per person. The land is yours if you can claim it, settle it, and make it prosperous. The Algonquin Natives are mostly friendly unless attacked or provoked, then they can become fierce enemies. Those who aren't satisfied being farmers have come to trade fur, explore the interior, to begin a new life, or to escape an old one.

The following are some common types of people likely to be found in the colony, and can be used as inspiration for NPCs and player characters.

Catholics, Maryland is a safe haven for English Catholics. The Catholics in Maryland are typically landowners and aldermen. Because most Catholics are landowners, they are not always liked by the common Protestant.

Protestants make up most of the farmers, laborers and craftsman of the colony. There are more Protestants in Maryland than Catholics, and religious strife among Anglicans, Puritans, Catholics, and Quakers is common despite the religious toleration act.

Indentured Servants, many have paid for their trip to the New World by agreeing to work, usually for 7 to 10 years.

Criminals, the need for cheap labor has brought many convicts to the colony. Maryland receives a larger felon quota than any other province. Their situation is similar to the indentured servant, often being able to work off their sentence.

Natives (Piscataway, Susquehannocks), the Algonquian-speaking Piscataway, are the primary tribe of the area. Many smaller tribes pay tribute to them. They are mostly peaceful toward settlers. The Susquehannocks are an Iroquoian-speaking tribe from the north. They trade with the Dutch to the north and the Swedes of New Sweden, but are constantly at war with Maryland and Virginia.

Swedes lay claim to New Sweden across the Delaware River and the lands north of Maryland. If encountered on the eastern shore they are generally friendly and willing to trade. If encountered north of the Chesapeake there may be hostility over land rights.

Virginians, Claiborne's men from Virginia lay claim to Kent Island, but Virginians may also be encountered anywhere along the southern banks of the Potomac River. They can be hostile due to past aggressions, though they share a common enemy in the Susquehannocks.



New World Diseases

Many diseases ravage the New World colonies. Anyone living in the province for any length of time is going to be exposed at some point. Each game month a character must make a saving throw versus Poison. On a failure they have contracted a disease. In very hot or moist weather, or in filthy crowded areas, a saving throw versus Poison is required every week. Roll on the table below to see what disease is contracted.

d6	New World Diseases
1	Dysentery
2	Typhoid Fever
3	Hookworm Infestation
4	Malaria
5	Smallpox
6	Yellow Fever

Dysentery

Incubation Period: 1d6 hours

Infection Time: 1d6+6 days

Interval: 24 hours

Effect: The character must make a saving throw versus

Poison every day or lose 1

Strength and 1 Constitution. If either of these stats falls to zero, the character is dead. Lost stat points return at 1d3 per day if active, 1d4 if resting.

Typhoid Fever

Incubation Period: 6d6 days

Infection Time: 4d6 weeks

Interval: 1 week

Effect: The character must make a saving throw versus Poison every week or lose 1d6 hit points, -1 to all die rolls, and Movement halved.

Hookworm Infestation

Incubation Period: 3d6 weeks

Infection Time: until treated

Interval: 24 hours

Effect: Causes severe abdominal pain, the character must make a saving throw versus Poison every day or suffer -1 to all die rolls and Movement halved.

Malaria

Incubation Period: 1 week

Infection Time: until 3 successive saves are made.

Interval: 3 days

Effect: Character makes a saving throw versus Poison; on a success they merely lose 1 Constitution for the next day, on a failure they have a severe fever. They lose 1d3 from Strength, Constitution, Intelligence and hit points are halved (round down). If they stay in bed the effect leaves after a day and they are back to normal. If they insist on being active they lose 1 point from each affected stat and a quarter of their hit points for the next three days. It will take an extra day of bed rest to restore these lost stats. It is possible for a character to ignore malaria, but eventually it will kill them.

Smallpox

Incubation Period: 1d6+6 days

Infection Time: 16 days

Interval: 4 days

Effect: The character must make a saving throw versus Poison or suffer from fever, muscle pain, and vomiting: -1d3 hit points, -1 to all die rolls, and Movement halved.

If three saves are failed they suffer mouth sores, and a growing rash turning into pustules: -1 from Constitution, Dexterity, Strength; -1 to all die rolls; and Movement halved.

If four saves are failed, the character dies.

Yellow Fever

Incubation Period: 1d4+2 days

Infection Time: 1 week

Interval: At the end of 1 week, the character is either dead or recovering.

Effect: It begins with a headache, backache, and fever making the patient extremely sick from the start, and gets its name from the yellowing of the skin, which develops on the third day. The character is bed-ridden for the duration.

Encounter Tables

There is a **2 in 6** chance of encounter per 10-mile hex when traveling through the Maryland Wilderness, roughly twice per day. See the Map on page 54-55.

Encounters with Natives, Pirates or Rebels should call for Reaction Rolls.

Coastal Encounters

Coastal encounters occur on and around the Chesapeake Bay and Potomac River. They take place in White or Blue hexes.

d30	Coastal Encounters
1-7	Pirates
8-14	Puritan Rebels
15-21	Natives
22-28	Virginian Rebels
29-30	Chessie

Reaction Table

2d6	Reaction
2	Hostile
3-5	Unfriendly
6-8	Indifferent
9-11	Talkative
12	Helpful

Forest Encounters

Maryland at this time is mostly virgin forest. Forest encounters take place in Green hexes.

d30	Forest Encounters
1-2	Hoop Snake
3-4	Timber Rattler
5-6	Copperhead
7-8	Black Bear
9-10	Black Widows
11-14	Bison
15-17	Gray Wolves
18-20	Natives
21-22	Puritan Rebels
23-24	Squirrel Swarm
25-26	Goatman
27-28	Hexenwolf
29	Sasquatch
30	Snarly Yowl

Hill Encounters

The rolling hills lead into the rugged mountains. Hill encounters take place in Brown hexes.

d30	Hill Encounters
1-2	Hoop Snake
3-4	Timber Rattler
5-6	Copperhead
7-8	Black Widows
9-10	Black Bear
11-13	Grey Wolves
14-15	Natives
16-18	Mountain Lion
19-21	Hexenwolf
22-24	Schneller Geist
25-27	Snarly Yowl
28-30	Sasquatch

Mountain Encounters

The mountains are ancient and weathered by time. Mountain encounters take place in Dark Brown hexes.

d30	Mountain Encounters
1-2	Hoop Snake
3-4	Timber Rattler
5-6	Copperhead
7-8	Black Widows
9-11	Gray Wolves
12-13	Natives
14-16	Mountain Lion
17-18	Black Bear
19-22	Proto-Humans
23-26	Schneller Geist
27-29	Sasquatch
30	Mi-Go

Creatures of the Maryland Wilderness

There is a plethora of birds, animals, insects and plant life in the Maryland Wilderness. Here, is only a small sample of some of the more dangerous creatures and beings to be found, as well as creatures from Maryland's local folklore and urban legends.

Black Bear

Black Bears roam the forests, hills and mountains of Maryland. There is a 2 in 6 chance of a black bear having cubs with it, if so its Morale is 12.

Armor 16, Move 140', 4 Hit Dice, 14hp, 2 claws 1d4, bite 1d6, Morale 8 or 12 with cubs.

Black Widow Spiders (2d6)

The Black Widow is a deadly, venomous spider known by the distinct red hourglass mark on its back.

Armor 12, Move 30', 0 Hit Dice, 1hp, bite 1+poison, Morale 6.

The victim of this attack must make a saving throw versus Poison or lose 1d4 hit points.

Bison (1d100)

At this time in history Maryland has Bison migrating through the river valleys of the Appalachian Mountains. Both Natives and settlers hunt bison for their meat and hides.

Armor 15, Move 180', 4 Hit Dice, 19hp, charge 1d6, Morale 7.

Chessie

Chessie is a huge lake monster that roams the Chesapeake Bay. It has a long snake-like neck and body, with fins for maneuvering. It is 40 feet in length and covered in a slimy pus, oozing from its body.

Armor 12, Move swim 240', 7 Hit Dice, 27hp, bite 1d10, Morale 10.

Does an extra +1d6 damage on a natural 20.

Paralytic Pus, if anyone were to touch its skin, they must make a saving throw versus Paralyze or be unable to move for 3d4 rounds, if underwater the character could drown or be eaten in that time.

Copperhead

Venomous pit vipers of the area, known for their diamond-shaped head. They are aggressive and often strike without warning. Their venom damages muscle tissue around the bitten area.

Armor 14, Move 90', 1 Hit Dice, 4hp, bite 1d3 +poison, Morale 7.

The victim of this attack must make a saving throw versus Poison or lose 1d2 points of Constitution.

Goatman

The Goatman of Maryland is a goat-headed creature, with a human torso and cloven feet. Its body is covered in hair and scales. It squeals in a high pitched shriek and has a thing for decapitating dogs. It has been seen in the forests west of the Chesapeake. Some think it is the Devil himself, come to reap souls.

Armor 15, Move 120', 3 Hit Dice, 15hp, horns 1d8, Morale 10.

Charming Aura, anyone coming within 10' of the creature must make a saving throw versus Magic or defend the creature from harm (including attacking fellow party members).

Dance with the Devil, can make a ranged attack that ignores physical armor. A character hit by this attack must make a saving throw versus Paralyze or begin dancing uncontrollably for 1d4+1 rounds. A dancing character can cast no spells and make no attacks, automatically fails any saves, and suffers a penalty of -4 to Armor (cannot use a shield).

Gray Wolves (2d8)

At this time Maryland has gray wolves prowling the land. They run in packs from as few as two to as many as sixteen.

Armor 15, Move 150', 2 Hit Dice, 10hp, bite 1d6, Morale 10

Hexenwolf

The Hexenwolf is wolf-like creature that walks upright. It is covered in thick black fur, and stands over 6' tall. It roams the woods of Maryland and is said to be the arch nemesis of the Schneller Geist.

Armor 15, Move 130', 5 Hit Dice, 31hp, bite 1d8, claw 1d4, Morale 10.

If a character is killed by the Hexenwolf, within 3d12 hours they will transform physically into another Hexenwolf unless a Remove Curse spell is used. The character is infected and will pass on the curse to those it kills.

Hoop Snake

The hoop snake can grasp its tail in its jaws and roll after its prey like a wheel, looking somewhat like the *ouroboros* of Greek mythology. The snake straightens out at the last second, skewering its victim with its venomous tail.

Armor 15, Move slithering 90'/rolling jump 140', 2 Hit Dice, 10hp, bite 1d4, tail stinger 1d4 +poison, Morale 10.

Tail Poison. The victim of this attack must make a saving throw versus Poison or die in 1d10 rounds.

Mountain Lion

Mountain lions are also known as pumas, red tigers, and catamounts. They are large tan-colored cats, solitary hunters, who prey on deer, horses, and men. While large and dangerous, they will yield their prey to black bears and large packs of gray wolves.

Armor 15, Move 150', 3 Hit Dice, 11hp, 2 claws 1d4, bite 1d6, Morale 8.

Mi-Go (3d4)

Mi-Go are “pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulated limbs, with a sort of convoluted ellipsoid, covered with multitudes of very short antennae, where a head would ordinarily be.” (H.P. Lovecraft, *The Whisperer in Darkness*).

They are here to mine the ancient Appalachian Mountains. They will not look kindly on human interference in their affairs. Anyone they capture ends up as a living brain in a canister.

Armor 13, Move 90/240 flying, 2 Hit Dice, 7hp, pincers 1d4, electric gun 1d10, Morale 10.

Mind Control, twice per day, 120' range. Target must make a saving throw versus Magic or fall under the Mi-Go's influence. This power works on any intelligent creature as long as the Mi-Go concentrates and takes no other action.

Natives: Algonquin/Iroquois (3d6)

Algonquin are usually friendly and willing to trade, though not always. The Iroquois will nearly always attack, especially Marylanders and Virginians.

Armor 15, Move 120, 2nd Level Fighter, 10hp, tomahawk 1d6, short bow 1d6, Morale 10. Bushcraft 3, Stealth 5 (in wilderness).

English Pirates

English Pirates often come to trade exotic goods up and down the Chesapeake. A pirate crew can consist of up to 5d20 men, or as many as the Referee sees fit. They are in the colony to trade, though they may still attack a merchant ship if the mood strikes them.

Armor 14, Move 120', 1st Level Fighter, 4hp, rapier 1d8 or arquebus 1d8, Morale 8.

Pirate Officer

First mate, quartermaster, etc., they answer only to the captain.

Armor 16, Move 120', 2nd Level Fighter, 10hp, rapier 1d8, pistol 1d8, Morale 10.

Proto-Humans

A tribe of proto-humans, the last remnants of ice-age cannibals living in caverns within the mountains.

Armor 13, Move 120', 2 Hit Dice, 15hp, bone tomahawk 1d6+3, thrown 1d6/30', Morale 11.

Rebels: Puritans/Virginians (3d6)

Rebellions and land disputes are common among the Puritans and Virginians. Memories of the Plundering Times are not quickly forgotten either.

Armor 15, Move 120', 2nd Level Fighter, 8hp, musket 1d8, knife 1d4, Morale 10.

Rebel Officer

Every group of Rebels will have at least one Officer. An Officer is a veteran who fought during the Plundering Times and has acquired some leadership skills.

Armor 16, Move 120', 3rd Level Fighter, 15hp, pistol 1d8, rapier 1d8, Morale 10.

Schneller Geist

The Schneller Geist, or Snallygaster, is a large, dragon-like beast, with a wingspan of thirty feet, a long beak, and leathery skin. It carries with it the pungent scent of death. It attacks with tentacles and talons as it swoops down from the sky.

Armor 12, Move fly 180', 7 Hit Dice, 44hp, serrated-beak 1d10, claw 1d6+1, tentacle (see below), Morale 11.

Tentacles: the creature has tentacles which it can use to attack and entangle enemies. This grants an additional attack which allows it to use the hold action.

Snarly Yowl

A large, man-sized canine with sharp teeth and spiked fur, that feeds off the fear of those it encounters. It can project spikes from its fur up to 30 feet.

Armor 17, Move 130', 4 Hit Dice, 13hp, bite 1d6, spiked fur 1d8 range 30', Morale 11.

Fear 30': characters within 30 feet must make a save versus Paralyzation or run away for 1d4 rounds, the scent of fear entices the Snarly Yowl to give chase.

Sasquatch

A large, bipedal, ape-like mammal seen in the province. The Natives know it to be one of the "Silent Tribe" and believe it to be a protector. It is generally not aggressive and will watch from afar. If seen or approached it will disappear into the forest.

Armor 15 Move 150'/50' 5 Hit Dice, 19hp 2 fists, 2d4 each, boulder 2d8, 50 ft. Morale 6 in the wild, 11 when defending its lair.

If both hands hit, crushes for an additional 2d6 points of damage. Climb 4, Search 3, Stealth 4.

Squirrel Swarm

A squirrel swarm is made up of hundreds of squirrels. They can destroy crops in minutes, and are quite dangerous to a human caught in the swarm. They are so numerous that the Governor has made it law that every landowner must kill two squirrels per season and bring them to the sheriff for proof.

Armor 14, Move 240', 4 Hit Dice, 16hp, swarm, Morale 11.*

**No attack roll is made for the swarm; it is an "area effect" and automatically hits. All armored victims within the area with Armor 16 or better automatically take 2 points of damage per round. Unarmored victims or with Armor 15 or worse take 4 points per round. Any victim who runs out of the swarm instead of making another attack or taking another action, takes only 1 point per round.*

To attack the squirrels, the victim must use a weapon or torch; attempts to swat with hands or arms have no effect. If the swarm is damaged, it will pursue its attacker nearly without fail. A victim can still escape either by disappearing from sight or diving under water. If enough are killed to reduce the swarm to 0hp, the remaining squirrels disperse.

Timber Rattler

The deadliest venomous pit vipers in the area, they are known for their rattle-tipped tails.

Armor 14, Move 90', 2 Hit Dice, 7hp, bite 1d4 +poison, Morale 8.

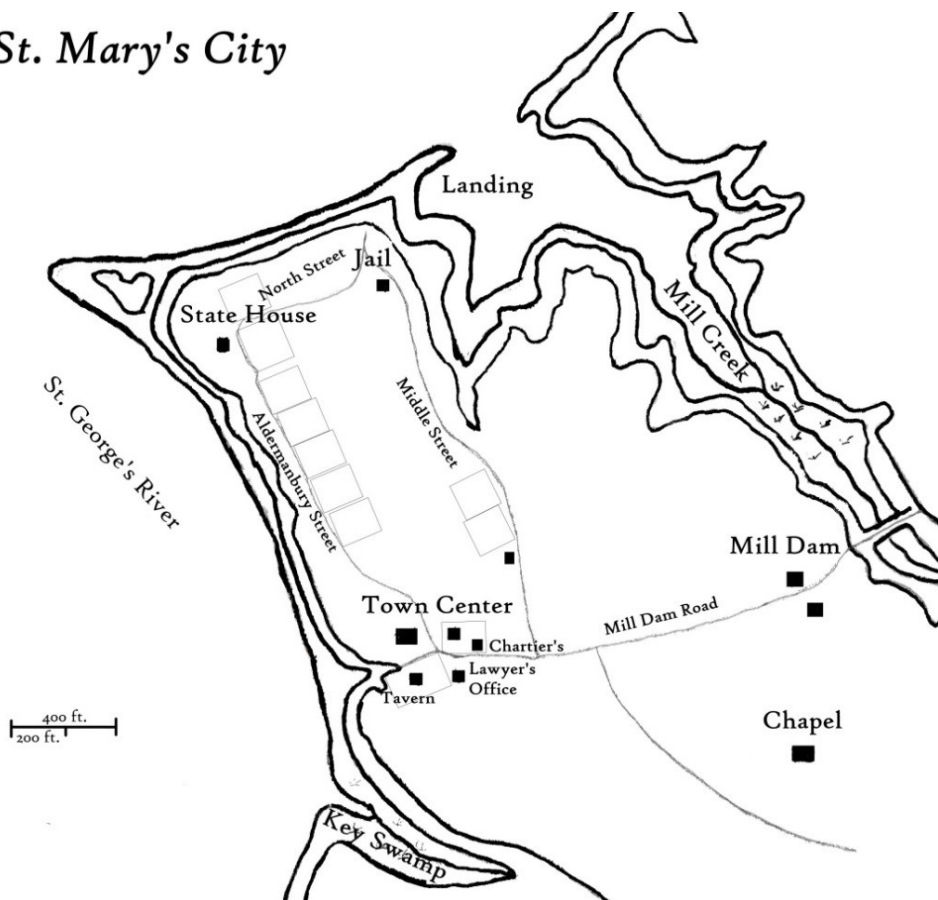
The victim of this attack must make a saving throw versus Poison or die in 1d10 turns.

Adventures

St. Mary's Shoemaker

St. Mary's City is the capitol of the Maryland Province. The city has recently recovered from the Plundering Times, and there are currently only 150 residents. They are in desperate need for new settlers and businesses. One such new business is *Chartier's Fine Women's Shoes*. The shoes are expensive, but they are also a status symbol and a comforting little piece of the Old World.

St. Mary's City



The main streets of St. Mary's City are lined with the fine homes of Catholic landowners and alderman. The Town Center has several businesses selling goods and services of various kinds (any basic equipment can be found at *City Prices*).

The Landing is where ships load and unload their cargoes. Dock workers and merchants mingle with vagabonds and pirates (p.20).

Captain John McCown, Scottish Pirate: Armor 14, Move 120', 3rd Level Fighter, 16hp, pistol 1d8, rapier 1d8, Morale 10.

The State House is where the Governor conducts official matters.

Gov. William Stone: Armor 12, Move 120', 0-Level, 7hp, pistol 1d8, rapier 1d8, Morale 10.

The Jail is where any troublemakers will be taken until a trial can be arranged. The County Sheriff and two deputies hold office here.

Sheriff Dudley Burns: Armor 12, Move 120', 0-Level, 3hp, club 1d4, pistol 1d8, Morale 8. Jail keys, badge.

Deputies: Armor 12, Move 120', 0-Level, 5hp, club 1d4, musket 1d8, Morale 8. Jail keys, badge.

The Mill Dam processes lumber day in and day out. The timber is floated down Mill Creek and loaded onto ships in the Landing.

The Chapel of St. Mary is a small Catholic church that serves the community and surrounding area. Father Walter Reynell presides.

Father Reynell: Armor 12, Move 120', 0-Level, 2hp, unarmed 1d2, Morale 8. Catholic Bible, crucifix, priest robes, rosary.

The Lawyer's Office provides services for those seeking legal aid. These are the offices of Roger Webber.

Roger Webber: Armor 12, Move 120', o-Level, 2hp, pistol 1d8, Morale 6.

The Barber Surgeon, Jack Dalton, also known as 'Doc' Dalton, gives haircuts, prescribes tinctures, performs surgeries, bloodletting, tooth extraction, and urine checks. His tools include an amputation saw, arrow remover, bullet extractor, vaginal speculum, and many other strange devices.

Doc Dalton: Armor 14, Move 120', 3rd Level Specialist, 8hp, saw 1d4, shears 1d4, Morale 10. Bushcraft 3, Sleight of Hand 3, Sneak Attack 2, Tinker 4. Leather apron.

Sharp's Tavern is an average inn where characters can get a room and a meal. It is run by Neville and Gillian Sharp.

Neville Sharp: Armor 12, Move 120', o-Level, 6hp, arquebus 1d8, Morale 8. Arquebus under the bar.

Gillian Sharp: Armor 12, Move 120', o-Level, 2hp, broom handle 1d4, Morale 6.

Outskirts

As one travels out of town farms dot the land, mostly tobacco crops and livestock. Beyond the farms are Native villages and the wild animals of the forest.

Leigh Fieldhouse, prominent tobacco farmer: Armor 12, Move 120', o-Level, 3hp, musket 1d8, Morale 11.

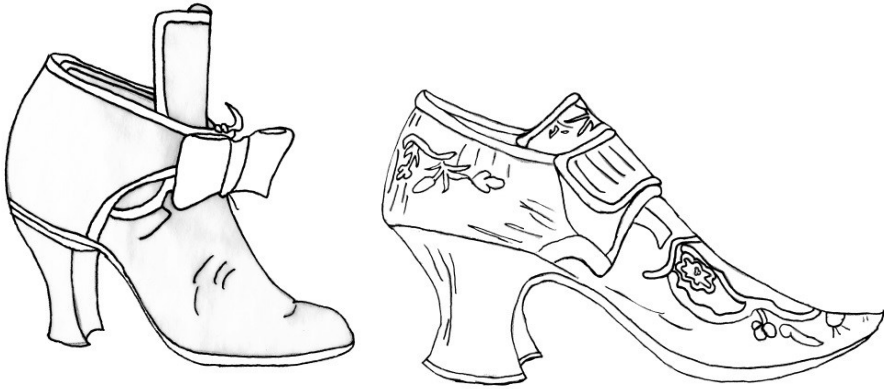
The Shoemaker

Jean-Michael Chartier is a French shoemaker working in St. Mary's City; he makes the most exquisite baroque ladies shoes. His talents are the kind sought after by kings and popes, not to mention the whole of European nobility. He has come to this frontier colony in the New World to escape his dark and twisted past.

Jean-Michael is a lady killer, and not just any murderer of women, he has a special preference. The foot of a noble woman in the finest of shoes is his ultimate psychosexual pleasure. In France he was almost caught, it scared him badly enough to flee to an English colony. But his twisted desires will not be quieted, and he has begun to kill again.

Jean-Michael is every bit the French dandy, thin as a rail, nose in the air, wearing only the latest and finest in French fashion. He is quite the sight around town. He speaks French and English; he is weak and petty, but charming and wickedly clever. His shoes are all the rage. He runs a boutique shop called *Chartier's Fine Women's Shoes*; he sells almost entirely to the bureaucrats and landowners, or rather their wives.

A few days ago a woman was found in the river, murdered with her feet cut off. She had been a customer of Chartier's just the day before. His desires got the best of him and he stalked her, killed her and cut off her feet, still in their new shoes. He was very careful not to mar the shoes. He has put the shoes (with feet intact) in the attic of his apartment above his store.



Now that he's started killing again, he won't stop. Each day that goes by, there is a 2 in 6 chance Chartier kills a woman that night. If he sold her a pair of shoes that day, there is a 4 in 6 chance he'll kill her that night. He will stalk them, stake out their home, break in, strangle them, and then cut off their feet. He has become quite good at it, quickly becoming a methodical serial killer.

Jean-Michael Chartier, Lady Killer: Armor 12, Move 120, 5th Level Specialist, 19hp, strangle-cord 1d6, handsaw 1d4, Morale 8. Charisma 15, Intelligence 16. Languages 3, Sneak Attack 4, Stealth 5, Tinker 6.

A Murder Investigation

The characters could be called upon to investigate the murders, or perhaps one of their own wives, sisters, etc. could be one of the murdered women. Or perhaps they themselves are a customer.

Depending on how many murders have occurred, the fact may come to light, that the one thing each woman had in common, they had all recently purchased new expensive shoes from *Chartier's*, that were taken with their feet.

Chartier's Fine Women's Shoes

If the characters come to suspect Chartier and go to his shop, they may have the chance to look around. During the day Chartier is open for business, at night he will be upstairs or out on the prowl, in that case the store will be locked up.

The ground floor is a storefront, with displays of shoes, and a counter with a cashbox. The cashbox is locked, it contains 170sp. The shoes themselves are all easily worth 20sp per pair. There are currently 17 pairs of ladies shoes in the store. The backroom is where the shoes are made. All the necessary tools for shoemaking are here, leatherworking tools, swathes of leather, patterns, adornments, etc.

The next floor is Chartier's home, with a sitting room and bedroom. The sitting room is lavishly furnished with table, chair, a fireplace, and bookshelf. The bookshelf is full of French poets and books on shoe making.

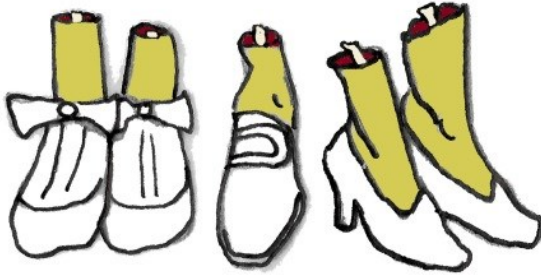
Bedroom

In the bedroom there is a faint smell of rot. If a Search roll is made a small chest is found under the bed. It is locked, inside is jewelry taken from his victims. The total value of the jewelry is equal to 10sp per victim. If another Search roll is made, a secret door to the attic is found.

Secret Attic

In the small attic the smell of rot is undeniable. On the far wall is a sort of altar stacked with fancy shoes containing women's feet in various stages of decay. Some are quite old, but others are obviously the feet of the recently murdered women.

If confronted directly, Chartier will attempt to flee, he is no fighter. When he's not killing helpless women, he becomes quite the coward.



Conclusion

If taken alive he will surely be hanged. The characters could stand to receive a reward from the governor, if they do it legally. Governor Stone will offer either 1,000sp worth of tobacco to split among the party, or 50 acres of land per party member. This land is located up the Potomac River in the unexplored hostile wilderness (see Hell's Bell p.32).

Hell's Bell

While exploring or surveying up the Potomac River, the characters come across a strange sight, a settlement deep in the uncharted Maryland wilderness. German settlers (impossibly out of place for this area and time) have established a settlement north of the Potomac and east of South Mountain. They are deep in Native territory, somehow remaining completely untouched by the neighboring tribes, who seem to avoid the settlement entirely.

The Village of Lebenstadt

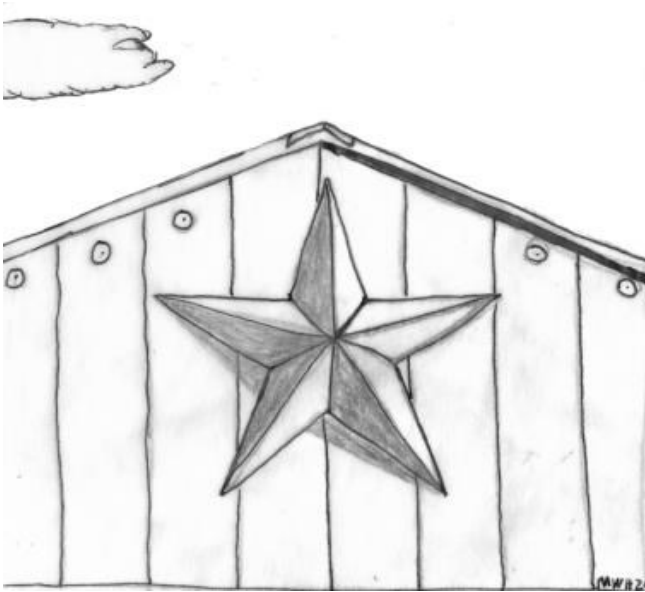
The village has a Church, Meeting Hall, and School, as well as several barns and residential buildings. The town seems to survive on hunting, gardening, and some livestock rather than farming. The most notable structure is a 4-foot tall bell at the village center, suspended by wooden beams. The bell is etched with ancient Germanic runes. The Germans call it “gottes glocke”, God’s Bell. All the buildings in the village are adorned with *Hex Signs*, five and seven-pointed stars used as protection against evil spirits.

If none of the characters speak German, the villagers will smile and nod, offer food and a barn to sleep in. If the characters cause any trouble they may meet the Hexenwolf sooner than later. Otherwise, the characters witness a relatively normal, self-sufficient, if somewhat out of place, village. Except for the strange bell, they seem to be Christians who attend the Church on Sundays. There is a group of alderman who run things; Father Fritz Wegner, Lothar Eisler, Friedrich Schwanhausser, and midwife Clara Falke. They are actually a coven of Hex Magic practitioners fleeing charges of heresy. Here, in the New World, they are free to worship as they please.

Lebenstadt Villagers

There are 65 villagers in total including women and children. All are old enough and able to participate in the Bell Ritual.

Lebenstadt Villagers (65): Armor 12, Move 120', 0-Level, 3hp, club 1d4, pitchfork 1d6, Morale 8.



The Church

The Church of St. Christopher stands on a hill overlooking the village. It is square, gray and foreboding. Inside, the church is very plain, with two rows of pews leading up to a simple pulpit. Behind the pulpit, the stained glass window depicts a dog-headed St. Christopher, which is common for the time. On the pulpit sits a large illuminated Bible. The Bible is written in German and contains the Cleric spells: *Augury*, *Cure Disease*, *Cure Light Wounds*, *Delay Poison*, *Protection from Evil*, and *Remove Curse*. The spells in this Bible can be used by non-Clerics, if the reader can read German, is not chaotic, and prays for 1 hour per level of the spell being cast. This does not remove the spell from the Bible like it would for a scroll.

Father Fritz Wegner is a bearded man with a pock-marked face. He lives in a small room at the rear of the church.

Father Fritz Wegner: Armor 12, Move 120', 2nd Level Cleric, 7hp, dagger 1d4, Morale 10. Spells: can cast Bless twice.

The Meeting Hall

The Meeting Hall is a large timber-framed hall where the villagers gather for various functions. There is a 2 in 6 chance that one of the alderman will be present at any given time. Otherwise they will be out among the villagers. At night everyone retires to their homes. Lothar Eisler sleeps in the loft of the Hall.

Lothar is a veteran of the Holy Wars in Europe. He has become a bit paunchy over the years. He sports a long beard and still wears his chain mail from his fighting days.

Lothar Eisler: Armor 16, Move 120', 4th Level Fighter, 24hp, Zweihander 1d10, Morale 11.

School House

Friedrich Schwanhausser is a scholar and translator, his house also serves as the town library and school. Everyone in the village is taught to read from the Bible and various grimoires important to German Hex Magic. Friedrich's library consists of a German Bible with the same effects as the one in the Church, and *The Secret Teachings of Doctor Universalis*; the writings of Albertus Magnus dealing with subjects such as alchemy, astronomy, astrology, and botany.

Friedrich Schwanhausser: Armor 12, Move 120', 4th Level Specialist, 16hp, dagger 1d4, Morale 10. Bushcraft 4, Languages 5, Tinker 4.

The Midwife

Clara's house is a timber-framed town house. She will be found here at night or when ministering to a patient. The ground floor contains a hall, an open kitchen with fire pit, and three rooms. Her bedroom is sparse but she does have a pouch with 62sp under the bed. She is never without her bible, which is actually her spellbook.

Clara is stocky with creamy white skin and a beautiful face. Clara is the midwife of the village, and her wisdom and knowledge of medicine make her a prominent town leader.

Clara Falke: Armor 12, Move 120', 4th Level Magic-User, 12hp, dagger 1d4, Morale 10. Spells Prepared: Sleep, Summon, Ray of Enfeeblement, Speak with Animals.

The Bell

The Coven created the Bell to protect themselves and their interests back in the Empire. When they were exiled they brought it with them and hauled it into the hilly wilderness with great care. It is through an ancient ritual that the Coven is able to create a *Hexenwolf* through German Hex Magic.

On a full moon night, a human sacrifice must be made in front of the God's Bell. The bell is then drenched in blood and rang three times. The victim rises as the *Hexenwolf*; it can then be compelled to protect the village.

This ritual has already been performed by the time the characters arrive. If the bell is rung now it will summon the *Hexenwolf*. Similar in part to a Summon spell, a domination roll must be made by a Magic-User. Roll two *1d20* rolls, one for the Magic-User and one for the *Hexenwolf*. The Magic-User adds their level +1 for every 5 villagers participating in the ritual (+13 if all sixty-five villagers are present). The *Hexenwolf* adds +10 to its roll.



The Hexenwolf

The Hexenwolf is wolf-like creature that walks upright. It was created through a German Hex Magic ritual and can now be summoned by ringing the God's Bell. It must still be bound by a magic-user to be of any use; otherwise it roams the woods and hills around the village looking for prey.

***Hexenwolf:** Armor 15, Move 130', 5 Hit Dice, 31hp, bite 1d8, Morale 10.*

If a character is killed by the Hexenwolf, within 3d12 hours, the dead character will transform physically into another Hexenwolf unless a Remove Curse spell is used. The character is infected and will pass on the curse to those it kills.



The Raid

For all the villages' strangeness, their magic is benign and they are mostly harmless. If the PCs murder them then they deserve what's coming. One day while the characters are in the village the Schneller Geist will attack. This is where the villagers will reveal the Bell's ability to call forth the Hexenwolf, if they haven't already. After the attack the proto-humans will raid during the aftermath, not giving anyone a chance to recoup.

The Schneller Geist

An ancient creature of unknown origin, the Schneller Geist lives on South Mountain. It is a large, dragon-like beast, with a wingspan of thirty feet, a long beak, and leathery skin. Its' shriek resembles a train whistle and it carries with it the pungent scent of death.

It attacks with tentacles and talons. The creature swoops down from the sky, stealing animals and children from unsuspecting farm folk. The villagers call the creature the Schneller Geist, meaning “quick spirit” in German. It will not attack a village building with a seven-pointed star.

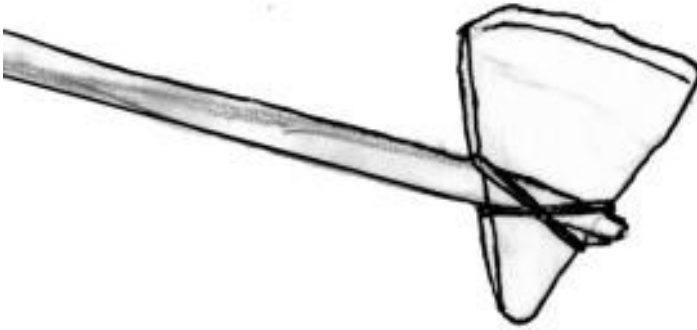
Schneller Geist: *Armor 12, Move fly 180', 7 Hit Dice, 44hp, serrated-beak 1d10, claws 1d6+1, tentacle (see below), Morale 11. Tentacles: the creature has tentacles which it can use to attack and entangle enemies. This grants an additional attack which allows it to use the hold special attack.*



The Proto-Humans

The Schneller Geist is worshipped by a tribe of proto-humans. The last remnants of ice age cannibals, living in the deep caverns of South Mountain for thousands of years. When the Schneller Geist goes out to feed, they follow in its' wake and take any survivors to eat later.

Proto-Human: *Armor 13, Move 120', 2 Hit Dice, 15hp, Bone Tomahawk 1d6+3, thrown 1d6/30', Morale 11.*



Conclusion

The PCs could help the villagers or say fuck 'em, either way they will be attacked by the Schneller Geist and then the proto-humans. If the characters don't get involved it's very likely the village will be slaughtered, and without allies, the characters will be next.

If the characters choose to help the village they will have made allies of the Coven and their Hexenwolf. It still might not be enough.

If the characters survive, they might want to track any surviving proto-humans back to their caves to finish them off, and retrieve any villagers who may have been taken. There are only 20 warriors minus any who died in the raid, and twice that many wounded, sick or elderly in the caves. All their women have died off from sickness or natural causes, with no females they will die out completely with the next hard winter.

Sickly Proto-Human: *Armor 12, Move 90, 2 Hit Dice, 5hp, fist 1d2, Morale 8.*

The Hand and Eye of Loki

In the year 1000 AD Vikings landed on the eastern shore of the Delaware Bay, where they had a temporary settlement until they were slaughtered by red-haired, six-fingered giants living in the area. As he lay dying, the Viking shaman plucked out his own right eye, and cut off his right hand in a final ritual to curse the giants that killed them and the land on which they died. This imprisoned the giants deep in the Earth, though a few escaped and continued to live in the forest. Afterwards the Natives put the Hand and Eye of Loki in a mound and sealed it off.

In 1650 this spot is the location of a Swedish trading post. The region is disputed by the Maryland Province but not many from the colony have ventured this far from the bay. The dangers are primarily from Natives and wildlife.

The trading post is built on cursed land, and any who wander from the village are never seen again. Most believe it's the Natives killing settlers, but even the Natives don't come to this place. About a mile from the village lays a great mound. Within, is the hand and eye of the shaman who cursed the land over 600 years ago. In the woods surrounding this mound stalks the last giant, a degenerate offspring of the ones who escaped. This giant has been killing and eating anyone who ventures too deep into the forest.

Swedish Trading Post

Basic equipment can be bought or traded for here at *Rural Prices*. These Swedes are willing to trade with anyone, unlike those further north who are unfriendly to English characters.

The Swedes tell of people going missing in the forest, they don't believe it's the Natives, as they have been trading with the Nanticoke tribes in the area on a regular basis. They are willing to pay, in trade goods, for any information on the missing people, their safe return, or the heads of those responsible.

For mere information they will pay 20sp in equipment and goods. For the safe return of the missing they will pay 500sp worth of goods. And 100sp worth of goods for each party responsible, if any. These values are calculated at Rural Prices.

The missing people have included everyone from children to armed warriors. About half a dozen have gone missing so far, no one goes in the forest now, and the last disappearance was about a week ago.

The Mound

If the characters venture into the forest they will quickly discover the mound. It is covered in trees at this time, but still obviously not natural. At the crest of the mound is a large hole covered over by a heavy boulder, a Bushcraft or Search roll will reveal recent activity, such as scrape marks and massively large humanoid footprints. A combined Strength of 20 is required to move the boulder. There is a 3 in 6 chance that the giant is here during the day, if not, he will be out hunting and the stone will be moved aside, revealing a chamber within. At night the stone is moved aside while the giant hunts.

The floor of the chamber is 10 feet down, and it is littered with animal and human bones. The smell of shit and rot fill the chamber. A search through the bones finds evidence of recent kills. The missing people have all been eaten; leaving only bones striped of flesh, and discarded clothing. Buried beneath the bones, and requiring a Search roll, are older artifacts such as a carved stone effigy pipe; a ceremonial breast plate made of copper (Armor 15); rings, necklaces and earrings made of shells; articles made of mica; and an obsidian dagger. On the north wall

is another smaller boulder requiring a combined Strength of 12 to move. Behind it lies the Hand and Eye of Loki.

If the giant returns while the characters are in his lair, they will have to decide quickly what to do with the relics.

***Red-Haired Giant:** Armor 16, Move 100', 6 Hit Dice, 31hp, Crush 1d8, Morale 12. Regenerates 1hp per round.*

The mound is inhabited by a red-haired, six-fingered giant, standing 9 feet tall and covered in smallpox. It is a savage cannibal and will attack the least armored foe in combat. It will not pursue anyone who leaves the forest, which it considers its territory.

Anyone who enters the chamber, or engages with the giant outside the chamber, must make a save versus Poison or contract smallpox (p.13).

The Hand & Eye of Loki

These objects were created by a Scandinavian shaman 650 years ago, and were sealed in the mound by the Natives of the area. They are powerful cursed relics.

The Hand

A half rotten right hand, if one were to cut off their own hand and place this one on the stump, the Hand of Loki stitches itself to the character, they gain a -3 to CHA as their hair turns white, and they lose 5d6 lbs.

The user gains a +1 to Sneak Attack and Stealth, and can cast *Cause Serious Wounds* and *Dispel Magic* (2/day each). The prime powers of the Hand are the ability to cast *Imprisonment* and *Resurrection* (see New Spell below). Whenever these prime powers are used the user must make a saving throw versus Magic or lose 1 level of experience and age 3d10 years.

The Eye

A dead white eye, if one were to pluck out their own eye and replace it with the Eye of Loki (another -3 to CHA), they can no longer be surprised and can see normally in any conditions. They can also cast Vision at 7th level once per day, Darkness (3/day), True Seeing (1/day)

Anyone who uses these items will be shunned by any decent person, there's just something wrong about them, people get a sense of unease and distrust. And they smell like a rotting carcass drying in the sun. These items could be used to defeat the giant and imprison him with his ancestors, but they are cursed and the Hand is especially dangerous.

New Spell: Resurrection

Resurrection reduces a corpse to its essential salts, a bluish-gray powder. The complete corpse is necessary and the resurrected entity must make a saving throw versus Magic or go insane and attack.

If only part of the powder is available "only the liveliest awfulness" returns, a half-formed abomination of the original creature. If the save was a failure it is a mindless raging zombie, if the save succeeded the entity will retain their own will. If used on a PC, they are now the equivalent of an undead zombie. They need no food or sleep and have all associated undead traits, unfortunately their body will continue to rot at the normal rate, and any damage such as lost limbs or crushed bones is permanent.

If everything goes well (the save is made, all the powder is available), then the character is restored to life with only one downside, the caster can attempt to return them to dust at any time.

Reciting the spell backward for 2 rounds returns the resurrected to dust. This does not count as casting the spell; it can be done at any time after the initial resurrection. In this process, the caster and the resurrected both roll 1d20 +their level. If the caster wins, the victim returns to dust. If the victim wins, it can try to stop the caster from reciting the spell again.

To Burn a Witch

Providence

The city of Providence has a population of about 300 Puritans. They have built their homes and tobacco plantations on the shores of the Severn River and the Chesapeake Bay. Any basic goods are available here at *City Prices*. The Puritans are leery of outsiders in general, but Catholics will have an especially hard time.

Burn the Witch

The characters arrive in Providence just in time for a witch burning. A young girl of sixteen is tied to a stake in the middle of town with kindling piled at her feet. The townsfolk are all in attendance as a black-robed Puritan priest reads out her crimes, which include cursing local crops and livestock, as well as tempting the men of the village with impure thoughts.

The girl is quite beautiful, though she is beyond terrified at the moment. If the characters don't intercede they will witness a good old-fashioned witch burning. Her screams piercing the air and haunting their dreams that night.

Save the Girl

If they try to help the girl they will have an angry village of Puritans after them. If they somehow manage to escape with her they will be labeled witches themselves.

Angry Puritans: Armor 12, Move 120', 0-Level, 4hp, knife 1d4, musket 1d8 or pitchfork 1d6, Morale 10.

Black cloths, black hat/bonnet.

For all their trouble, turns out, the girl is a witch after all, though not guilty of the Puritans' accusations. Moll Dyer is her name, and her true crimes are far worse, for she has gained true power by cavorting with the Devil. She has danced naked in the wood and given herself to him completely. If given the chance, she'll return to the woods to find her dark prince again.

Moll Dyer: *Armor 12, Move 120', 3rd Level Magic-User, 9hp, knife 1d4, Morale 10. Spells: Read Magic, Sleep, Force of Forbidment, once each. Clothes, knife, spellbook, broom. Black cat, snake, frog and shroom. Leg of dog, tails of newts, pointy hat and pointy boots.*

Moll's Devil

Moll's "Devil" is the Goatman of Maryland (p.18). It showed her to an old shack out in the woods where once lived an old witch. There she found the old woman's recipe book (spellbook), and there she fornicated with the beast. She wasn't forced or compelled to she just thought that's how you deal with the Devil. At least, that's what her Puritan upbringing had taught her.

Those who have glimpsed the creature believe they saw the Devil in the flesh, whether it's really the Devil is of course, up to the Referee.

Goatman: *Armor 15, Move 120', 3 Hit Dice, 15hp, horns 1d8, Morale 10. Charming Aura, anyone coming within 10' of the creature must make a saving throw versus Magic or defend the creature from harm (including attacking fellow party members).*

Dance with the Devil, Goatman can make a ranged attack that ignores physical armor. A character hit by this attack must make a saving throw versus Paralyze or begin dancing uncontrollably for 1d4+1 rounds. A dancing character can cast no spells and make no attacks, automatically fails any saves, and suffers a penalty of -4 to Armor (cannot use a shield).

Appendix

Algonquin Names

dzo	Male	Female
1	Achak	Alawa
2	Ahanu	Chepi
3	Askook	Hausis
4	Chogan	Hurit
5	Etchemin	Kanti
6	Hassun	Keegsquaw
7	Huritt	Kimi
8	Keme	Nadie
9	Kitchi	Nijlon
10	Machk	Nittawosew
11	Matwau	Numees
12	Megedagik	Nuna
13	Mingan	Nuttah
14	Mukki	Oota dabun
15	Nootau	Pules
16	Powaw	Sokanon
17	Rowtag	Sokw
18	Samoset	Sooleawa
19	Tihkoosue	Tahki
20	Wematin	Wapun

English Names

d20	Male	Female	Surname
1	Adrian	Agnes	Ashton
2	Alfred	Andrea	Baldwin
3	Andrew	Audrey	Brisbane
4	Barry	Beatrice	Crawford
5	Clive	Bethan	Dorset
6	Edmund	Eleanor	Fieldhouse
7	Franklin	Harriet	Foley
8	Horatio	Hazel	Gage
9	Humphrey	Joanne	Goodwin
10	Ian	Joyce	Graves
11	Jack	Lynn	Hooper
12	Leigh	Mary	Howard
13	Miles	Nelly	Hurst
14	Neville	Peggy	Kerwin
15	Nigel	Phyllis	Knowles
16	Peter	Rebecca	Phillips
17	Raymond	Sally	Roth
18	Richard	Sandra	Wakefield
19	Samuel	Stephanie	White
20	Willard	Virginia	Wilson

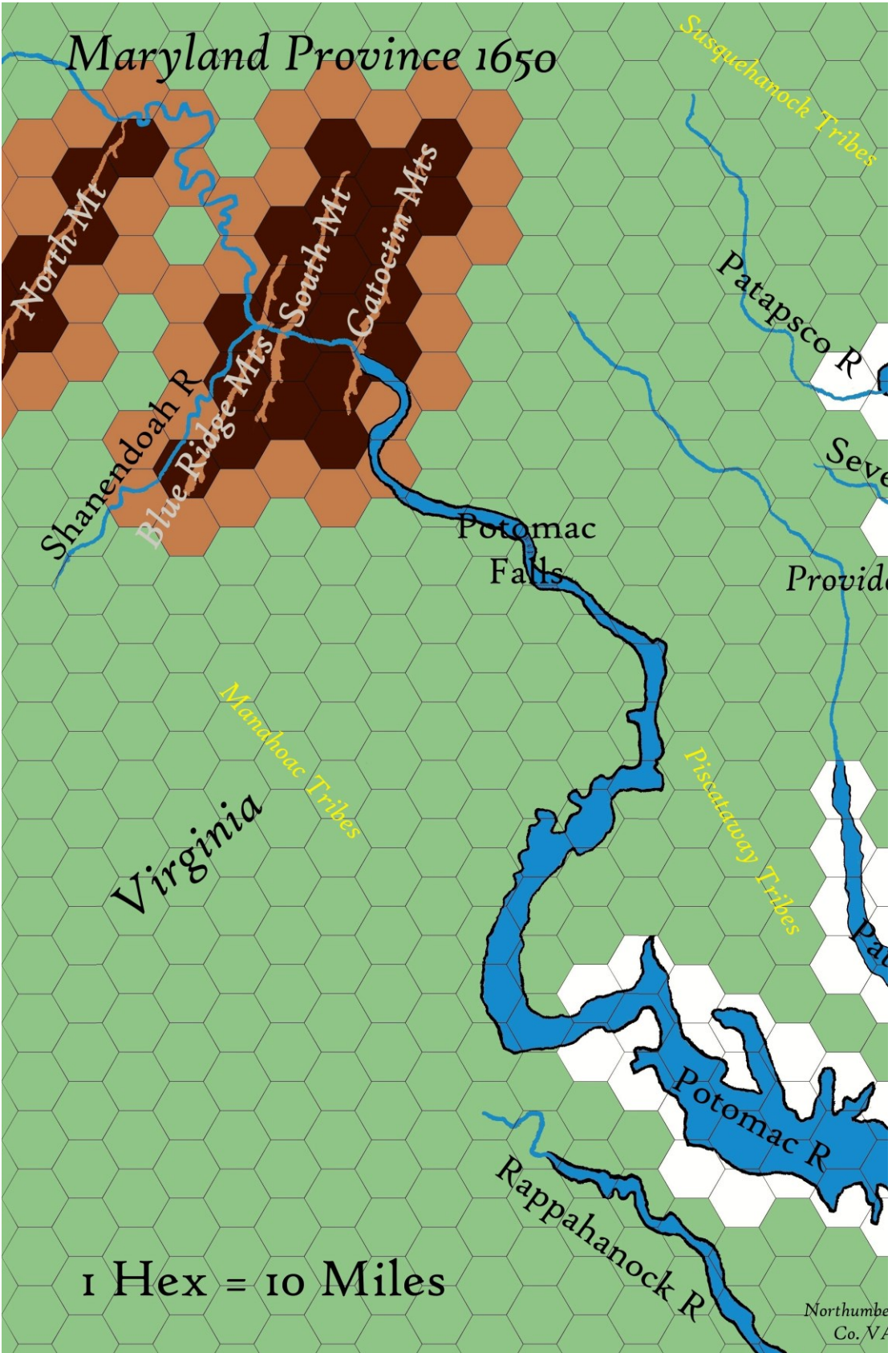
German Names

dzo	Male	Female	Surname
1	Armin	Adelheid	Anheiser
2	Diekhut	Anja	Englemann
3	Egon	Anna	Falke
4	Ewald	Belinda	Glockhauer
5	Fritz	Else	Gruber
6	Gotthard	Emilie	Krause
7	Hartmut	Erika	Krogmann
8	Heinrich	Gabi	Langhausen
9	Helmut	Gugula	Mader
10	Janko	Heidi	Manneck
11	Jirl	Hildegard	Meyer
12	Joachim	Hiltrude	Neumann
13	Klaus	Ilma	Ottweiler
14	Lothar	Katharina	Putz
15	Matthias	Katrin	Schutz
16	Oskar	Luisse	Thayer
17	Sebastian	Margaret	Ulrich
18	Waldermar	Marita	Wegner
19	Wieland	Marta	Weidenhammer
20	Wolfdieter	Tina	Winterhagen

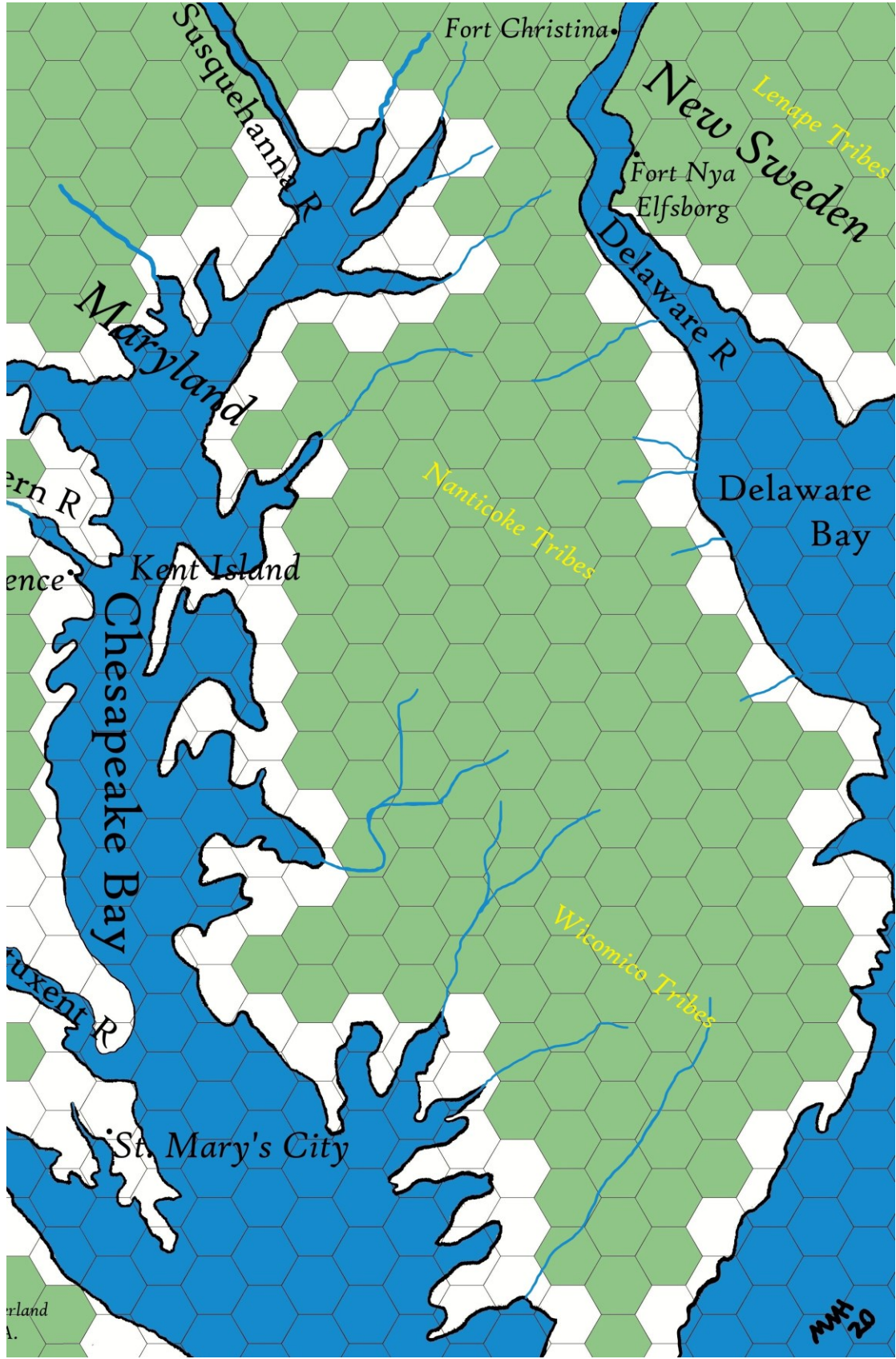
Swedish Names

dzo	Male	Female	Surname
1	Alrik	Agathe	Adolfsson
2	Anders	Astrid	Bergstroem
3	Bjorn	Bridget	Bjorklund
4	Christian	Cecilia	Carlsson
5	Erik	Dorothea	Edstrom
6	Frode	Elsa	Ericksson
7	Gerhard	Erika	Forsberg
8	Gunnar	Frida	Haglund
9	Hans	Greta	Halstead
10	Henrik	Hilma	Hellman
11	Ingvar	Ida	Krohn
12	Jorgen	Ingrid	Myrdal
13	Jorn	Johanna	Norgren
14	Klas	Katrin	Olsson
15	Lief	Lena	Ottosson
16	Magnus	Marte	Ramgard
17	Olaf	Mathilde	Stenmark
18	Rikard	Selma	Svedberg
19	Rolf	Sonja	Thomgren
20	Sven	Thora	Utterstrom

Maryland Province 1650



1 Hex = 10 Miles



Growing Tobacco in Colonial Maryland

Tobacco in Maryland is the staple crop and economic foundation upon which the colony grows.

- In Maryland tobacco is currency.
- *1 silver per pound* at its height in 1650. By 1688 the price is down to *1 copper per pound*.
- *3000 pounds per acre* can be harvested per year from 6000 plants
- One laborer can oversee 6000 plants (1 acre)

Running a Tobacco Plantation

Work begins in February and March with the preparation of new land and planting beds. Using a Native America approach, trees are left standing but have their bark cut to kill them. After burning the land under these trees to remove leaves, limbs and other vegetation, a planter and their servants break up the soil with an iron hoe and work the ash and charcoal into it as nutrients. Soil is then formed into small hills. In May or June, seedlings are transplanted to these hills. From then until harvest time in late August or September, workers have to regularly hoe weeds and pull tobacco worms from the leaves, remove the tops of plants to stop them from flowering, remove the bottom leaves and tear or cut suckers off the stems. Properly caring for the crop means constant attention and backbreaking work six days a week during the heat of summer. The standard work day is at least 12 hours long. In late August, weather permitting; the tobacco is ready to harvest. Workers cut the plants at their bases, carry them into barns, and hang the tobacco to air cure. By November or early December, curing is finished and the tobacco is taken down, prepared and placed in large wooden barrels called hogsheads. This ends the yearly cycle and the planters eagerly await the arrival of the annual **Tobacco Fleet from England**, which bring new manufactured goods, foods and alcoholic beverages to exchange for the crop. December and January are times to celebrate and relax before beginning the cycle once again.

Complications

One problem with growing tobacco is that it rapidly depletes soil fertility and therefore, a piece of land can only be used for *five years*. Colonists lack the means to fertilize the soil, and the few attempts to do so with animal manure have reportedly produced a harsh, foul tasting tobacco. Instead, they adopt an approach from the Natives and abandon the old fields for about *20 years*. During this interval, nature restores soil fertility and tobacco can again be grown there. With this approach, new crop land has to be regularly prepared to keep a plantation operating. This creates farms widely dispersed over the landscape. Because most colonists live along or near the water and the Chesapeake provides excellent water highways for ships, the planters have little need for markets or towns, since they can buy goods directly from ships. Only government business, such as courts, meetings of the legislature, etc. and the related need for inns and taverns produce urban places in the Chesapeake, primarily the colonial cities of St. Mary's City and Providence, and in Virginia, Jamestown and Williamsburg. Minimal town development is a highly distinctive feature of the colonial Chesapeake, a feature closely related to the focus on growing tobacco.

Relying upon tobacco as the engine of the economy causes other problems too. Most serious is that the slightest change in tobacco prices in England or Europe directly impacts the colonists. Boom times and depressions occur repeatedly during the 17th century. Depressions produce modest efforts to diversify the economy but as soon as tobacco prices rise again, planters return to "sotweed making".

End

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The Colony of Maryland was founded on the idea that Catholics and Protestants could live together in peace, to build a new life in a New World.

But dark and sinister things lurk in these ancient woods. Things the natives know to leave undisturbed. Things alien and evil, being exposed unknowingly by eager, greedy settlers.



All are Damned in the Colony of Death!



This book contains 4 adventures set in the English Colony of Maryland in 1650. It also provides setting information, a hex map, random encounter tables, and a bestiary of creatures from Maryland folklore.

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