

Colonial Gothic

True20 Version



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COLONIAL Gothic™

Written and Designed By: Richard Iorio II, Monica Valentinelli, Matt McElroy, James Maliszewski

True20 Conversion: Mathew Kaiser

Edited By: Monica Valentinelli

Artwork: Doug Kovacs, Jeremy Simmons, Clipart courtesy of FCIT (Florida Educational Technology Clearinghouse)

Art Direction, Graphic Design, and Typography: Jim Pinto, David Jarvis

Colonial Gothic Logo: Leanne Buckley

Special Thanks To: Ariana Fisch, Monica Valentinelli, James Maliszewski, jim pinto, Jess Hartley, Timothy Eccles, Matthew Goodman, Matt McElroy, Anthony Ragan, Leanne Buckley, Joseph Goodman, Jae Walker, the coffee of the Siren, the history teachers who taught me, the writers who influenced me, and the enemies who motivated me.

Published By: Reality Deviant Publications with permission from Rogue Games, Inc.

Rogue Games

245A 11th Street, Wheeling, IL 60090 USA

Rogue Games' Rogues are Richard Iorio II and James Maliszewski

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Contents

8	Chapter 1: Heroes	40	Ammunition	91	Supporting Characters
8	Backgrounds	40	Transportation	91	Antagonists and Villains
8	Colonists	40	Supplies	92	The Heart of Villainy
10	Freeman	40	Clothing in the Marketplace	93	Bringing It All Together
11	Slavery vs. Indentured Service	42	Military Supplies	93	Villain Types
11	Immigrant	42	Household Goods	93	The Undead
11	Military	43	Food & Dining	95	The Living
12	Native American	46	Chapter 6: America	95	Otherworldly
13	Heroic Roles	46	Colonies & Natives	97	Bestiary
13	Fate Cards	46	A Guide to the Colonies	110	Running a Horror Game
15	Chapter 2: Skills and Feats	46	New England Colonies	110	Setting the Mood
15	Skills	49	Middle Colonies	110	Pacing and Horror
15	Divination	52	Southern Colonies	110	Creating Teamwork
17	Feats	56	Natives	111	Fate Cards
20	Chapter 3: Sample Heroes	56	Abenaki Tribe	111	Using Fate Cards
20	William McGee	57	Catawba Tribe	111	Earning Fate Cards
20	Henry Rollings	58	Cherokee Tribe	112	Chapter 9: Sample Adventure
21	Molly North	59	Chickasaw Tribe	122	Appendixes
21	Kwaniwibid	59	Haudenosaunee Tribe	122	Appendix A: Timeline
22	Israel Patrick	60	Lenape (Delaware) Tribe	124	Appendix B: Sources
23	Chapter 4: Supplemental Rules	61	Mahican (Mohican) Tribe	126	Appendix C: Conversion Rules
23	Faith and Conviction	62	Shawnee Tribe	126	Level of Experience
23	Fear and Sanity	64	Chapter 7: Witchcraft & Rituals	126	Background Conversion
24	Impossible Sanity Saves	64	Introduction	126	Heroic Roles
24	Minions and Sanity	64	Power Access	126	Ability Score Conversion
24	Regaining Your Wits	64	New Powers	126	Skill and Feat Conversion
25	Determining the Sanity Save Difficulty	68	Magical Trails	127	Damage Conversion
26	Common Disorders	68	Rituals	128	Open Gaming License
29	Diseases	69	Performing Rituals		
32	Poisons	70	Ritual Elements		
34	Chapter 5: Weapons and Equipment	71	Ritual Success or Failure		
34	Economy & Trade	71	Common Rituals		
34	Optional Rule: Hard Currency	87	Chapter 8: Secrets		
36	Bartering and Book Credit	87	Introduction		
36	Weapons	87	History in <i>Colonial Gothic</i>		
36	Melee Weapons	87	Secret History		
39	Other Ranged Weapons	88	Alternate History		
		88	Historical Blend		
		89	Historical Accuracy in Game		
		89	Using History to Your Advantage		





Primer

Introduction

A primer? For a role playing game setting? Yes, everything needs defining, games especially. Unlike card, board, and war games, role playing games are a different breed because they depend on the imagination of the players and their relationships with the Narrator. RPGs depend not only on rules, but also on settings that work together with the dice and the people involved to create an environment ripe for enjoyment.

Most games tell you “how” to play, but they usually don’t tell you “what” to play. Even after you read the rules, create some characters and play an adventure or two, you might not know if you are playing the game as it was meant to be. A lot of games are big on ideas and setting, but when it comes to the nuts and bolts of creating an adventure, they might forget to show you how. Once you’ve played enough games you can easily figure this stuff out, but it can be a struggle.

This is where this primer comes in. After reading this, you will know what this setting is about. It is not written with great details; to learn more you will need to read the rest of *Colonial Gothic*. *Colonial Gothic* is a role playing game setting, but more than that it is a horror role playing game setting inspired by a historical time period. In this setting you play a Hero; through the course of your adventures you will slowly uncover more about the reality of this world. Along the way, you’ll uncover mysteries and foul plots—nothing is as it appears to be.

Setting

Colonial Gothic is not just about supernatural horror; it is also about a different kind of horror that is mired in mysteries, secrets and plots. Some of these secrets and plots you will determine for yourself, but there are other secrets in the world of *Colonial Gothic*—more than you could possibly imagine—that we will help you uncover. In this book, as we show you how to play the game, we offer you a tiny glimpse into a dark secret that will change how your Hero thinks about the world—forever.

In this, the rulebook for *Colonial Gothic*, the horror relies heavily upon your imagination and ingenuity using the tools we provide for you to play the game. Whether you choose to play a Hero fighting a campaign in the American

Revolution who discovers how brutal and bloody war truly is, or whether you decide to play a Hero tracking down an accused Witch just outside of town, that is entirely up to you. As a Hero, you play a mortal fighting against Villains. As you discover more and more about the Villains you face, you’ll begin to realize that some enemies are all too human while others are just simply monsters.

Whatever level of horror you decide to play, the world of *Colonial Gothic* functions on the premise that everything you can imagine in the supernatural—from the lowly dandelion plant demon to a sleeping stone giant making her home at the base of the Appalachians—exists. Most other Colonists have either chosen to rationalize the forces of Darkness away, ignore their attacks and simply pick up the pieces as best they can. Some have been irreversibly damaged by their experiences to the point where they can no longer function in polite society. Your reputation, your Sanity, and your Faith are all on the line because you are the last line of defense for so many innocents more worried about war with England than with the things that hide in the shadows.

On a much larger scale, there is something “off” about the world of *Colonial Gothic*, something darker, malicious, and purposeful. No one knows what is causing this world to go awry, not even the Natives who have lived in the New World for many, many years. Because they have a relationship with the land most Colonists can only dream about, the Natives do understand one thing more clearly than anyone else, though.

Whatever evil has infected their lands, it is spreading like a plague. There is more villainy now than there ever have been, and it is up to your Hero to stand against it.

Are you up to the challenge?

For the Players

It is the eve of the American Revolution; colonial life is on the verge of drastic change. To some degree, many parts of the world shun folklore and Witchcraft in favor of so called rational thinking. Magic, in many people’s minds, is supposedly as dangerous as a child’s imagination. However, tucked between soldiers, trackers, and pioneers, there are those who believe they know the Truth. Magic, along with monsters, demons and other creatures, is real.

In *Colonial Gothic* you play a Hero who knows that Magic is real and the horrors that it can create in the form of monsters. These monsters could be anywhere. They could be witches cursing a settlement, vampires that followed European immigrants to the New World, or angry spirits terrorizing a Cherokee tribe. Whether you’re fighting in

the frontier or you're fending off a supernatural disease like Curse from the Grave you, along with others like you, will wage a hidden war because there is no one else brave enough to face the Devil's minions, fight them and win?

Heroes, be warned: something waits for you in the dark.

And it is hungry.

For the Narrator

As a Narrator, you will be creating adventures and campaigns loosely inspired by Colonial American history. The horror adventures you create revolve around the supernatural and the mundane. From monsters to scheming merchants and politicians, there are many campaign possibilities for you to discover in *Colonial Gothic*. To help you craft your game, we've outlined three, different styles of play:

High Action Style is one that downplays the supernatural and the occult. Instead of slaying demons, the Heroes will fight against more common threats like slavers, French Traders, and the British Military, to name a few. Campaigns

that would work well for this style would be movies like *Last of the Mohicans*, *Dances with Wolves* or *The Patriot*. If a military campaign does not interest you, you could create a campaign based around discovery or exploration. The Colonies and Her lands are still new to most people—many resources and Native cultures are waiting to be discovered. This style works well for players that like a lot of movement in their game; it also works well for players that want to explore the natural side to this setting.

Occult & Mystery Style is one that introduces players to the occult, but takes a softer approach to the horrors that might await them. The threats your players face are few and far between; you create adventures that are focused around a mystery. The mystery you design might be based on a strange cult intent on winning the War for its own, devilish reasons or a necromancer intent on infiltrating the militia.

While the setting details of movies like *Sleepy Hollow* and *From Hell* are not an exact fit to *Colonial Gothic*, these are two movies that are written in a similar vein—strong setting, an aura of dark mystery, and a suspension of disbelief. Whatever mystery you choose, the goal of this style is to utilize players that are more interested in investigating than engaging in constant, heavy combat.

Supernatural Style is the default style of *Colonial Gothic*. Similar to Occult & Mystery, this style has that same touch of magic and mayhem. However, in this style of play, the Hero's threats are more ancient and widespread than they would be in Occult & Mystery. Similarly-themed examples of a larger, supernatural threat that would be considered "epic" would be movies like *Pirates of the Caribbean*, *Blade*, *Hellboy*, *The Prophecy*, and *Constantine*. These movies each have a large-enough threat that, if it succeeds, would

change the world's fabric of reality. Many Heroes don't know much about how Magic works; they only have a vague understanding of how to fight what monsters it sometimes creates. Some Heroes try to use Magic and the occult to their own advantage; others shy away from it.

Regardless of the style you choose, action in *Colonial Gothic* is larger-than-life. What does this mean to you, as a

Narrator? Heroes and Villains are capable of performing feats that others may find impossible. When you're designing your adventures and running your games, remember to think "big" and allow your players to react "bigger." We've designed the rules with the swashbuckling Hero and the dastardly Villain in mind. Not only will your players have fun being the Hero—you'll have a great time watching them interact with each other in game.

Do you have an idea of the game you'd like to run?

Let's get ready to play!

*Tyranny, like hell, is not easily
conquered. Yet we have this consolation
with us, that the harder the conflict the more
glorious the triumph. What we obtain too
cheap we esteem too lightly.*

-Thomas Paine, Common Sense, 1776

Chapter 1: Heroes

Your Hero is more than a collection of Stats and Skills. To flesh out your character, you will need to ask yourself a few basic questions about the Hero you want to be.

Where and when were you born?

How do you feel about Magic?

What makes you a Hero?

What do you think about the War for Independence?

What defines your Faith?

Backgrounds

All Heroes in *Colonial Gothic* have a background. Backgrounds are important because they help loosely define your Hero's place in this world. We've provided some backgrounds for you to use as inspiration and guidance when you create your Hero. Backgrounds also give your Hero a selection of favored feats and bonus feats or skills.

Colonists

The majority of those living in the Colonies are called "colonists." Many of these people can trace their ancestral roots back one generation or more. Within this group of people you'll find that the embers of Revolution have sparked. There are two types of colonists: Frontier and Urban. If you choose the Colonist Background for your Hero, you must choose either one of the two options. You cannot pick both. Regardless of which type of colonist you choose for your Hero, all colonists gain Language (English) for free.

Frontier Colonist

Though many colonists are located in growing urban centers, there are many folk who have shunned that life, in favor of a rougher, freer life along the frontier. Whether you're from New York's wilds, Carolina's mountains, or the largely unexplored western lands of Ohio and Kentucky, places along the frontier are truly the most "uncivilized" places found in the colonies. Facing threats from nature, as well as vicious Villains, those living along the frontier suspect that the land is filled with more dangers than they realize—and some know firsthand that there are unspeakable horrors preying on the innocent, far more dangerous than Mother Nature.

October 25, 1770

My Dear Friend & Ally,

As always it was a pleasure to receive your last letter & as always your generosity astounds me. The gift of Balwak's book was a most welcomed surprise. I thank you for your kindness & generosity.

My affairs, thanks to Providence's Hand, have been well, though the continued actions of the King and Parliament harms Justice's causes & threatens to snuff out the Torch of Freedom. I fear that events move at such a hurried pace, that soon War & Darkness will hold our Colonies in their black grip & will not let them go.

As we saw all those years ago as young Officers in service to the Crown, the world is filled with Darkness and Evil. You were Witness to this Power & you saw what it did when used by those with Evil in their Hearts. I fear this Darkness is much more ubiquitous than I once believed. It to be & its foulness is slowly pushing events toward misfortune. Unchecked, the World we know & cherish shall be undone. I have seen numerous signs of the Agents of Darkness, but not since that morning of May 28, 1754 have I felt this sense of dread.

My Friend, for George you are my Friend. I beg of you to read the enclosed report & take its contents seriously. Things are not right & one needs not the ability or Gift to know this. I have received countless letters from friends in the Society who have run afoul of the Brotherhood, as well as Agents of the Dark One. The Forces are once again stirring. If events unfold the way I fear they will, you must brace yourself for a great Confrontation.

As was the case before & as the case is always, I will stand at your side with Faith as my Shield & my Mind as my Sword. I, along with others within & allied to the Society, vow to not only keep you informed, but to also serve as your Guardian. The Horns of War are sounding, & though you have disagreed with me in the past, I urge you to read what follows. Know that my intent is not to bring you harm or cause you fear. On the contrary, I believe that knowledge is the best defense our humbly Society can afford.

I read with great interest your last letter about the improvements you have made to your estate. I marvel at your Industry & Foresight, and I look forward to our visit in December.

I remain your loyal Friend.

Tobias Heist

Frontier colonists are tough; they are more concerned with survival than they are about how many pounds sterling they have. Though some outsiders feel that frontier colonists are nothing more than stubborn uneducated dolts, the fact of the matter is that frontiersmen are the Colonies' first line of defense against trouble. Besides their harsh nature, those living on the frontier have a reputation for having great strength. Choosing this background for your Hero means that your character is very strong because they've lived, and endured, many hardships far removed from civilization.

No one questions a frontiersmen's fortitude. Though the urban centers are seen by many as being the heart of the Revolution, out on the frontier you'll hear the true call for independence. Memories of the French-Indian war still linger, as well as countless raids suffered at the hands of warring tribes. Many brave men and women have died on the frontier; these colonists are accustomed to looking after their own without any help from the British Royal Army or the Colonial government.

- **Bonus Feats:** Great Fortitude, Iron Will, Tough
- **Favored Feats:** Tough + choose one other feat as a favored feat.

Urban Colonist

Making their living in one of the Colonies' port colonial towns, urban colonists specialize in several trades and services found there. As a result, most urban colonists

tend to be more prosperous than most. Due to living in areas like Boston, Philadelphia, Charleston, Providence, New York, New Haven, and Baltimore, urban colonists are not only safer than other colonists, but also have access to better goods and more opportunities within polite society. When it comes to the supernatural, urban colonists haven't seen much horror first-hand. Most of what they know is from stories from other colonists or natives, and for some of them, that's reason enough to fight.

Urban colonists, like most colonists, can trace their family heritage back to England or some other part of Europe. In some cases, some might have entered into an apprenticeship after their parents paid their passage to the Americas by becoming indentured servants. Unlike the countryside or the frontier, life within the urban centers is a lot more diverse. Here, along the docks of the port towns you find ships not only from England, but also from smugglers who travel to the Caribbean who trade exotic or black market goods. Smaller ships sail up and down to cities built along numerous rivers, bringing goods to be distributed further into the heartland.

From glassmakers to silversmiths, lawyers to ship makers, many skilled and specialized trades are found in the urban centers creating a complex economy and a number of opportunities for the savvy urban colonist. Urban colonists gain the skill Literate (English) free.

- **Bonus Feats:** Iron Will, Talented (any two Knowledge or Craft skills)

The TIMES are
Dreadful.
Dismal
Doleful
Dolorous, and
DOLLAR-LESS.



of the STAMP
An Emblem of the Effects
of the fatal Stamp



Thursday, October 31, 1765


THE

NUMB. 1195.

PENNSYLVANIA JOURNAL;

AND

WEEKLY ADVERTISER.

 EXPIRING: In Hopes of a Resurrection to LIFE again.

I AM sorry to be obliged to acquaint my Readers, that as THE STAMP-ACT, is fear'd to be obligatory upon us after the First of November ensuing, (the fatal To-morrow) the Publisher of this Paper unable to

bear the Burthen, has thought it expedient to STOP a while, in order to deliberate, whether any Methods can be found to elude the Chains forged for us, and escape the insupportable Slavery; which it is hoped, from the last Representations now made against that Act, may be effected Mean while, I must earnestly Request every Individual

of my Subscribers many of whom have been long behind Hand, that they would immediately Discharge their respective Arers that I may be able, not only to support myself during the Interval, but be better prepared to proceed again with this Paper, whenever an opening for that Purpose appears, which I hope will be soon

WILLIAM BRADFORD.

Adieu Adieu to the LIBERTY of the PRESS

- **Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those granted for the hero's role and intelligence score.
- **Favored Feats:** Choose any two feats as the character's favored feats.

Freeman

There are two types of Freeman found in the Colonies. The first are those who have worked off their time of service as indentured servants, and the second are those who have been freed from the shackles of slavery. Many Freeman might have witnessed Magic either during their years of service or through their Faith but, for the most part, Freedmen have not battled banshees or zombie in the New World.

Freed Slave

Though many looked down on the practice, slavery was a reality for some during this period in history in the New World and abroad. As the colonies became more progressive, many colonists saw slavery as a challenge to their religious principles, as well as their notion of independence. Many freed slaves work hard to get established and take opportunities wherever they can find them. Whether they have fled to the frontier or have joined the militia, freed slaves are capable and determined despite being considered social outcasts.

- **Bonus Feats:** Great Fortitude, Tough
- **Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those granted for the hero's role and intelligence score.
- **Favored Feats:** Tough + choose one other feat as a favored feat.

Former Indentured

Besides those once held against their will, many people came to the colonies as indentured servants. An indentured servant was legally (whether voluntarily or involuntarily) bound to a master for a period of time ranging between two to twelve years. Indentured servants would then work for their "master," and when their length of service had concluded, they would get termination pay of £10, two sets of clothing, and sometimes a plot of land.

Indentured servitude was one of the main ways new settlers could afford to travel to the colonies; though the thought of working for someone for a period of time was not attractive, the chance to be in a new land, filled with possibilities, was too great to be ignored. Though life as a servant was hard, when compared to their lives back in

Wars and Raids

Throughout the early-and-mid colonial period, the region was plagued by numerous hostilities between colonists and natives. The first example of this is King Philip's War (1675–1676). Numerous people died in this war, and several tribes were wiped out. In the aftermath of the war, the colonists dominated New England, and many tribes pushed west.

The French Indian War (1754–1763) was part of a much larger bloodier conflict and was part of Seven Years war. Encouraged by the French, numerous Native Raids were a large part of this war and many colonists died. The western regions of New York, Pennsylvania, Virginia, and much of the south, experienced the highest casualties. England spent millions fighting The French Indian War, and it was this cost that caused Parliament to impose numerous taxes on the Colonies to pay

the Old World, it was easy. More often than not, however, former indentured servants do not face the same social challenges freed slaves do upon re-entering society.

- **Bonus Feats:** Dodge Focus, Great Fortitude, Tough
- **Favored Feats:** Tough + choose one other feat as a favored feat.



Slavery versus Indentured Service

Truth be told, there was little difference between slavery and indentured service. Life was arduous, and though indentured servants had the hope of working off their debt, many former servants were left broken, abused and victimized by their masters. Though indentured servants entered into their service willingly, many upon reaching the colonies soon regretted their decision.

Immigrant

Your Hero has traveled to the colonies searching for something. Whether it is safety, freedom of religion, a new start, or a chance to own something of their own, the colonies offer many possibilities to you. Like the rest of their fellow immigrants, your Hero can come from all walks of life. Not every immigrant is poor; many are wealthy and visit the colonies to make a name for him-or-her self.

Your Immigrant Hero might have worked a small farm in Ireland only to lose your job because the farm was unable to pay their taxes. Your Hero might also have been the son of a German blacksmith, who left home seeking a new life in the Colonies.

Or, your Hero might have moved your entire family from London, seeking a place to practice your family's religious beliefs freely. You could also be an Italian sailor who, after arriving on a merchant ship in the Boston Harbor, saw the prospects the colonies offered and found a job on the docks. Coming from the Old World, many immigrants have heard the stories about Witches, Demons, and other monsters. Some immigrants may have experienced a horror firsthand; others may be traveling to the New World to escape their troubled past.

Immigrants know their native language and are fluent in the appropriate Language Skill free of charge. If you want your Hero to be able to speak English, they still need to purchase the skill during Hero creation unless they are from England.

- **Bonus Feats:** Dodge Focus, Iron Will, Lightning Reflexes
- **Favored Feats:** Choose any two feats as the character's favored feats.

Freedom and slavery

The first case of a freed slave ever recorded was in 1646 when New Haven's Governor, Theophilus Eaton, freed his two slaves and built a house for them. From this point forward, the number of freed slaves in New England grew, inspired by his example. Some were freed after a set length of service; some were freed via Wills, while others were given their freedom outright.

Military

Though a career in the military was often a fatal one, some soldiers found a kind of camaraderie, as well as a chance for social mobility they might not otherwise have experienced if they chose not to join. As a military member, you may have experienced horrors that may or may not be supernatural. Depending upon what your position is in the military, you could have come face-to-face with an undead creature only to be told later on that it was an animal shipped from the Far East. If you choose this background, your Hero will be fluent in the English Language.

British Military

Though there were many romanticized views of the British military, the truth of the matter is an English soldier's life was short-lived. Though many regarded the Navy in a favorable light, others believed the army was rife with poor degenerates. Once an English soldier's term of service was over, he had few prospects. Some traveled back to Britain to find work. Others searched the Colonies for opportunities offered there.

Those in the Navy had a chance for a better life. Most found work as sailors on private ships, while British Naval officers, along with their Army counterparts, often turned to a life in Parliament or a royal office. British military members

must declare whether they served (or still serve) in the Army or Navy.

- **Bonus Feats:** All-out Attack, Firearms Training, Iron Will
- **Favored Feats:** Attack Specialization, Tough

*Unless this is done, we shall
be liable to be ruled by an arbitrary
and capricious armed tyranny,
whose word and will must be law.*

-Henry Knox

Militia

Colonists had different ideas about how to defend themselves. Many maintained their own volunteer militias. These volunteers could be farm-or-land owners, ex-military, patriots, or concerned citizens. Members of these militia had their own weapons, but most colonies provided muskets, powder, and lead for bullets. Your Hero can be a former militiaman, a Minute Man, or someone who had served and fought during the French-Indian War.

- **Bonus Feats:** Attack Focus (rifle), Dodge Focus, Firearms Training
- **Favored Feats:** Greater Attack Focus, Sneak Attack

Native American

As a Native, you can either choose to be born or adopted into a tribe. No matter which choice you make, your Hero is going to be looked at with suspicion or pity by the majority of the Colonists, unless they have established a relationship based on trade or war with them. Due to their connection with the land, the majority of the Native Americans have battled monsters at some point in their life.

Natives are deeply troubled, for they are not sure why so many creatures are stepping out of the shadows into the light of day. Some believe that these monsters are vengeful, angry spirits that have come to punish the Colonists or other tribes. Others believe that Colonists have intentionally (or unwittingly) brought horrors with them to the New World beyond disease or blight. For more tribe information and how they feel about Magic and the occult please refer to **Chapter 6** on Natives.



*When we assumed the
Soldier, we did not lay aside the
Citizen.*

-George Washington, June 26, 1775

During this time, there were two branches of English military, the Army and the Navy. The Army was the main military force throughout the British Empire. The bulk of all soldiers were from the poorer classes, while officers were often the younger sons of royalty or wealthy merchants who purchased their commission. Soldiers had a poor reputation, which was largely due to being from England's lower economic class.

The British Royal Navy was England's prized jewel, and many looked upon it favorably. Life as a sailor was as hard as a soldier's, but the rewards were much greater. The British Navy, much like the British Army, was known for its successes and, at the time, was the most powerful military force found anywhere in the world.

Colonial Tribes

- Abenaki*
- Catawba*
- Cherokee*
- Chickasaw*
- Haudenosaunee*
- Lenape*
- Mahican*
- Shawnee*
- Native Born*

Before the arrival of the Colonists, there were the Natives. Tracing their history back numerous generations, the natives are the first-born and the rightful inheritors of the Great Spirit's land. It is their hope that one day they can attain enough power to rid the land of invaders and restore it to a natural, more peaceful state.

Native Born originate from one of the many tribes living and surviving in the New England, Mid-Atlantic and Southern Colonies. Because of their deep connection to nature, most Native Born continue to live as they always have but attempt to seek a balance with the Colonists. Some have followed the path of war after watching other tribes decimated by diseases, aggression, and untold monsters who have slashed their way into their tribes. To say that a Native-Born is “angry” is an understatement—especially when talking about their immense loss of land, family, and food. Some Native-Born want nothing more than to avenge their losses and dip war axes into their enemies’ blood; others desperately want peace at any cost.

More information about specific tribes and their attitudes can be found in **Chapter 6**.

- **Bonus Feats:** Great Fortitude, Skill Focus (Survival), Tough
- **Favored Feats:** Tough + choose one other feat as a favored feat.

Tribe Adopted

Though relations with the Colonists are always rocky, the various tribes are not opposed to adopting women, children and sometimes, male colonists into their ranks. In the case of men, non-natives may enter into a life of servitude, with the dim hope of eventually earning their freedom. Women are usually taken as brides; this is seen as a way for some of the unwed men to gain wives, to strengthen the clans, or simply, to diversify their families to prevent intermarriage. Children are regarded as innocent; when they are brought into the tribe they are raised no differently than any other child but are always treated, in some fashion, as a Colonist.

Though you are a member of a tribe, your tribe always has seen you as a colonist, regardless of when you were adopted. You’ve had some contact with other colonists, and you’re greeted with nasty stares and rude comments because you do not fit in their society. You feel unwelcome by both groups, but when you find those rare people who accept you for who you are, you are loyal to a fault.

Those adopted into a tribe gain the language skill of their associated tribe. More information about specific tribes and their attitudes can be found in **Chapter 6**.

- **Bonus Feats:** Great Fortitude, Tough
- **Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those granted for the hero’s role and intelligence score.
- **Favored Feats:** Tough + choose one other feat as a favored feat.

Magic?

Heroes who use Magic fall into a few, different categories. Some Heroes could be reluctant to use it, believing that knowledge of the occult (through books or through practicing magic) is a means to an end. Other Heroes could despise Magic completely, opting to avoid it at all costs. Still others could embrace Magic completely, learning whatever Magic they could to use it against every Villain they come across. Whatever level of Magic you decide to use (or not use), as part of your character creation you should have an opinion about how you feel about it, because sooner or later you will come into contact with magical forces—whether you like it or not.

Heroic Roles

Of the three main roles in *True20*, Warriors and Experts are by far the most common in *Colonial Gothic*. The Adept role is far less common, and requires a few minor modifications to fit the *Colonial Gothic* setting. Simply put, adepts in *Colonial Gothic* are severely limited in their supernatural power selection. Most supernatural powers can only be accessed through the use of Rituals (See **Chapter 7: Witchcraft** for details). The powers an Adept can access through their core ability, the Talent, are similarly limited to those powers an adept can access without the use of a ritual. However, an adept can use the Talent to cast a ritual they have performed before, but have not yet gained permanent access to through the Ritual Knowledge feat.

Fate Cards

The last thing you need to do when creating a hero for *Colonial Gothic* is to jot down a few plot hooks for your Hero. Fate Cards are the little touches that help bring out different areas of your Hero. By using these hooks, you are able to add drama to the adventures you are taking part in. Starting Heroes can begin play with up to four Fate Cards; we’ve provided two cards you can photocopy in the back of the book. Using these cards, write down one or two sentences that offer an insight into your Hero’s true nature. When the moment strikes, you play them during the adventure. Your Narrator, using the rules in **Chapter 8**, will then spin them into an adventure.

So what should you write down on the cards? Statements could be related to several different things like Magic, the

War, your background, other Colonists or Natives, your Faith, your Sanity or your trade.

You used to regret not entering the Lodge with your closest childhood friend, but since his mysterious disappearance while on business for his brother Masons, you're beginning to think you made the right decision.

Some dark and forbidden piece of magic is responsible for murdering your grandmother. You believe that magic is evil, period, and nothing will be able to convince you otherwise.

Your tribe has been without a leader for days, and you're worried that someone will take advantage of the opportunity. You are obsessed with finding a way to contact (or bring back) your leader through any means necessary.

Witchcraft has been in your family for generations. The only problem is, you want to devote your life to becoming a Quaker.

It seems that many of your former patients that have passed on in blaming you for your poor apothecary practices—yet something else may be responsible.

The woman you loved betrayed you using black magic and now you believe all Magic is evil.

You might not win this fight as your memory flashes back to when you let a child die to save yourself.

You fled to the Colonies in hopes you would outrun the shadow, but no matter how far you run, the shadow finds you.

The bonds of slavery are broken, but the pain runs deep.

The ship you found floating off the North Carolina coast that night didn't just drift in; though your mind refuses to admit it, you know it was piloted by the dead man tied to the wheel. And that he knew you.

Your neighbors' daughter (and your sweetheart) disappeared while working for a wealthy family in Baltimore; they went looking for their child, but never came back. Now, five years later, a packet comes to you containing the locket you gave your sweetheart. But what of her and her family?



Chapter 2: Skills and Feats

Skills

The following skills are available in the *Colonial Gothic* setting.

Divination

Wisdom, Trained Only, Requires Specialization

Whether you read the lumps on someone’s head or read tea leaves, Divination is a skill used to divine the future and whether or not an event will work in your favor. There are several, different types of Divination that you can use, depending upon what you want to know and how you want to learn it. Heroes that want to learn more than one form of Divination will have to buy this skill multiple times. Because the future events are not set in stone, the more successful you are at a Divination Skill that relates to divining the future, the more clearly you will be able to understand and read more details in your reading. While Divination can be useful, by no means is it an exact science. Many forms of Divination are based on symbolism and allegory that can be interpreted in different ways.

Divination Difficulty	Task
NA	Earn a living wage for a week’s dedicated work serving as a Fortune Teller (use Divination as your professional skill).
10	Identify an omen sent by the powers that be which you have witnessed.
13	Identify an omen that is related to you by others.
15	Add a +3 bonus to your Visions power check.
15	Interpret an omen or sign. Note that you always believe you have correctly interpreted the omen or sign, so the Narrator must make this check secretly. If the check is failed, the Narrator should feel free to provide you with false or misleading information.
25	Use divination to “Reveal the Future” once each day. “Revealing the Future” requires you to perform a ritual of some kind, based on the specific form of Divination you are using, and takes a minimum of ten minutes. If this check succeeds, you gain a possible insight into the near future. This can manifest as a single +2 circumstantial bonus to any one initiative check, Knowledge (supernatural) check, or saving throw that you need to make in the next 24 hours (your choice, but you need to declare your intent to use the bonus before the die is rolled and it must be consistent with the form of Divination used). If the Divination check fails, you have misinterpreted the signs and you gain no insight. In extreme circumstances, your probing of the fabric of destiny can irritate the gods, causing them to punish you. If you roll a natural 1 when making your Prophecy check to “Reveal the Future” you are cursed by the gods and for the next 24 hours you suffer a -2 penalty on all initiative rolls, Knowledge (supernatural) checks, and saving throws that you are required to make. If the +2 bonus granted by successfully “Revealing the Future” is not used within 24 hours, it is lost.
30	Beseech the powers that be to send you a revelation concerning a specific topic through your specific Divination ritual. The Narrator decides what exactly is related to you if you are successful. This task may only be attempted once a month and never more than once concerning a specific topic. Further attempts anger the gods and often result in divine retribution. You may not take 10 or 20 when attempting this task.

Ailuromancy – Your Hero, assessing his cat’s behavior, will be able to predict the weather with some accuracy.

Alectryomancy – After strewing grain in front of a rooster into the shapes of objects, letters or people, you will confirm your Hero’s path based on what the rooster decides to eat first.

Alomancy – Salt is a staple spice among many Colonists both in the New World and abroad. Your Hero will dissolve salt crystals in a bowl of water, allow them to dry overnight, and will then be able to tell if she will be lucky that day by the number of stars that appear in the bowl.

Alphitomancy – Your Hero will bake and cook barley into different dishes, and will then feed it to the group. After an hour or two, if the accused becomes sick, then that person is guilty of the crime you accused them of. The more guilty the accused, the more pain they will feel.

Augury – By reading the flight patterns of birds, you will be able to discern the success of social or group activities that are not war-or-combat related.

Belomancy – Your Hero can tell whether or not you are following your Villain in the right direction by carving occult symbols into his bow and shooting it at a target. Your direction will then be confirmed depending upon where your arrow lands in relation to the target.

Carrromancy – After melting wax and dripping it into a bowl of ice-cold water, your Hero can tell what kind of Villain you might be facing according to the shape your wax forms.

Cartomancy – Your Hero can use a deck of playing cards to do a general reading. The cards correspond to suits, which also correspond to your Hero’s Character Stats. Depending upon how the cards play out, you can assess a general direction of where you Hero should focus his attentions in the near future.

Catoptromancy – Your Hero looks into a special looking-glass around her to force any Villain that is chasing or hunting her to identify their physical appearance. The more successful this skill is for your Hero, the clearer the monster’s face will be. Heroes that take this art can use any mirror-like surface or reflection to perform this kind of divination.

Palmistry – You can tell a lot about someone by reading the lines in their hand. The more skilled you are in Palmistry, the more you will be able to tell about a fellow Hero or Villain’s personality.

Stichomancy – A favorite form of Divination among bibliophiles, your Hero will rely on Stichomancy when she needs a shove in the right direction. Simply, your Hero will close her eyes, focus on a “yes or no” question, and open up any book to a random page and point. Although messages like this can be cryptic, some Heroes will pick a religious or occult text to use for this purpose. The more successful you are in this skill, the more on-target your messages will be.

Tasseomancy – Whether you read tea leaves or coffee grounds, tasseomancy is used to perform a general reading for yourself or for one, other person. Your Hero will read shapes in the tea leaves to divine a future applicable to the person who has drained their tea or coffee cup. The more successful this skill is, the less symbolic the images will become.

Check: You can glimpse the future and attempt to unravel its mysteries. The Difficulties for Divination checks relating to various tasks are summarized in the table above.

Action: Varies, as noted in the table.

Try Again: See Table.

Chart Quality	Purchase Difficulty	Check Modifier
Poor	10	-4
Average	12	+0
Masterwork	15	+2

Knowledge (Astrology)

Intelligence, Trained Only, Requires Specialization

Using the Knowledge (astrology) skill requires having a set of astronomical tables and charts on hand which provide the positions of the stars and planets at various times, or a high quality telescope and a clear view of the night sky. Without either of these, an astrologer cannot make a Knowledge (astrology) skill check.

Knowledge (astrology) skill checks take half an hour. If the astrologer is under pressure or interrupted, the test is not possible, so an astrologer may always take ten if he may attempt an astrology check at all. However, it is not possible to take twenty on a Knowledge (astrology) check.

Predict Natural Events: When given a specific time and a place you can predict the weather or other natural events that will occur in that time and place. The amount of time or distance involved does not alter the Difficulty of the prediction. With a successful Difficulty 15 Knowledge (astrology) check, you make an accurate prediction. The detail of the prediction depends on how much the check succeeds by, as described on the accompanying table.

Determine Inception: To calculate inceptions, the astrologer must first define what activity he wants to start. The inception is calculated for that activity; if it changes in the process then any bonuses cease to apply.

Next, he does the astrological calculations. The base Difficulty is 20. If he succeeds on that check, he can avoid bad luck if he starts the activity on a particular day, which

Difficulty	Result
15	Only the most important feature of the weather or other natural events, and only broad details about it. For example, “rain,” “a flood,” or “an earthquake.”
18	Only the most important feature, but some details about it. For example, “heavy rain all day,” “a small flood, about two feet over the normal level,” or “a medium size earthquake just before noon.”
20	General details about secondary features, as well as the information about the main feature gained from an 18. For example, “... and gentle breezes,” “...and extremely cold weather,” or “... and a beautiful sunny day.”
25	Full information, at the sort of detail you would get in a report from someone after the event.
30	Fully detailed information about everything that doesn’t involve human action. For an earthquake, this would include the exact pattern of shocks.

There seem to be but three ways for a nation to acquire wealth.

The first is by war, as the Romans did, in plundering their conquered neighbours. This is robbery.

The second by commerce, which is generally cheating.

The third by agriculture, the only honest way, wherein man receives a real increase of the seed thrown into the ground, in a kind of continual miracle, wrought by the hand of God in his Favor, as a reward for his innocent life and his virtuous industry.

- Benjamin Franklin, April 4, 1769

is some time in the next six days. Avoiding bad luck means that circumstances do not conspire to upset your plans. Thus, if you were planning a journey, the weather would not be too bad, and you would not meet bandits on the highway.

For every five points by which the check succeeds, the astrologer may either add a +1 astrological bonus to the activity, or find other times at which he could start. Every increase devoted to increased flexibility multiplies the number of starting days by four, so with a success against a Difficulty of 40 the astrologer could avoid bad luck no matter which day he started. This flexibility comes from taking advantage of minor conjunctions, and thus the astrologer will have to do some slightly strange things as he starts. However, this only applies to the beginning of the task; once he has started, he can act freely.

Both sorts of improvement can be applied to the same task, so that an astrologer who succeeds against a Difficulty of 30 could choose to have a +1 bonus and four starting days in the next sixty days. If the task involves several different kinds of die roll at the same time, the astrologer must choose which one gets the bonus.

Language

Trained Only, Requires Specialization

While English is the main language for most living in the colonies, but your Hero might know other languages as well. Not all languages are available to read and write because some are only available in spoken form. The following languages are available in the *Colonial Gothic* setting.

Abenaki, Eastern (Speak)
Abenaki, Western (Speak)
Catawba Siouan (Speak)

Cherokee (Speak, Read and Write)
Chickasaw (Speak)
English (Speak, Read and Write)
French (Speak, Read and Write)
German (Speak, Read and Write)
Greek (Speak, Read and Write)
Hebrew (Speak, Read and Write)
Haudenosaunee (Speak, Read and Write)
Latin (Speak, Read and Write)
Mahican Algonquin (Speak)
Munsee Algonquin – Lenape Tribe (Speak)
Narragansett Algonquin – Narragansett Tribe (Speak)
Portuguese (Speak, Read and Write)
Russian (Speak, Read and Write)
Spanish (Speak, Read and Write)
Unalactigo Algonquin – Lenape Tribe (Speak)
Unami Algonquin – Lenape Tribe (Speak)
Wakashan Algonquin – Shawnee Tribe (Speak)

Feats

The following are new feats used in the *Colonial Gothic* setting.

Alternate Approach (General)

Instead of relying on willpower and discipline, you handle the mind-bending and sanity-stretching effects of horror with either sheer guts or incredible mental flexibility. Select either your character's Intelligence or Constitution score. Use that ability score's modifier for all Sanity saves.

Ambidexterity (General)

The penalty for fighting with two weapons is reduced by 2. A character with this and Two-weapon Fighting, for instance, has a -0 and -2 penalty; no penalty if fighting with a light weapon in his off hand.

Cold-Blooded (General)

This character gains +1 to Sanity rolls and +1 to Intimidation attempts. Also, they gain +2 on saving throws to resist the Mind Touch power—their mind is a cold, dark place where few go willingly.

Election Astrology (Adept)

Prerequisites: Natal Astrology, Political Astrology, Knowledge (astrology)

You can cast election horoscopes to determine what someone would decide at a given time. In order to cast an election horoscope, you need the person’s time, place and date of birth, and the time, place and date where they will make the decision. The latter is usually the place where they are now, although decisions to travel can be read in the stars, and the target then followed around.

If a successful Difficulty 30 Knowledge (astrology) check is made, the astrologer learns the decision that the person is most likely to make. With a successful Difficulty 40 check, the astrologer also knows the reasons behind the decision, and the other options that are most likely to be considered. As noted under natal astrology, most people do not rule the stars, so most people take the most likely decision revealed by astrology; the main exception is if they know the result of the horoscope and thus decide to do something different.

Normal: Knowledge (astrology) cannot predict the actions of living beings.

Jaded (General)

A jaded character receives +2 on all Sanity rolls.

Loner (General)

You have few connections to other people or ideals. You do not suffer any penalties to Sanity saves for being alone or only having one other person present.

Natal Astrology (Adept)

Prerequisites: Knowledge (astrology)

If you know the date, time and place of a creature’s birth you may cast their birth horoscope. If any of these pieces of information are wrong, the attempt gives misleading information and unless the astrologer already knows the person, there is no way to spot this. The player should make the check as normal, but the Narrator should make the answer up.

The information gained depends on the results of the power check. If the astrologer equals or exceeds a Difficulty, he also learns all information for lower Difficulties.

Difficulty	Information
20	Virtue and vice natures.
25	Role, profession and heroic path (if any)
30	Abilities, broad outline of personality
35	Level, some details of personality
40	Full game statistics, detailed account of personality

Natal astrology cannot take account of free will. While, as astrologers say, “A wise man rules the stars,” most men are not wise, and natal astrology is highly accurate. However, it is never perfect, and the detailed account produced by a 40+ result always contains at least one or two minor errors. Occasionally people act to overcome their nature, and in that case the results of natal astrology can be completely wrong. This should be very rare, and only apply to some of the most important Narrator characters in the campaign.

Numerology (Adept)

Prerequisites: Trained in Knowledge (physical sciences) and Divination

You can use your knowledge of supernatural number patterns to enhance your predictions of the future. If you make a successful Difficulty 15 Knowledge (physical sciences) check you gain a +4 bonus to your next Prophecy skill check.

Political Astrology (Adept)

Prerequisites: Trained in Knowledge (astrology)

You can cast political horoscopes to determine the general mood and actions of the people in a particular area. In order to use political astrology you must know the location of the place for which you want to cast the horoscope. This is not a problem if the astrologer can visit the place, as he

can then make the necessary measurements himself, but most people do not know the latitude and longitude of their hometowns. Astronomical tables contain locations for major cities and other important locations, but in many cases the astronomer must make the measurements himself.

Political horoscopes require a single check against a Difficulty of 20. On a success, the astrologer knows what sorts of actions people in the specified area will tend to undertake at the specified time. These actions can be discouraged in the normal way, so political astrology is most useful for finding potentially rebellious areas, or areas particularly receptive to new teaching, or something similar.

As a rule, if an area is prone to a particular kind of action, a character may automatically incite that activity, provided that no major character actively opposes him. Thus, if an area is prone to rebellion, a character calling for a revolution

will succeed in starting one, unless the king has sent troops to keep the peace in that area.

Political astrology, as its name suggests, is most useful to rulers, or to those who want to overthrow them.

Ritual Knowledge (General)

Prerequisite: You must have discovered a ritual in written form and had at least a week to study and practice it.

Pick one supernatural power. You can perform that power as a ritual without requiring access to the written form of the ritual. You must still meet all other requirements of the ritual, such as special materials and conditions. See Rituals for further details and examples.



Chapter 3: Sample Heroes

On the next few pages are a few sample Heroes. They are just a few examples of the type of Heroes you can play in *Colonial Gothic*. To learn the basics, and to play the sample adventure, pick one of these sample Heroes. Everything you need is included in their descriptions.

William McGee

Type: 1st Level Warrior

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +1, Con +2, Int +0 Wis +1, Cha +0

Skills: Notice 4 (+5), Sense Motive 4 (+5), Stealth 4 (+5), Survival 4 (+5)

Feats: Attack Focus (tomahawk), Firearms Training, Great Fortitude^B, Iron Will^B, Tough^B, Track, Weapon Training

Traits: Frontier Colonist Background Traits

Combat: Attack +2 (+1 base, +1 Dex) (+3 w tomahawk), Damage +4 (tomahawk) or +5 (musket), Defense: Dodge/Parry +2/+3 (+1 base, +1 Dex/+2 Str), Initiative +1

Saving Throws: Toughness +3 (+2 Con, +1 Tough), Fortitude +6 (+2 base, +2 Con, +2 Great Fortitude), Reflex +1 (+1 Dex), Will +3 (+1 Wis, +2 Iron Will)

Conviction: 3

Wealth Score: +6 (Professional Skill: Survival)

Gear: Musket, Tomahawk, Buckskin Breeches, Linen Shirt, Moccasins, Powder Horn, Hunting Bag, Bullet Mold

Background

You were born in 1746 and you learned much about the Frontier and about life from your father. Though your father and mother worked a farm, you spent your time exploring. When not busy working, you spent all your free time learning about nature and the outdoors.

Life was good, but then it changed. During the night the farmstead was raided by a Huron war party. You watched as your father was killed while protecting your mother and baby sister. Hiding in the woods you cried your last tears, and when the killing stopped you buried your family. Taking your father's musket, you went out into the world to make a life for yourself. Life was hard, but you survived and made a life from fighting, hunting and fighting. You

have seen much during your life, and those who know you call you by your given name, but your enemies call you Stalker.

Henry Rollings

Type: 1st Level Expert

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +0, Con +0, Int +4, Wis +3, Cha +0

Skills: Bluff 4 (+4), Concentration 4 (+7), Diplomacy 4 (+4), Gather Information 4 (+4), Knowledge (business) 4 (+8), Knowledge (civics) 4 (+8), Knowledge (earth sciences) 4 (+8), Knowledge (history) 4 (+10), Knowledge (physical sciences) 4 (+8), Knowledge (supernatural) 4 (+10), Notice 4 (+7), Search 4 (+8), Sense Motive 4 (+7)

Feats: Contacts, Eidetic Memory, Iron Will^B, Master Plan, Talented (Knowledge [history and supernatural])^B, Wealthy

Traits: Urban Colonist Background Traits

Combat: Attack +0, Damage +2 (traveling pistol) or +1 (cane), Defense: Dodge/Parry +0/-1 (-1 Str), Initiative +0

Saving Throws: Toughness +0, Fortitude +0, Reflex +2 (+2 base), Will +5 (+3 Wis, +2 Iron Will)

Conviction: 3

Wealth Score: +10 (Professional Skill: Knowledge [business])

Gear: Traveling Pistol, Folding Pocket Knife, Walking Cane

Background

Growing up in Provincetown your family made their money from trade and land deals. From buying speculations along the Frontier, to buying shares of goods, your father made a lot of money. This money allowed you to have access to many books as well as too a very good education. You attended Harvard, and it was there they you learned about the occult and the supernatural. It was during these formative years that you grew to be suspicious of those claiming that these supernatural forces exist. It is your firm belief that all must leave behind these false beliefs and embrace the progress of science.

*Molly North***Type:** 1st Level Adept**Size:** Medium**Speed:** 30 ft.**Abilities:** Str -3, Dex +0, Con +2, Int +4, Wis +3, Cha +0**Skills:** Diplomacy 4 (+4), Gather Information 4 (+4), Knowledge (herbalism) 4 (+8), Knowledge (life sciences) 4 (+8), Knowledge (supernatural) 4 (+10), Medicine 4 (+9), Notice 4 (+7), Search 4 (+8), Sense Motive 4 (+7)**Feats:** Attractive, Iron Will^B, Power, Ritual Knowledge (Draw), Ritual Knowledge (Excise), Talented (Medicine and Knowledge [supernatural])^B**Traits:** Powers (rank 4, Int, Difficulty 15; Second Sight +8), Urban Colonist Background Traits**Combat:** Attack +0, Damage -3 (unarmed), Defense: Dodge/Parry +0/-3 (-3 Str), Initiative +0**Saving Throws:** Toughness +2 (+2 Con), Fortitude +2 (+2 Con), Reflex +0, Will +7 (+2 base, +3 Wis, +2 Iron Will)**Conviction:** 3**Wealth Score:** +6 (Professional Skill: Medicine)**Gear:** Wool skirt, Leather shoes, Satchel, Small journal, Lead pencil*Background*

Your family was one of the first to settle Rhode Island. Your roots in the colony are deep and your family has made a name for themselves in all facets of society. Your grandfather settled in Provincetown early and it was he who built its first small school to teach all who wanted to learn to read and write. Your grandmother and mother were midwives of great skill and it was from them that you learned the trade. You also inherited from them the gift. You are able to work what you feel are miracles. By channeling this power you can heal and cast the evil out of a person. The world is a dark place and it grows darker. You will use your gift to help those who resist this growing darkness.

*Kwaniwibid***Type:** 1st Level Warrior**Size:** Medium**Speed:** 30 ft.**Abilities:** Str +0, Dex +2, Con +2, Int +1, Wis +1, Cha +0**Skills:** Language 4, Notice 4 (+5), Stealth 4 (+6), Survival 4 (+8)**Feats:** Attack Focus (fowler), Firearms Training, Great Fortitude^B, Skill Focus (Survival)^B, Tough^B, Track, Weapon Training**Traits:** Native Born Background Traits**Combat:** Attack +3 (+1 base, +2 Dex) (+4 w fowler), Damage +3 (war club) +1 (knife) or +5 (fowler), Defense: Dodge/Parry +3/+1 (+1 base, +2 Dex/+0 Str), Initiative +2**Saving Throws:** Toughness +3 (+2 Con, +1 Tough), Fortitude +6 (+2 base, +2 Con, +2 Great Fortitude), Reflex +2 (+2 Dex), Will +1 (+1 Wis)**Conviction:** 3**Wealth Score:** +5**Gear:** Fowler, Knife, War Club, Moose Hide Moccasins, Buckskin Leggings, Hunting Bag, Powder Horn*Background*

You are an Abenaki, and your people are dying. Evil stalks the land, and though many think evil does not exist, you know better. You are from the Argaguntcook and your people were given the sacred duty to protect the land.

Many look at you and feel you are a savage. They are the savages. Your people have lived on the land since the dawn of time. It was not until the arrival of the White Man, that the trouble arrived. You are proud, and you will carry on your people's duty until the breath leaves your body.

Israel Patrick

Type: 1st Level Warrior

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int +1, Wis +1, Cha -2

Skills: Craft (carpenter) 4 (+5), Intimidate 4 (+5), Notice 4 (+5), Ride 4 (+5)

Feats: Attack Focus (musket)^B, Dodge Focus^B, Firearms Training^B, Improved Strike, Iron Will, Skill Focus (Intimidate), Weapon Training

Traits: Militia Background Traits

Combat: Attack +2 (+1 base, +1 Dex) (+3 w musket), Damage +4 (unarmed) or +5 (musket), Defense: Dodge/Parry +3/4 (+1 base, +1 Dex and +1 Dodge Focus/+3 Str), Initiative +1

Saving Throws: Toughness +2 (+2 Con), Fortitude +4 (+2 base, +2 Con), Reflex +1 (+1 Dex), Will +1 (+1 Wis)

Conviction: 3

Wealth Score: +4 (Professional Skill: Craft [carpenter])

Gear: Colonial Musket, Linen Pants, Wool Stockings, Leather Shoes, Jacket, Tri Corner Hat, Powder Horn, Hunting Bag, Bullet Mold

Background

Your family came to Rhode Island when many left the Massachusetts due to being tired of the Puritans and their fire branding ways. The Patricks, though not as wealthy as most, made a name for themselves due to being fine carpenters as well as dependable defenders of freedom. You carry on the Patrick ways, even though it has been many years since you have picked up an awl and chisel.

You are a simple man, with simple needs. When the French and Savages went to war along the Frontier, you joined with the Militia helped beat them back. It was here that you learned to fight, learned to read, but also learned of the darker things that haunt the shadows of the world. You saw a lot, and after the war, you had a hard time adjusting to city life.



Chapter 4: Supplemental Rules

Faith and Conviction

All Heroes have Conviction. Conviction in *Colonial Gothic* means many things to many, different types of people. Regardless of whether or not you're spiritual, religious, pragmatic or atheist, Conviction is akin to the Hand of Fate, God's Grace, or Lady Luck coming to your Hero's aid in their time of need. Villains, while working against your Hero, also have Conviction, because to them—even if their convictions are misguided—their Conviction is still important.

In *Colonial Gothic*, Conviction points are split into two different types, which are tracked separately. Conviction points gained through a character's Virtue are referred to a Faith points, and operate just like normal Conviction points. Conviction points gained through a character's vice are called Sin points. Sin points are only different in that every time you gain a point of Sin while you have any Faith remaining, exchange 1 Faith point for another point of Sin.

Fear and Sanity

Coming face-to-face with scenes of grisly murders, tortured children, and the horrors of war are traumatic experiences for any Hero—but experiences caused by humans. Encountering leathery-winged demons, scaly mermen, or rotting, undead minions will shatter the sanity of even the most rational Hero. When faced with supernatural creatures like these, your Hero will need to make a Sanity saving throw.

This is a roll of d20 plus Wisdom plus any relevant feats and represents the mind's ability to deal with scary situations and reality-bending encounters. Think of it as a kind of "psychological Toughness saving throw."

The save has a base Difficulty of 15 plus a modifier equal to the Fear/Terror Level of the encounter. For example, a ghoul springs out of the dark. It has a Fear Level of 3, so resisting the effects of this is Difficulty 18 (15+3).

Sanity Saving Throw = d20 + Wisdom + Feats vs.
Difficulty 15 + Fear/Terror Level

There never was a good war or a bad peace.

-Benjamin Franklin, September 11, 1775

If the Sanity saving throw succeeds, the target suffers no significant effect, nothing more than a slight scare or jolt. If the Sanity save fails, the target suffers mental health damage. What the effects are depends on the degree of the encounter (fear or terror) and the amount the Sanity save result is below the Difficulty.

Fear is instilled by lesser horrors and scares: a corpse, a gunshot, a man leaping out of a dark alley, etc. A failed Sanity roll against Fear means the target is startled, imposing a -1 penalty on further saves against Fear, but not affecting saves against Terror. If the Sanity save fails by 5 or more, the target is spooked; mark down a spooked condition on the Mental Health Track. A spooked condition also imposes a -1 modifier on further saves against Fear. If the Sanity save fails by 10 or more, the target is frightened; check off the frightened box on the Mental Health Track. If the Sanity save fails by 15 or more, the target is terrified; check off the terrified box on the Mental Health Track. If a target suffers a result that is already checked off, check off the next highest result. So, if a target is already frightened and suffers another frightened result, check off the terrified box. If the terrified box is checked and the character suffers another effect from Fear, check off the first available Terror box (so, go to confused, unhinged and so forth.)

Terror is inflicted by great horrors and shocks that question the viewer's perceptions of reality: a window frosting over in the middle of summer, a ghost walking through the wall and so on.

A failed Sanity roll against a Terror means the target is scared. Each scared result imposes a -1 penalty on further Sanity saves. If the Sanity save fails by 5 or more, the target is confused; mark down a confused condition on the Mental Health Track. A confused result also imposes a -1 modifier on further Sanity saves. If the Sanity save fails by 10 or more, the target is unhinged; check off the unhinged box on the Mental Health Track.

If the Sanity save fails by 15 or more, the target is psychotic; check off the psychotic box on the Mental Health Track. If a target suffers a result that is already checked off, check off the next highest result, so if a target is already confused and suffers another confused result, check off the unhinged box. If that's already checked off, check off the psychotic box. A character can only be pushed immediately over the

brink of sanity by being exposed to a great shock or a series of shocks while already in a mentally unstable condition.

Mental Anguish: Terror effects also cause fear effects as well. Whenever your hero suffers a Terror effect, check off the corresponding Fear box. So, a hero who is confused is also spooked, a hero who is scared is also startled. The effects of the mental health conditions are cumulative, except for startled and scared conditions, where only the highest value applies.

Impossible Sanity Saves

If the Difficulty of a Sanity save is so high the hero cannot possibly succeed, even with a 20 on the die roll, the Sanity save is still rolled to determine the effect (the amount by which the character misses the Difficulty). A natural 20 means the character is only startled or scared, regardless of the Difficulty. Fate intervenes to shield the character's mind from otherwise certain trauma. Narrators interested in more realistic consequences for fear and terror should ignore this rule.

Minions and Sanity

A minion makes a Sanity save against mental health damage as usual; however, if the save fails, the minion suffers the maximum possible result for the Fear/Terror in question. For Fear, this usually means terrified, while for Terror, this usually means psychotic. This is, of course, subject to the Narrator's discretion.

Fear Effects

- **Startled:** A startled character receives a -1 penalty to further Fear saves.
- **Spooked:** A spooked character receives a -1 penalty to further saves against Fear. The character flees as fast as possible for one full round or cowers, dazed, if unable to get away. He defends normally, but cannot attack. The following round, he can act normally.
- **Frightened:** A frightened character loses one full round action. They can take no action, lose their dodge bonus to Defense, and have a -2 penalty to Defense. In the following

rounds, frightened characters can only take a standard or move action.

- **Terrified:** A terrified character falls to the floor, catatonic and helpless until he recovers.

Terror Effects

- **Scared:** A scared character receives a -1 penalty to further Sanity saves.
- **Confused:** A confused character is shaken. They receive a -2 penalty on all checks, including attack rolls and Fortitude, Reflex and Will saving throws. This persists until the confused condition is lifted. Additionally, a confused character is stunned for one round after being confused. They can take no actions, lose their dodge bonus to Defense, and have a -2 penalty to Defense.
- **Unhinged:** An unhinged character suffers a -2 penalty to effective Intelligence, Wisdom and Charisma until this condition is lifted.
- **Psychotic:** Psychotic characters suffer a -3 penalty to effective Intelligence, Wisdom and Charisma until this condition is lifted and may only take a single action each turn. If a character was previously unhinged, these penalties replace those.
- **Insane:** This character is unable to interact meaningfully with the world. This usually means the end for the character, as he is a gibbering shadow of his former self. Powerful sorceries or long-term counseling can restore sanity in some, but not all, cases.

Regaining Your Wits

Recovering from mental health damage requires a Wisdom check (Difficulty 10). A successful check erases the mental condition, while an unsuccessful check means there is no significant improvement for that time period.

You can make a recovery check once per minute for frightened and terrified, once per hour for confused, once per day for unhinged and once per week for psychotic. Insane characters are over the brink and can only be returned to sanity (and to play) by special dispensation of the Narrator.

Mental Health Track				
0	5+	10+	15+	
Startled	Spooked	Frightened	Terrified	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scared	Confused	Unhinged	Psychotic	Insane

Modifiers to Sanity Saves	
Situation	Modifier
A loved one is endangered.	+4
You possess something proven to be useful against the threat.	+4
A loved one is clearly endangered by the threat.	+4
A friend or ally is clearly endangered by the threat.	+2
You possess something believed to be useful against the threat.	+2
You have been warned about what you're about to see.	+2
You are with several (4+) allies.	+2
You defeated a similar threat in the past.	+1
You are in close quarters (no place to run).	-1
You have faced and been defeated by a similar threat in the past.	-1
An innocent is participating in the scene (but not threatened).	-1
Each previously failed Sanity save	-1
You are accompanied by only 1 other person.	-2
A friend or ally is participating in the scene (but not threatened).	-2
Dim light.	-2
You are alone.	-4
Total darkness.	-4
You are at "wounded" or worse on the damage track.	-4

You can spend a Conviction point to get an immediate recovery check from Fear effects, rather than having to wait a minute. You can also spend Conviction on your recovery check. Startled and spooked conditions fade automatically at a rate of one per minute. Scared conditions do the same at a rate of one per hour.

Characters may use Knowledge (behavioral science), or an interaction skill as deemed appropriate by the Narrator to use the Aid action to assist the target's recovery. A character may only benefit from one person's help at a time in this manner.

Determining the Sanity Save Difficulty

Narrators should keep a few key concepts in mind when setting the Difficulty for a Sanity save. Firstly, they must decide which effect is most appropriate for the save: Fear or Terror. A Sanity save results in a Fear effect if it is caused by frightening but otherwise normal events. A Sanity save results in Terror if it is triggered by supernatural events or events that can cause psychological trauma. A supernaturally inspired Sanity save should only have a low Difficulty if it can somehow be explained away through odd coincidences or natural forces.

Fear/Terror Level for Creatures

With the introduction of Sanity saves into the game, it is necessary to add the traits of Fear and Terror to existing Adversaries found in such reference works as the *True20 Bestiary*. Any creature listed with a Fear or Terror Level forces an appropriate Sanity save and is immune to the effects of Fear and Terror.

Adding a Fear/Terror Level to a creature is easy: it is equal to its total levels. Consult the chart below to determine the appropriate classification, either Fear or Terror. You can add situational modifiers as you see fit. It is suggested you reserve assigning Fear for animals and vermin to those especially scary ones, like giant cockroaches and hungry wolves, not the neighborhood dog or an individual rat. Likewise, normal animals that are dangerous but which have been rendered harmless (or at least seemingly so) would not trigger a Sanity save; looking at a tiger in a zoo is not nearly the same as encountering one in the wild with no fence between you and it.

A creature's Fear/Terror level can be reduced by virtue of its appearance or reputation. For example, unicorns and true gargoyles are each 4th level creatures, which gives them a Fear level of 4. Unicorns are less fearsome-looking than gargoyles and are more likely to inspire awe than fear, so it wouldn't be out of line to reduce the unicorn's Fear level to 2 or even 0.

Static Sanity Save Difficulties		
Difficulty	Sample Causes for a Situational Sanity Save	Fear/Terror Effect
5	Hearing a distant gunshot.	Fear
5	Finding a human skeleton.	Terror
10	Trapped in a potentially deadly situation.	Fear
10	Finding a human corpse.	Terror
15	Hearing a sudden scream very close by.	Fear
15	Witnessing a scene of great pain or suffering.	Terror
20	A large explosion happens nearby.	Fear
20	Seeing someone sacrificed in a dark ritual.	Terror

Creature Fear/Terror		
Creature Type	Fear	Terror
Aberration	-	Y
Animal	Y	-
Construct (supernatural)	-	Y
Dragon	-	Y
Elemental	-	Y
Fey	Y	-
Humanoid	Y	-
Monstrous Humanoid*	Y	Y
Ooze	-	Y
Outsider	-	Y
Plant	Y	-
Supernatural Beast*	Y	Y
Undead	-	Y
Vermin	Y	-

*A monstrous humanoid or supernatural beast provokes Fear or Terror depending on its appearance.



Optional Rule: Disorders

Characters reduced to “unhinged” or worse on the mental health track suffer from severe penalties as a result of the mental trauma they have experienced. Depending on how well those characters roll on their recovery checks, the more severe penalties could last for days or even weeks.

Rather than dealing with those penalties, a character can wipe out all mental health conditions in exchange for a disorder selected by the Narrator. A Narrator can also automatically give a character a Disorder if the player rolls a natural 1 on the Sanity save or recovery check.

A disorder comes into effect within one day of the event that triggered it.

If a character develops a mania or a phobia, the disorder should be tailored to fit the circumstances of the event that triggered it. For example, a character who avoided a ghoul in a cemetery by hiding behind a tree might develop Dendromaina—the overwhelming desire to be around trees. Without a tree to hide behind, he feels vulnerable and exposed. Likewise he could just as easily develop coimetrophobia (ghouls dwell in cemeteries, after all) or necrophobia (dead things attract ghouls).

Common Disorders

Here is a list of some common disorders that may affect your Hero.

Addiction

The character turns an addictive substance to banish the memories that haunt him. While under the influence of the substance he suffers a -1 penalty on all attack rolls, saves, ability score checks, and skill checks.

This penalty lasts for 24 hours. He can go a maximum number of days equal to his Charisma or his Constitution (whichever is greater) before entering withdrawal. When in withdrawal, the character must succeed on a Difficulty 10 Fortitude save each day or be shaken until a new fix is gained. A character who is tempted by his addiction (e.g. someone offers him a drink) must succeed on a Difficulty 10 Will save to resist. A character addicted to an illegal substance also risks arrest.

Stacking Effects: Increase the penalty while under the influence by 1, or increase the Fortitude save Difficulty to resist withdrawal by 2, or select an additional substance to which the character is addicted. A character with multiple addictions must satisfy each addiction to avoid withdrawal. Every time a character receives the Addiction disorder, his Wealth bonus decreases by 1.

Amnesia

The character mentally blocks out the memories of whatever caused the trauma, but suffers from occasional flashbacks. If this disorder is selected, take note of the event that triggered it and the Sanity save Difficulty. If reminded of the event in the future, the character must succeed on a Sanity (Terror) check with a Difficulty equal to that of the original event as the repressed memories flood back in. If the character succeeds on the Sanity save, her denial is still in effect and she can lock out the memories once more.

Stacking Effects: If this disorder is caused by a similar event or memories of the original event, increase the Sanity save Difficulty by 1 as the memories become harder and harder to shut out.

Delusions and Hallucinations

The character begins to hear voices, catch movement out of the corner of her eye, and see fleeting glimpses of things when nothing is present. She cannot be certain if what she is seeing is real or just the product of her own troubled mind. She has a -1 penalty on all Notice and Search checks and on Sanity saves.

Stacking Effects: Increase the penalty on Notice and Search checks and Sanity saves by 1.

Depression

The character loses hope for the future and ceases attaching

emotional importance to certain aspects of life. He suffers a -2 penalty on Will saves and a -1 penalty on all other saves and checks due to a lack of motivation. This penalty does not apply to Sanity saves; the character simply does not care enough to be particularly bothered by anything he sees.

Stacking Effects: Increase the penalty by 1 each.

Generalized Anxiety Disorder

The character suffers from a variety of physical and emotional symptoms such as jumpiness, twitches, expectations of doom, and hyper-vigilance. He jumps at shadows and is always looking for danger. All attack rolls, saving throws, ability checks, and skill checks (except for Notice checks) suffer a -1 penalty. Notice checks have a +1 bonus.

Stacking Effects: Increase the penalty on attack rolls, saving throws, ability checks, and skill checks (as well as the bonus on Notice checks) by 1.

Mania

The character has a strong, unnatural desire for some particular object or situation and feels comforted by its presence. In situations where the subject of his mania is not present, he must succeed on a Difficulty 10 Will save or be shaken until he can obtain it.

Stacking Effects: Select an additional mania or increase the Will save Difficulty by 2 for an existing mania.

Night Terrors

The character's sleep is frequently plagued with nightmares. Each time the character sleeps, she must succeed on a Difficulty 10 Will save or suffer a nightmare so vivid she wakes up screaming and cannot sleep for at least 8 hours. The character is automatically fatigued for the next 24 hours due to lack of sleep. The only way to alleviate this penalty is through a full 8 hours of sleep. A character who resorts to pharmaceutical means to achieve her needed rest may become addicted to the medication.

Stacking Effects: Increase the Will save Difficulty by 2 to avoid having a night terror.

Obsession

The character becomes obsessed with something, investing

strong emotional bonds in it or gaining a sense of security from possessing it. The object of the obsession could be a sentimental trinket of some kind or something the character insists can protect or shield them from danger (such as a crucifix or good luck charm). The character must keep the object of her obsession with her at all times. She frequently checks to see if the item is on her person, and absentmindedly fondles the item in times of stress. If the item is removed from the character, she becomes frantic and suffers a -1 penalty on all attack rolls, skill checks, ability checks, and saving throws until the object is returned or the disorder is removed.

Stacking Effects: Increase the penalty on all attack rolls, skill checks, ability checks, and saving throws by 1.

Obsessive-Compulsive Disorder

The character develops a set of rituals and nervous responses that he must perform. This unsettles people around him, giving the character a -1 penalty on all Charisma-based checks. If the character is prevented from performing his rituals, he suffers a -1 penalty on all skill checks.

Stacking Effects: Increase the penalty on Charisma-based skill checks by 1.

Paranoia

The character becomes convinced that enemies are everywhere. He suffers a -2 penalty on Sense Motive checks and always believes that others are plotting against him if he fails a Sense Motive check.

Stacking Effects: Increase the penalty on Sense Motive checks by 2.

Phobia

The character has a strong, unnatural fear of some particular object or situation. If confronted with the subject of her fear, she must succeed on a Difficulty 12 Sanity (Fear) check. If the Sanity save is triggered by a creature, the creature's Sanity save Difficulty is increased by +2.

Stacking Effects: Select an additional phobia or increase the Fear (panic) save Difficulty by 1 for an existing phobia.

Psychotic Episodes

The character suffers occasional psychotic episodes during which he becomes mentally detached from reality. He may become delusional and see terrifying hallucinations, or he may become manic and rant wildly about the horrors that he has seen. Before each game session, the character must succeed on a Difficulty 15 Will save or suffer a psychotic episode at some point during the game session. The Narrator decides when the psychotic episode occurs. During a psychotic episode, the character is shaken.

Stacking Effects: Increase the Will save Difficulty to avoid having a psychotic episode by 1.

Sociopathic Tendencies

A character who becomes a sociopath slowly loses the capacity to connect with anything he experiences or is involved in. He suffers 1 point of Charisma drain as his emotions deaden and he stops caring about the world around him. The only Charisma skill not affected by the Charisma drain is Intimidate. A character whose Charisma drops to less than -3 by taking this Disorder becomes an incurable sociopath and is taken over by the Narrator.

Stacking Effects: 1 additional point of Charisma drain.

Weakened Mind

A character with this disorder gains a permanent -1 penalty to all Sanity saves and a -2 penalty to Will saves to recover from disorders. This condition must be eliminated before any hope exists of curing other mental disorders the character may have.

Stacking Effects: An additional -1 Penalty to Sanity saves and an additional -2 to Will saves to recover from disorders. For every two instances of this disorder, the character's Charisma is reduced by 1 as he exhibits nervous twitches and erratic behavior.

A Bag Full of Bones

The list of manias and phobias on the Sample Manias and Phobias table is included as a handy reference and as a source of inspiration for Narrator's crafting their adventures.

Eliminating Disorders

Regardless of the time period, mental disorders are not easy to eliminate. At best, a patient with a single disorder can recover in a month's time with proper care and intensive counseling. In less prosaic conditions, the character can be subjected to extremes of physical and psychological trauma, possibly resulting in further withdrawal into the dark recesses of the mind.

Level Gain

When a character goes up a level, she can make a Difficulty 15 Will save for each disorder she has. On a successful save, she eliminates the disorder.

Personal Psychiatric Care

Prolonged one-on-one psychiatric care of at least 1 month, with no odd occurrences during the therapy, allows the character to make a Difficulty 15 Will save to remove a single disorder. The psychiatrist may make a Knowledge (behavioral science) check to assist the character using the Aid rules in *True20 Adventure Roleplaying*.

Pre-1950 Sanitarium Care

While the purpose of a sanitarium is to cure mental disorders, in colonial times they more often simply served as prisons for the insane if they were present at all. The sad truth is that a patient in a sanitarium is unlikely to receive the careful attention she requires. In addition, the very conditions in early sanitariums lead themselves to Sanity saves. There is rampant abuse and harsh therapies such as shock treatment. Patients are strapped into straitjackets at the first sign of unrest with little or no concern for their comfort or well-being. Inmates are chained to walls, strapped down, poked, prodded, and humiliated by the orderlies and even the doctors.

Recovery in a sanitarium works as described above, but because of the lack of proper treatment, the character can only roll for recovery once every two weeks. Furthermore, because of the horrific living conditions the character has a modifier of between -1 to -5 (Narrator's choice) to all Will saves made on the road to recovery in a sanitarium. As the modifier indicates, many patients in sanitariums would be better off locked in their nephews' attics.

Random Disorder Table

d20	Disorder
1	Weakened mind
2	Depression
3	Sociopathic tendencies
4	Obsessive-compulsive disorder
5-6	Addiction
7	Psychotic episodes
8	Paranoia
9-11	Phobia
12-13	Generalized anxiety disorder
14-15	Delusions and hallucinations
16-17	Night terrors
18	Obsession
19	Mania
20	Amnesia

*There is danger from all men.
The only maxim of a free government
ought to be to trust no man living with
power to endanger the public liberty.*

-John Adams, 1772

Diseases

Life in the Colonies is filled with untold danger, yet danger that hides behind every corner, under every loaf of bread, or in every jug of ale, is Disease. In the world of *Colonial Gothic*, medical knowledge often isn't enough to prevent diseases from spreading or cure them after a close examination.

When faced with the potential to contract a disease, your Hero will make a Fortitude save. If they fail this save, they become sick with the ailment and begin to show symptoms once its incubation period has passed. If your Hero rolls two consecutive natural 20s for any of these diseases, they will be cured the next day of all ill effects, and will become immune to that disease—with the exception of supernatural diseases.

Sample Manias and Phobias	
Prefix Desire for (-mania)/Fear of (-phobia)	Prefix Desire for (-mania)/Fear of (-phobia)
Acro- Heights	Hemo- Blood
Aero- Air	Herpeto- Reptiles
Agora- Open spaces	Hydro- Water
Ailuro- Cats	Iatro- Doctors
Andro- Men (males)	Ichthyo- Fish
Anthropo- People or society	Insecto- Insects
Arachno- Spiders	Ligyro- Loud noises
Astro- Stars	Mechano- Machines
Auto- Being alone or by oneself	Muso- Mice and rats
Automatono- Things that falsely represent a sentient being	Necro- Death or dead things
Automysso- Being dirty	Nelo- Glass
Bacterio- Germs	Nocti- The night
Ballisto- Missiles or bullets	Nosocome- Hospitals
Baro- Loss of gravity	Nycto- Night or nightfall
Batho- Depth or deep places	Odonto- Teeth
Biblio- Books	Oneiro- Dreams
Blenno- Slime	Onomato- A certain name, word, or phrase
Botano- Plants	Ophidio- Snakes
Bronto- Thunder and lightning	Ornitho- Birds
Bufono- Toads	Osse- Bones
Caco- Ugliness	Pago- Ice or frost
Ceno- Emptiness, empty rooms	Pedi- Children
Chiono- Snow	Phago- Eating
Chronomentro- Clocks	Phono- Noise, including one's own voice
Claustro- Confined spaces	Pyro- Fire
Coimetro- Cemeteries	Scoto- Darkness
Coulo- Clowns	Somni- Sleep
Cyno- Dogs	Spectro- Mirrors
Daemono- Demons	Taphe- Being buried alive
Demo- Crowds	Terato- Monsters
Dendro- Trees	Thalasso- The sea
Dipso- Drinking	Thanato- Death or dying
Entomo- Insects	Tomo- Surgery
Gephyro- Crossing bridges	Urano- The heavens, the sky
Geronto- Old people or of growing old	Vermi- Worms
Gyne- Woman (females)	Xantho- The color yellow
Hamarto- Sin or making an error	Xeno- Strangers
Haphe- Being touched	Xylo- Wood or wooden objects
Helio- The sun	Xyro- Razors
Hemato- Bleeding	Zoo- Animals

Ague

This disease is marked by fever and chills, regardless of what the weather is like outside. This disease is vectored by mosquitoes and requires a Difficulty 18 Fortitude save. The incubation period is 12 to 30 days. If your Hero contracts Ague, they will have to roll a new save each day or suffer 1 point of Constitution damage until they succeed on two consecutive saves or the disease is cured through other means.

Ague—Transmitted by mosquitoes or blood to blood contact; Fortitude Difficulty 18 resists; incubation period 10 days, damage 1 Con.

Barrel Fever

Your Hero suffers from nausea and sickness. The incubation period is 7 to 14 days and required a Difficulty 16 Fortitude save to resist. Barrel fever causes your hero to suffer 3 points of Constitution damage and be nauseated for the duration of each day they fail their Fortitude save until they succeed on two consecutive saves or the disease is cured through other means.

Barrel Fever—Caused by heavy drinking; Fortitude Difficulty 16 resists; incubation period 30 days, damage 3 Con plus nausea.

Bright's Disease

Bright's Disease causes your Hero's kidneys to become inflamed. The incubation period is 2-7 days and requires a Difficulty 16 Fortitude saving throw to resist. Bright's Disease inflicts 3 points of Strength damage on each day they fail their Fortitude save until they succeed on two consecutive saves or the disease is cured through other means.

Bright's Disease—Transmitted by air; Fortitude Difficulty 16 resists; incubation period 5 days, damage 3 Str.

Bursten

General fatigue sets in, causing your Hero to be constantly tired and weak. Your Hero's muscles ache from lack of use. While under the effect of the disease, your Hero must succeed on a Difficulty 15 Fortitude save each day or suffer 1 point of Strength and Dexterity damage each, until they succeed on two consecutive saves or the disease is cured through other means.

Bursten—Transmitted by air; Fortitude Difficulty 15 resists; incubation period 7 days, damage 1 Str and 1 Dex.

Camp Fever

Your Hero has an unnaturally high fever, and experiences bouts of vomiting and uncontrollable weakness. The incubation period is around 2 days and the Fortitude save Difficulty is 15. Camp Fever inflicts 3 points of Strength and Dexterity damage on each day they fail their Fortitude save until they succeed on two consecutive saves or the disease is cured through other means.

Camp Fever—Transmitted by fleas; Fortitude Difficulty 15 resists; incubation period 2 days, damage 3 Str and 3 Dex plus nausea.

Consumption

Your Hero has been diagnosed with an early form of Tuberculosis. During this time, your Hero must succeed on a Difficulty 15 Fortitude save each day or suffer 4 points of Constitution damage until they succeed on two consecutive saves or the disease is cured through other means.

Consumption—Transmitted through air or dairy products; Fortitude Difficulty 15 resists; incubation period 2 days, damage 4 Con.

Dock Fever

You burn with a fever so high your Hero is hallucinating pink, fluffy bunnies. Also called "Yellow Fever", Dock Fever strikes down even the strongest Hero with no warning and is commonly caught near the waterfront. The incubation period is around 24 hours and the Fortitude save Difficulty is 16. Dock fever inflicts 3 points of Constitution damage on each day they fail their Fortitude save until they succeed on two consecutive saves.

Dock Fever—Transmitted through ticks, lice and blood to blood contact; Fortitude Difficulty 16 resists; incubation period 1 day, damage 3 Con plus hallucinations.

Jaundice

Your Hero's skin has a yellowish cast to it, and your Hero has lost their appetite, weakening their constitution. The incubation period is approximately 3 days and the Fortitude save Difficulty is 16. Jaundice inflicts 3 points of Strength damage on each day they fail their Fortitude save until they succeed on two consecutive saves or the disease is cured through other means.

Jaundice—Transmitted through contact; Fortitude Difficulty 16 resists; incubation period 3 days, damage 3 Str.

Rickets

What your Hero thought was a lack of energy turned out to be a bout of Rickets, a disease that has weakened your bones. Rickets is caused by malnutrition, particularly a lack of Calcium or vitamin D. Until your case of Rickets is healed, your Hero must make a Difficulty 16 Fortitude save each day or suffer 3 points of Strength damage and 1 point of Constitution damage due to condition of your brittle bones. This condition lasts until they succeed on three consecutive saves or the disease is cured through other means.

Rickets—Caused by malnutrition; Fortitude Difficulty 16 resists; incubation period 7 days, damage 3 Str and 1 Con.

St. Anthony's Fire

Angry, red blotches cover your skin, all over your body including your face, your hands, your scalp, even your eyelids and mouth. This disease has an incubation period of 1-7 days and requires a Difficulty 16 Fortitude save to resist. While it is not painful, it mars your Hero's appearance so greatly people run in fear from you, believing your disease is something much worse and more contagious than what it is. St. Anthony's fire inflicts 4 points of Charisma damage on each day they fail their Fortitude save until they succeed on two consecutive saves or the disease is cured through other means.

St. Anthony's Fire—Transmitted by air; Fortitude Difficulty 16 resists; incubation period 1-7 days, damage 4 Cha.

Poisons

Used as a more subtle, non-magical means of attack, Villains use poison to slow down their enemies or to try to assassinate them. Like known diseases, your Hero can develop immunities to these poisons by rolling two consecutive natural 20s when he attempts to resist the effects of both the poison's primary and secondary damage. If your Hero ingests or wishes to recognize Poison, she can make an appropriate skill test (Craft [alchemy] or Knowledge [physical sciences] for poisonous chemical compounds, Knowledge [herbalism], Knowledge [life sciences] or Survival for poisonous plant extracts, etc.) to identify what poison is in front of her.

Arsenic

Arsenic has been known since the times of Ancient Greece, but it was in the 8th century that Arab alchemists discovered that by heating realgar they created a substance known as white arsenic. If your Hero has been poisoned with Arsenic, an odorless, colorless, poison, she will experience a mild

heart attack which will weaken your Hero for 1d12 days until she recovers. During this time, your Hero will be at a -1 to all Nimble and Might-related tests.

Ingestion; Fortitude Difficulty 16 resists; initial and secondary damage 1 Str and 1 Dex.

Cyanide

Cyanide is a poison created by cooking down bitter almonds and cherry laurel. One of the rarer poisons, cyanide is difficult to concoct because of its distinct smell and lethal fumes during its creation process. Although it is easy to recognize, cyanide is a deadly poison.

Inhalation or Ingestion; Fortitude Difficulty 18 resists; initial and secondary damage 3 Con.

Hellebore

The Hellebore flowers in the winter with large white, green, or purplish flowers and is known as the Winter Rose. The juice of this plant is extracted and is highly poisonous. Extracting the juice, and having it reduce over a low fire, creates a thick and highly lethal poison.

Ingestion; Fortitude Difficulty 15 resists; initial and secondary damage 1 Con + unconsciousness.

Hemlock

Hemlock is a plant with a purple-spotted stem fern-like leaves; its small, white flowers give off an unpleasant aroma. The plant is common throughout Europe and the Colonies, which makes the availability of this poison easy to come by.

Ingestion; Fortitude Difficulty 16 resists; initial and secondary damage 2 Int.

The Kiss of the Grave

This poison, popular in Spain, has slowly filtered into the colonies from Florida through Georgia. The origins of this poison is unknown, but some speculate it is a hold over from the days of the Inquisition.

Ingestion; Fortitude Difficulty 16 resists; initial and secondary damage is 1 Dexterity plus a 5 day coma.

Mars' Wrath

A new poison that traces its origins to France, the creation of Mars' Wrath is still shrouded in mystery. Although many attempts have been made to replicate this poison, none have been successful.

Inhalation; Fortitude Difficulty 16 resists; initial and secondary damage 1 Strength and 2 Constitution.

Witch Brew

Rare, no one really knows what ingredients make up this foul and potent poison. Some feel it is the tears of a hundred virgins. Others speculate that the blood of a new born is mixed with a dead man's finger. Whatever it is, Witches Brew is a vile and deadly poison.

Ingestion; Fortitude Difficulty 16 resists; initial and secondary damage 3 Constitution.



Chapter 5: Currency, Weapons and Equipment

Economy & Trade

In the world of *Colonial Gothic* the default assumption is that you are using the abstract wealth system outlined in Chapter 5 of *True20 Adventure Roleplaying* to represent the wide variety of money, trade goods and other forms of credit available at the time.

Optional Rule: Hard Currency

This section provides optional rules for those who wish to discard the abstract wealth system in favor of tracking exact amounts of money in the common currencies of the time period. If you are using the wealth system in your game, feel free to skip ahead to the **Bartering and Book Credit** section.

In the world of *Colonial Gothic* the colonies primarily use two forms of currency; the English pound or the Spanish-milled Dollar. Merchants throughout the colonies accept most coin as payment for goods, as long as the “official” coins are made from gold and silver, but they also accept buying or exchanging goods on credit. Outside of the mercantile exchange, during this time period many colonists, natives, and immigrants trade goods on perceived value in order to get what they need or simply made what they require from raw materials.

Currency & Historical Accuracy

Historically, currency during this time was confusing and in flux. Many of the colonies had their own colonial scripts and methods of commerce; inflation, interest, war and other factors caused many problems for standardized pricing. For the purposes of this game, we chose the English pound sterling as the Colonial standard of currency. Even though, historically, every Colony had its own economy, the value of the pound

He preferred an honest man that wooed his daughter, before a rich man. "I would rather," said Themistocles, "have a man that wants money than money that wants a man."

Plutarch

sterling is the same throughout the colonies in *Colonial Gothic*.

English Currency

Since the birth of the Colonies, as more and more Colonial goods were shipped to England, the growing merchant class earned their wealth by profiting from these sales. However, as more and more foreigners flee to colonial shores, demand for goods began to grow—in the Colonies, in England, and in other European countries. This hasn't made Parliament very happy, because in order to survive financially, it has been forced to compete with the rest of Europe.

To stem this, Parliament has recently decided to limit the

Converting Purchase Difficulties to Pounds Sterling	
Purchase Difficulty	Item's Price (in pounds sterling or shillings)
2	Up to £1/10 or 2 s
4	£1/5 or 4s
7	£1/2 or 10 s
10	£1 or 20 s
12	£2
15	£5
18	£10
20	£20
23	£50
26	£100
28	£200
31	£500
34	£1,000
36	£2,000
39	£5,000
42	£10,000
44	£20,000
47	£50,000
+8	Each additional x10

amount of trade, claiming that the Colonies could only trade with England. To make things even more difficult, Parliament also worked to limit the amount of currency in the Colonies in order to keep the Colonies dependent on the England that, in turn, would give them an even less chance to earn their independence. But, the Colonial merchants would not stop providing for the ever-growing demand within the Colonies for goods, and an underground economy of smuggling and black market goods flourishes, even to this day.

English coins break down into the following denominations:

1 Pound Sterling (Silver) = 20 Shillings (Silver)

1 Shilling = 12 Pence

Spanish Currency

The basic form of Spanish currency is the Doubloon. If the Doubloon is minted in Spain the coin had milled edges and known as the Spanish Milled Doubloon; if minted in Mexico they are known as Spanish Heavy Doubloons. Some Colonial merchants prefer accepting and using the Doubloon due to its' standard weight.

Although the Spanish-milled Dollar is common throughout the colonies, the standard units of currency are English Pounds, Shillings and Pence. All currency values active within the Colonies, regardless of origin, are converted using the British pound (£).

Spanish coins break down into the following denominations:

1 Doubloon = 16 Pieces of Eight (gold) = 128 Reals (silver)

1 Piece Of Eight = 8 Reals



Currency Conversions	
English	Spanish
1 £	4 ½ Pieces of Eight
4 Shillings 5 pence	1 Piece of Eight
10 pence 1 ¼ farthing	1 reals 1 copper peso

1 Real (Silver) = 8 Pesos (copper)

Bills of Credit

Many of the Colonies produced their own currency known as "Bills of Credit." These Bills are backed by the Colonial governments, either on the credit of the Colony supported by tax funds, or on loans. The first colony to introduce Bills of Credit was Massachusetts in 1609. Other Colonies soon followed after them, because they saw Bill of Credit as a way to raise funds.

Bills of Credit work in *Colonial Gothic* by providing three key things. First, since banks don't exist during this time, people needing to make loans or other credit transactions use the Bills instead. Second reason, Bills help support the Colonial governments with revenue, based off of interest paid, just like loans in modern times.

Finally, and more importantly, Bills supply a medium of exchange between Colonists, regardless of where they live in the Colonies. All of these Bills of Credit had their own exchange rate, and this is decided in secret by Colonial merchants. It is the merchants who, much to the chagrin of Colonial government officials, control the economy of the colonies.

The practice of Book Credit is yet another way in which currency words during this time. Here the buyer purchases goods on credit, and the seller then debits the amount on their books in the local currency. The debt is cleared by the buyer once they pay it off in an exchange of either equally valued goods or services.



Using Currency

Currency works in *Colonial Gothic* by allowing players to either use hard currency, which in this case is the British pound, or using Book Credit. Players that are from another foreign background that may not have pounds sterling would use Credit; Heroes that have hard currency could do either. There is no mechanic for buying goods using hard currency, but because Book Credit predates the financial backing of a bank, this form of purchase is similar to bartering (see the following section on Bartering).

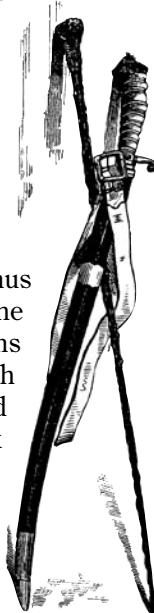
Starting Currency, Weapons & Equipment

If your Narrator decides to use the hard currency optional rules presented here, your Hero starts their adventuring career with £20, which they can use to purchase their gear or weapons. In addition to their starting wealth, Heroes start with two sets of clothes and a pair of shoes or boots, regardless of their background.

Bartering and Book Credit

Regardless of whether the Wealth check or hard currency monetary system is being used, a character may attempt to barter or use book credit when making a purchase. The purchaser makes a Diplomacy or Knowledge (business) check to negotiate the price, which is opposed by the seller's Bluff check. If the buyer wins the check he gains either a 10% reduction in the price (if using the hard currency system) or a +1 bonus on his wealth check (if using the Wealth system) plus an additional 10% reduction or +1 bonus for every 5 points they beat the seller's check by. If the opposed check results in a tie, then the price remains the same. If the seller wins the buyer must deal with either a 10% increase in the price (if using the hard currency system) or a -1 penalty on his wealth check (if using the Wealth system) plus an additional 10% price hike or -1 penalty for every 5 points the seller beat their check by.

For example, your Hero wants to purchase a Pennsylvania Rifle because he's hunting a large, hairy man-beast called a "Wendigo" in the woods nearby. The Narrator is using the hard currency rules so the rifle costs £10, and you wish to buy it with Book Credit. You fail your Diplomacy check by 11, and the merchant tells you that this Rifle also comes with gunpowder, so the price is increased to £12. You agree to the deal and the merchant writes it in his ledger that you owe him £12. A few weeks later, after you successfully hunt and kill the ferocious Wendigo, your Hero has a fine, fur pelt to sell. The merchant values the pelt as £50 in tradable goods. You sell it to the merchant, paying off your debt, and use the rest to purchase more goods.



Weapons

Whether you make your own bow or you purchase a finely-crafted sword, these weapons will allow your Hero to take on Villains, hunt monsters or prey, and defend his beliefs.

Melee Weapons

These weapons are commonly used in combat or in brawls, and are beneficial because you don't have to worry about reloading your pistol. Unless otherwise noted, all melee weapons are perfect for short range and in hand-to-hand combat.

Cutlass

Most sailors use these swords because they are ideal for close combat. The large guard protects the hand, and the blade is designed to be used for cutting and thrusting. When wielding this weapon, you gain a +2 bonus to disarm attempts. This bonus stacks with the bonus conferred by the Improved Disarm feat.

Average Cost: £1 10s

Halberd

This two-handed weapon has a large axe mounted on a pole. The axe is curved on the back which makes it a perfect weapon to fight against mounted soldiers. The halberd's spiked tip also makes it useful for charging in battle.

Average Cost: 15s 8p

Hatchet

Hatchets are small, hand-held axes used for foraging, clearing trails, and a variety of other survival uses. A good multi-purpose blade, the lightweight hatchet can be carried on a belt.

Average Cost: 4s

Hunting Sword

Intended more for show than any real fighting, hunting swords are usually used in duels. A gentleman chooses a finely-crafted hunting sword to defend his honor and reputation.

Average Cost: £1

Melee Weapons							
Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
Simple Weapons							
Club	+2	20/+3	Bludgeoning	10 ft.	Med	4	3 lb.
Knife	+1	19-20/+3	Piercing	10 ft.	Tiny	7	1 lb.
Spear	+3	19-20/+4	Piercing	20 ft.	Large	6	6 lb.
Martial Weapons							
Cutlass*	+3	20/+4	Piercing and slashing	—	Med	9	3 lb.
Halberd	+3	20/+4	Piercing or slashing	—	Large	8	12 lb.
Hatchet	+1	20/+3	Slashing	10 ft.	Small	4	2 lb.
Hunting Sword	+2	19-20/+3	Slashing	—	Small	10	2 lb.
Infantry Sword	+3	19-20/+3	Slashing	—	Med	18	4 lb.
Pike*	+3	20/+4	Piercing	—	Large	7	12 lb.
Saber	+2	19-20/+4	Slashing	—	Med	10	5 lb.
Saber, Heavy	+3	19-20/+4	Slashing	—	Med	11	6 lb.
Tomahawk	+2	20/+4	Slashing	10 ft.	Small	7	3 lb.
War club	+3	20/+3	Bludgeoning	—	Med	5	6 lb.
* = see description for details.							

Infantry Sword

While many Infantrymen use a hunting sword for fighting, many choose to use an Infantry Sword instead. Unlike the saber, the Infantry Sword is designed to be used on foot and is primarily a cutting weapon.

Average Cost: £15 5s

Pike

Typically carried by infantry, the pike is an extremely long, spear-like weapon made of wood with a metal tip. Due to its 10-to-14 foot length, this is a two-handed weapon that can be cumbersome to use. A pike provides a medium size wielder with a 15ft. reach but cannot be used in close quarters.

Average Cost: 20s 10p

Saber / Heavy Saber

Mainly used by horseman, these swords are designed to chop at an opponent. Sabers are easily distinguished by the fact that the back of the blade allows a horseman to thrust at an opponent from one direction, then swipe at them with its serrated backside to quickly slay an opponent.

Average Cost: £1 / £1 15s (Heavy)

Tomahawk

Traditionally made of hickory with a stone or metal blade, the tomahawk is used like an hand axe and can also be used as a throwing weapon. Tomahawks were also used for Native American ceremonies, and were often decorated with the colors and symbols of the tribe.

Average Cost: 10s

War Club

Made of wood, war clubs are rudimentary, carved clubs that do a lot of damage when other weapons may not readily available.

Average Cost: ½p

Ranged Weapons								
Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight	Reload Time
Martial Weapons								
Bow	+3**	20/+4	Piercing	40 ft.	Large	6	3 lbs.	Free action
Pistols (Firearms Training)								
Blunderbuss Pistol	+5/+4**	20/+4	Ballistic	20 ft.	Small	13	4 lbs.	2 rounds*
Cannon Barrel Pistol	+4	20/+4	Ballistic	10 ft.	Small	12	4 lbs.	2 rounds*
Double Barrel Pistol	+4/+6**	20/+4	Ballistic	10 ft.	Small	13	4 lbs.	2 rounds*
Dutch "Long" Pistol	+4	20/+4	Ballistic	20 ft.	Small	14	3 lbs.	2 rounds*
Flintlock pistol	+4	20/+4	Ballistic	15 ft.	Small	12	3 lbs.	2 rounds*
Traveling Pistol	+2	20/+3	Ballistic	10 ft.	Tiny	11	2 lbs.	2 rounds*
Longarms (Firearms Training)								
Colonial musket	+5	20/+4	Ballistic	60 ft.	Large	13	9 lbs.	2 rounds*
Fowler	+5	20/+4	Ballistic	50 ft.	Large	12	10 lbs.	2 rounds*
KY/PA Longrifle	+6	20/+3	Ballistic	70 ft.	Large	14	12 lbs.	2 rounds*
Rampart Gun	+7	20/+4	Ballistic	70 ft.	Huge	18	25 lb.	3 rounds*
Long Land Musket	+5	20/+3	Ballistic	80 ft.	Large	14	12 lbs.	2 rounds*
* = The Quick Draw feat reduces the number of full-round actions required to reload a firearm by 1. Note that each of these firearms can only be fired once before they must be reloaded with the exception of the double barreled pistol, in which case each barrel can be fired once								
** = see description for details.								

Misfires	
Roll	Result
1-3	Kaboom! Weapon explodes dealing normal damage to wielder. The weapon is destroyed in the process.
4-8	Fouled: The barrel becomes fouled. You must spend an hour cleaning it before it can be fired again.
9-12	Jammed: The firing mechanism jams. Clearing the jam requires 3 rounds of work. It may be fired the round after clearing it.
13-16	Weak Charge: You used too little powder to prime the weapon so the shot was fired to no effect.
17+	Failed Ignition: Either the firing mechanism fails to produce a spark or the powder fails to ignite. The weapon doesn't go off, but it can be fired again the next round.

Colonial Firearms

During the Colonial period firearms were still fairly primitive. Unlike later, more reliable firearms that have negligible reloading time, these required a number of full round actions to reload (see table) and had a chance of misfiring. Whenever a natural 1 is rolled on the attack roll with one of these firearms, roll a d20 and consult the misfire table.

Pistols

All pistols take two rounds to reload.

Blunderbuss Pistol

Designed for use aboard ships, the blunderbuss is deadly in close fighting, but loses its punch at further distance. The damage listing before the slash is for close range only and the damage listing after the slash is for longer ranges. The barrel of a blunderbuss is 10-inches and flared at the end.

Average Cost: £3

Cannon Barrel Pistol

With a 13-inch barrel flaring out at the end, this pistol is designed to be accurate and deadly at close range. Unlike other pistols, the barrel of a Cannon Barrel Pistol is known as a Screw Pistol, due to the barrel being able to be released by unscrewing it from the stock.

Average Cost: £2

Double Barrel Pistol

With two 12-inch barrels, this pistol is designed to be fired separately or in unison. Used heavily aboard ships, these pistols give sailors an edge while boarding. The first damage listed is for firing one barrel, and the second damage listing is for firing both simultaneously. If both barrels are fired, there is a -1 penalty to the attack roll. It takes four full actions to reload both barrels.

Average Cost: £2 10s

Dutch "Long" Pistol

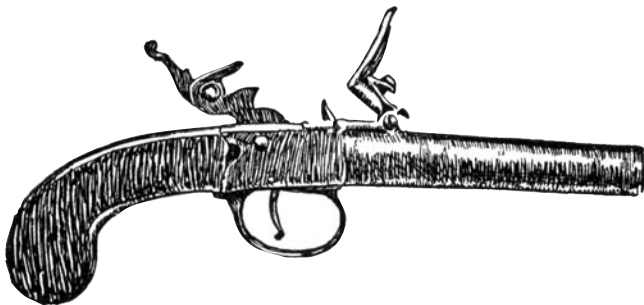
Nicknamed the "Long" due the 14-inch barrel, these pistols are designed and manufactured in the Netherlands and have slowly become available for sale in the Colonies.

Average Cost: £4

Flintlock Pistol

This pistol's barrel is 9-inches in length, and is the most common type of pistol found in the Colonies. Flintlocks were produced by a variety of gunsmiths, both in the Colonies and abroad. The German Flintlock, for example, was an elegantly carved weapon used in ceremonial gatherings and for display. The Kentucky/Pennsylvania Flintlock Pistol, on the other hand, were created by the same gunsmiths who developed the Kentucky and Pennsylvania Rifles and were not as ornamental.

Average Cost: 40s to £2



Traveling Pistol

This is a small pistol that has a 7½-inch in barrel. It is designed to hide in a jacket pocket and many wealthy merchants and travelers carry them while traveling. It is also carried by the gentry class concealed within the folds of their clothing.

Average Cost: 30s

Other Ranged Weapons

Other than the rampart gun and the bow, all ranged weapons take two rounds to reload.

Bow

In the Colonies, short bows were hand-crafted or were purchased at market. These bows were also known as "self bows," because they were carved from a single piece of wood. With a draw range of about 2 feet, a bow is capable of taking down a buffalo with multiple shots or a rabbit with one shot. Bows add the wielder's Strength bonus to their damage, although most bows are only designed to add up to a +5 Str bonus at best.

Average Cost: 5s 2 ½p

Colonial Muskets

Beginning in 1775, numerous *Colonial Gothic* gunsmiths began creating muskets based on the British "Brown Bess" Musket. With 42-inch barrels, and plain wood stocks, these muskets are fairly common among the Colonial Militias as well as the Continental Army.

Average Cost: £2 10s

Fowlers

Known as either the Hudson Valley Fowler or the New England Fowler, this is the most common musket found in the Colonies. With 48-inch barrels, these muskets are primarily used for hunting. Among the various Native Tribes, these muskets are commonly used by their warriors.

Average Cost: £1 20s

Kentucky / Pennsylvania Longrifles

Created by German gunsmiths living in southern Pennsylvania, these muskets became favored by those

moving to the frontier areas since the French Indian War. With barrels ranging from 44-to-46 inches, these rifles are feared not only for their range but also for their deadly accuracy. The Longrifle is the weapon of choice for woodsman, trackers, hunters, and frontiersman.

Average Cost: £3 10s 2p

Long Land "Brown Bess" Musket

The most common musket for British Infantry, the Long Land has a 46-inch barrel and is not found on the open marketplace; those who find a "Brown Bess" are using a musket leftover from the French-Indian War. Another version of this musket, the "Short Land Brown Bess", is a bit lighter than the Long Land, and is also designed for British military and naval use.

Average Cost: £3 10s

Rampart Gun

With a 46-inch barrel and weighing in at 25 pounds, these muskets are more like mini-cannons than shoulder arms. Due to the weight of the gun, it must be fired using a detachable balancing stick, which also allows the gun to swivel. Used onboard ships, as well as on top of palisades, these guns are found in the colonies, but not in great numbers. The rampart gun takes three rounds to reload.

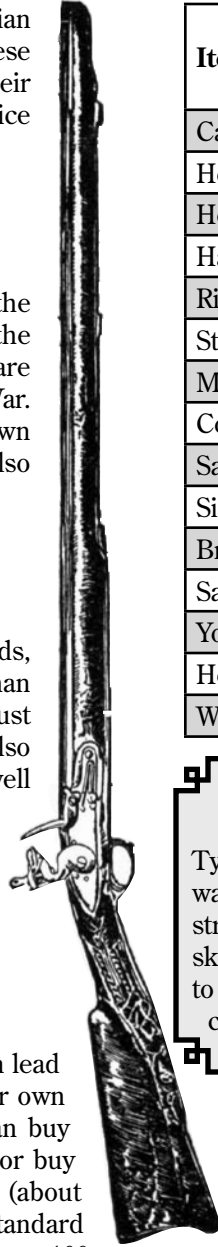
Average Cost: £10

Ammunition

Many soldiers and militia were forced to melt down lead into molds on the battlefield in order to make their own bullets when their supplies ran low. Your Hero can buy ammunition in the marketplace, trade for rounds, or buy a 24 ounce lead disk with a purchase Difficulty of 2 (about 24 pence), which is enough to make around 144 standard bullets. If you are looking to buy or trade for munitions, 100 lead bullets have a purchase Difficulty of 7 (around 100-120 pence). If you are skilled in Craft (bowyer/fletcher), you can either make your own arrows by finding raw materials or you can buy 50 of them at a purchase Difficulty of 2 (about 24 pence).

Transportation

The fastest form of transportation in the Colonies is to ride on horseback. This table outlines the average costs associated with buying horses either from a ranch, farm, or marketplace, or trading for one from a Native tribe.



Item	Purchase Difficulty	Hard Currency Cost
Cart	14	£4 10s
Horse Collar	18	£10
Horse Bell	7	10s 5p
Harness	16	£7
Riding Horse	20	£20
Stallion	19	£12
Mare	17	£9
Colt	14	£4 12s
Saddle	20	£25
Side Saddle	16	£6
Bridle	9	17s 6p
Saddlebag	3	2s 6p
Yoke	6	7s
Horse Blanket	2	2s
Wagon Wheel	7	12s

Crossing Water
 Typically, Colonists or Natives who wish to cross water either ride on horseback through shallow streams or use a makeshift raft. Those who are skilled in the art of woodworking use their tools to carve out canoes and make them waterproof by coating them in tree sap.

Supplies

While many Colonists buy imported supplies from the marketplace, others make what they need after finding or purchasing raw materials. During this time period, many Colonists live a Spartan lifestyle because, quite frequently, trade and imports are frequently disrupted by the War and pirates. Trade is quite common, and sometimes uneven exchanges happen when desperation sets in.

Clothing in the Marketplace

Many Colonists have two sets of clothing; one they wear for day-to-day living, and the other for more ceremonial uses. The clothes listed here are examples of clothing available for sale in a typical *Colonial Gothic* marketplace, with an average purchase Difficulty range listed for each. A high importance is placed on the imported textiles used

to make hats, bonnets, petticoats, leggings, etc; the higher the price of the item, the more expensive the materials were to make it.

Breeches

Made in a variety of leather grades and materials, these pants work great if you are working a Trade or traveling out in the wilderness. Breeches sold in the marketplace tend to be a higher grade of leather than elsewhere in the Colonies; Native “breeches” or leggings are considered the highest grade and would fetch a fair price for trade.

Purchase Difficulty: 7 to 13 (10s to £3)

Cloaks

Extremely useful and easy-to-dye, wool cloaks were a great way to keep your Hero warm at night on the battlefield or protect yourself from the rain. The gentry class also wear embroidered silk or fine satin cloaks to protect their expensive garments and to complete their dress ensemble.

Purchase Difficulty: 10 to 14 (19s 4p to £3)

Fan

Used by gentile men and women alike, these hand-painted fans have a backbone of wood or ivory and are covered with satin, linen or cotton. Fans make excellent gifts to the gentry class; these works of art can also convey subtle messages across crowded rooms.

Purchase Difficulty: 15 to 19 (£5 to £15)

Gloves

Most gentlemen and ladies own a pair of gloves. Although usually worn for special occasions, gloves can also serve as a visual status symbol in the marketplace. Not available in leather, gloves were available in cotton, silk, and the “white kid” style.

Purchase Difficulty: 2 to 5 (2s to 5s)

Powdered Wigs

Over the years, wig-wearing ebbed and flowed in popularity. Some political and legal professions were associated with wigs, but many styles were simply worn for fashion. Wigs were made of goat, horse, or human hair, and were sometimes dyed or powdered in pastel colors or white. In *Colonial Gothic*, wigs are simply a part of fashion, and hold no bearing on someone’s status or significance. Typically, wigs range in purchase Difficulty from 8 (about 12s) on up, depending upon the merchant and the quality.

Wheelwright

Since wheels were typically made of iron and wood, it wasn’t uncommon for a Colonist to see a wheelwright when their tire assembly broke down on a gravelly or uneven road. The wheelwright would get a big iron hoop from a blacksmith, heat the iron ring, and hammer it into place with a hammer. Afterward, he would douse the assembly with water, causing the metal to contract into place.

Gown

Many ladies feel a sense of rivalry when they get together for a dance or social occasion, and choose their gown carefully; for some women, the color, cut and style of the gown can speak volumes about their political position or romantic intentions. Made out of linen or silk, gowns are custom-tailored and are not normally worn on a day-to-day basis.

Purchase Difficulty: 18 to 19 (£12 10s to £15)

Hats

From the infamous, wool tri-corner hat to the leather hat, most Colonists wear head coverings to protect themselves from the elements. Women’s hats are called bonnets, and are often worn to keep long hair safely tucked away during daily chores. Bonnets are available in a variety of fabrics and textiles like cotton and silk.

Purchase Difficulty: 8 to 11 (12s to £1 10s)

Handkerchiefs

One of the most useful articles of clothing a Colonist or Native could have, these inexpensive face coverings serve a variety of purposes. From filtering water in a stream to covering your face in a fire or whipping up a makeshift splint, handkerchiefs come in a variety of sizes and materials.

Purchase Difficulty 2 to 4 (1s to 4s 6p)

Shawl

Light enough for pale spring, cotton, silk or wool shawls can be used to keep your Hero warm, carry goods or hide children. Shawls are also a great, casual way to stash weapons or carry secret messages.

Purchase Difficulty 4 to 15 (4s 5p to £5)

Shoes

Cobbled by hand, shoes and boots were made in leather, calico, and a variety of other materials. Boots were typically

Item	Purchase Difficulty	Hard Currency Cost
Black Lead Pencil	2	6p
Book, Blank	2	1s 6p
Bullet Mold, 6 Bullets	7	9s
Canteen, Wood	6	8s
Clothes Brush	2	8p
Coffee Mill	3	3s
Coffee Pot	10	£1
Compass	2	1s
Corkscrew	2	3p
Folding Camp Knife and Fork	5	5s 2p
Fountain Pen	2	6p
Horsewhip	12	£2
Hunting Bag	2	1s
Ice Creepers	5	6s 2p
Ink Pot	2	1s

valued higher than shoes, for they are very useful working a Trade, out on the farm, or tracking through the forest. Silk shoes, while uncommon and rarely worn by most Colonists, would have a Purchase Difficulty of 13 (about £3).

Purchase Difficulty 2 to 7 (2s to 10s)

Shirt

Worn under suits or over leggings, shirts are fairly common pieces of clothing and are made in cotton or linen.

Purchase Difficulty 6 to 10 (8s to £1)

Suit or Uniform

When you buy a suit of clothing, your Hero will receive a fine set of britches, vest, and coat. You may also have the option of buying a fine wool military uniform with all of its brass trimmings. Available in wool or other fine fabrics like silk, a suit is common for any politician, socialite, or merchant.

Purchase Difficulty 15 to 20 (£6 to £20)

Military Supplies

Whether your Hero is fighting in the militia or is on a ship in the Royal Navy, you will need some basic supplies to carry you through. The following table is an example of the gear a general might have in *Colonial Gothic* that can be acquired through the marketplace.

Item	Purchase Difficulty	Hard Currency Cost
Ink Powder	2	5p
Leaf Tobacco, 1 pound	2	1½p
Leather Backpack	7	8s 8p
Leather Letter Case	13	£3
Match Case	2	1s
Mess Kit	2	1s
Mirror (Tin)	2	3p
Perspective Glass (Magnifying)	7	10s
Powder Horn	7	8s 2p
Reading Glasses	2	10p
Saw, hand	3	2s 6p
Scented hair Powder, 1 Pound	2	4p
Sealing Wax, 1 Pound	8	14s
Shears	2	3p
Shoe Brush	2	2p
Shoulder Sling	2	1s 5p
Skillet	3	3s
Small Fishing Line, 1 Spool	2	6p
Snuff, 1 pound	11	£1 10s
Snuffbox	2	2s
Soap, 1 Pound	2	1s
Surgeon's Instruments	20	£19
Teapot	2	1s 4p
Telescope	20	£21 30s
Tinderbox, tin	5	6s 4p
Toothbrush	2	2p
Wash Brush	2	5½p
Wool Blanket	2	1s 6p

Household Goods

Typically, household goods like utensils and cooking gear are made of cast iron or tin. The gentry class that can afford a more civilized lifestyle opt for fine silver hand-crafted by a silver smith and purchase imported goods like porcelain china for their special occasions. In *Colonial Gothic*, people value entertainment as a way to exchange information, make

deals, keep an eye on Villains, and have fun. Regardless, the thing to keep in mind that prices were set based on the value of its materials, and not necessarily whether or not it was imported. So, items in silver, silk and gold are worth more than common tin, cotton or wood.

Food & Dining

Colonists and Natives both place a lot of importance on socializing around food. The two main concerns with food are preserving it to last by either salting or smoking meat, and spicing it for taste. Foods commonly eaten during this time period by both Natives and Colonists alike are grown vegetables and fruits, as well as small game like rabbit or fish, farm-raised pork and on rare occasions, beef. Many Natives can identify edible plants, mushrooms, and nuts found in their backyard, and some choose to provide for their tribes by farming.

While immigrants traveling to the Colonial shores have started to influence Colonial recipes, the primary inspiration

The Apothecary

Are you in need of aspirin? You might want to visit an apothecary. Also regarded as the male version of a midwife, the apothecary uses his mortar and pestle to cure all of your ailments. He blends common folklore with modern medicine, and opts to use older methods (like using leeches) to cure disease.

for cooking comes from England. Poorer Colonists make a lot of stews and typically cook in one pot, while the gentry dine in an English manner. The majority of Colonists have a stiff drink as part of their morning breakfast, partaking in spirits like rum, ale, cider, whiskey or wine. The most common spice is salt, followed by ginger, pepper, nutmeg and mace for a few shillings per pound. The rarest of all spices, and the most highly prized is cinnamon, with one pound of cinnamon having a purchase Difficulty of 10 (about £1).







Chapter 6: America

Colonies & Natives

In this chapter, we cover more details about the Colonies and Native tribes. Colonial history gives you a general overview of colonial settlements. The discussion of the Native tribes covers their faith, tribal structure and their attitudes toward the colonists (and each other) more in-depth.

A Guide to the Colonies

New England Colonies

Connecticut

The first settlers of Connecticut were the Dutch, who set up a trading post in 1614 close to where Hartford would be established almost 50 years later. This post was established to trade for furs and other goods with the native tribes. Though only a few Dutch lived in the trading post at first, by 1633 they had purchased land from the Pequot Tribe and made a permanent Dutch settlement here.

Ironically, in 1633 other settlers sailed from Plymouth trying to lay claim to Connecticut's lands. After discovering that the Dutch had beat them to the punch, the ship sailed past the post up river to a spot 40 miles inland, away from the Long Island Sound coast to build the first English trading settlement in the area. A short time later, these puritans also built the first English settlement in Connecticut known as Wethersfield. To this day, rumors still circulate in Wethersfield that the Puritan settlers were not trying to expand their lands—they were trying to escape from them.

Once Wethersfield was created, Windsor and Hartford were established and allied themselves with Wethersfield. This triangle of settlements formed the basis of political power in the region; soon afterward John Winthrop built Fort Saybrook on the mouth of the Connecticut River to protect the region from enemies of England. Unfortunately to Winthrop, the phrase "enemies of England" was a broad term that meant "anyone who didn't agree with him."

Peaceful trading posts turned violent as young Natives grew angry at the European settlers for taking over their land; a zealot, Winthrop and his "defensive" maneuvers killed hundreds of innocent colonists and Natives alike to prove his patriotism for the English crown. For three years

But America, an immense territory, favored by nature with all advantages of climate, soil, great navigable rivers and lakes, etc., must become a great country, populous and mighty; and will, in a less time than is generally conceived, be able to shake off any shackles that may be imposed on her, and perhaps place them on her imposers. In the meantime, every act of oppression will sour their tempers, lessen greatly, if not annihilate, the profits of your commerce with them, and hasten their final revolt: for the seeds of liberty are universally sown there, and nothing can eradicate them.

-Benjamin Franklin to Lord Kames, April 11, 1767

Winthrop's Army hunted and killed members of the Pequot tribe in the Crown's name until one day—there weren't any Natives left to kill.

It is said that the ghosts of the Pequot haunted Fort Saybrook and drove John Winthrop mad. To this day, Fort Saybrook remains the bone of contention for Connecticut, for both sides of the Revolution have tried to take this military asset without success. After the Pequots were wiped out, the second wave of towns were built with the blessing of a Charter; these towns were Milford, Guilford, Fairfield, Stratford, and Norwich.

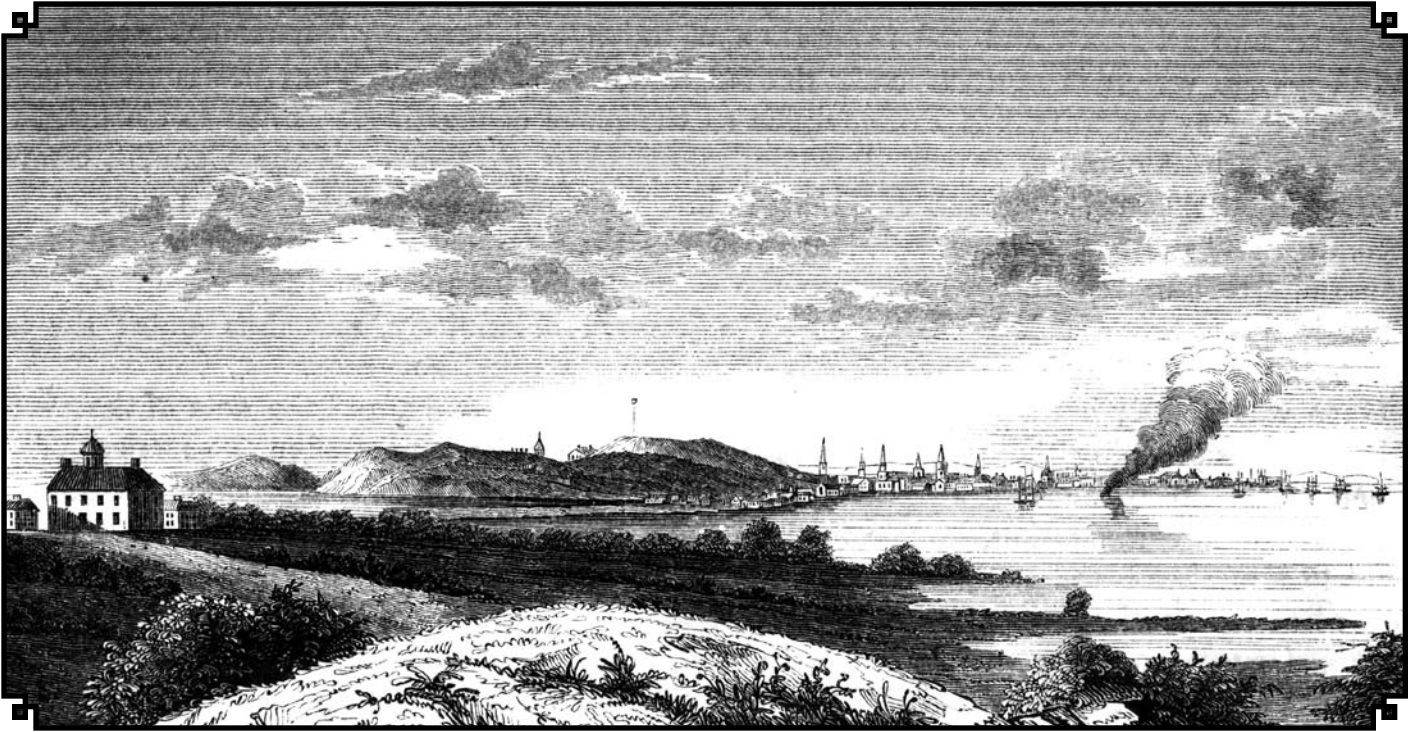
Massachusetts

No other colony holds a more prominent and important place in *Colonial Gothic* than Massachusetts. Many colonists call Massachusetts "the heart of New England."

Founded in 1620, 102 religious Pilgrims boarded the Mayflower in England, landing at Plymouth in the New World and settled there. The Puritans came to Massachusetts to escape the darkness they felt infecting the Church of England. In 1686, just sixty years after the first pilgrims stepped off their boat, King James revoked their Charter, and the Massachusetts Bay Colony dissolved.

Over the next, several years, the colony was rocked with numerous changes; those who were once devout believers in a pure faith were somehow drawn to witchcraft, living on the fringes of towns wreaking havoc behind-the-scenes. After several attempts to maintain control over the colony, in 1692 a new governor, William Phips, was appointed with a new colonial charter, and unlike his predecessors, he preferred to keep himself at a distance and let the colony be somewhat independent.

Immediately following the new governor's appointment,



the people of Salem Town publicly accused their friends and neighbors of witchcraft following several, mysterious deaths. Not much is known about whether or not the executed were innocent or guilty, for after the trials Salem cut off trade and communication with the rest of the colony. Many have traveled to Salem to find out what befell the citizens of the town, and none have lived to tell the tale. Rumors circulate among those colonists who dare to speak of Salem Town, that something dark and malevolent has taken over the colonists and nothing—not even gunpowder—can destroy it.

The city of Boston, which boasts endless opportunities for merchants, educators, and politicians, is the true heart of Massachusetts. Spies on both sides of the Atlantic make their homes in Boston, exchanging what they know to constantly shift power back and forth between the Colonies and England. Politically, Massachusetts is a melting pot of ideas and viewpoints, but is rapidly becoming an excellent place for black market goods and information due to some costly mistakes by the British Parliament.

Massachusetts, next to Virginia, is one of the oldest colonial settlements found in the New World. Residents here are hard-working, and have a reputation of being stubborn and ill-mannered. Although it not as wealthy as the southern colonies, Massachusetts is the number one exporter in fishing, lumber, and shipping.

Other settlements, besides Boston and Salem Town, are Plymouth, Dartmouth, Charlestown, Salem, Concord and Lexington.

New Hampshire

One of the smaller colonies, New Hampshire is mostly unexplored wilderness. The origins of the colony can be traced back to a land grant, owned by Captain John Mason, in 1623. Captain Mason, who was a wealthy retired naval captain, set out to establish his own Colony with his family and a group of adventurers after visiting Boston and Providence.

Sparing no expense, Captain Mason drew on his experiences in the Royal Navy and planned for success. The colonists were given provisions, supplies, and ships for their own, exclusive use. In addition, all settlers choosing to accompany Mason and his brothers were given free land, provided they chose to remain under English rule. These early settlers generate income for the colony by specializing in a fishing industry that continues to this day. Mason used these profits to create two settlements, both of which were eventually renamed to Dover and Portsmouth.

By the time Captain Mason died in 1635, Dover and Portsmouth were joined by two other towns, Hampton and Exeter, which expanded the colony's exports to include timber and fur trade. In 1679, the colony became an official English Royal Province, but the Colony of Massachusetts wouldn't allow that to happen. Massachusetts worked the political machine to bring New Hampshire under its rule from 1698 through 1741, until King George II angrily stepped in and returned New Hampshire to its original provincial status.

Colonial Structure & English Rule

From the time the first pilgrim landed at Plymouth, up until the revolution, colonies were “blessed” by the English Crown in one of three ways. New colonies were either considered a royal colony, proprietary colony, or a charter colony.

A charter is simply an official piece of paper that relays the rights of the Colony to the town or settlement. Charter colonies had the most amount of freedom to conduct their affairs. Proprietary colonies were led by a single person who the King granted rights for indirect rule in England’s name. Typically, proprietary colonies were given to merchants for business reasons, and were promoted by the Crown. Royal colonies, on the other hand, could be considered overseas territories that were ruled directly by England, rather than indirectly through a proprietor.

Losing a charter or gaining one was a major political factor in the formation of the colonies. When a charter was gained (or lost) it stirred up political unrest, tension, and fueled thoughts of independence.

Since New Hampshire’s reinstatement as an English province, the colonists of New Hampshire have been unable to keep the settlements and towns stabilized. Publicly, colonists who dare to live in New Hampshire’s wilds report that the Natives are responsible for destroying their towns, pushing colonists back to the coastline and setting fire to everything they own—excluding the ships. Behind closed doors, colonists whisper that Captain Mason still roams his lands to exact revenge on those colonists who are not loyal to England.

The four major towns in New Hampshire are Portsmouth, Concord, Hampton and New Durham. Fishing continues to be a viable export for New Hampshire, but the colonists who choose to live here are growing fewer in number every day. New Hampshire may be the perfect place for a savvy adventurer, but it is not a great location to start a business or provide for a family.

Rhode Island

The Colony of Rhode Island is one of the more progressive and free-thinking colonies in existence due to its origins and its desire for freedom. Various tribes of Indians lived in the lands surrounding Rhode Island prior to the colonists’ arrival, but the most powerful Native tribe were the Narragansett’s. In 1524, the Italian navigator Giovanni Verrazano discovered the area, and made contact with the Narragansett’s for trade.

So, when the first permanent settlers came to Plymouth in 1620, the Narragansett’s opened trade negotiations with them and both profited greatly from the exchange.

In 1635, William Blackstone arrived on Rhode Island, and became the first European settler to call the land home. As a clergyman, Blackstone was tired of the Puritanical ways of the Plymouth Colony, and felt that all colonists were losing touch with their religious ways. Blackstone’s gentle manner attracted many Natives and colonists to his humble home, and soon established a small settlement. Blackstone’s message was powerful, and many angry Colonists and Natives who listened to him felt instantly calmed by his presence. In fact, so many followed Blackstone that some say he was a shaman reborn into a white man’s body to preserve the peace.

Just one year later, Roger Williams, left the Massachusetts Bay Colony and sought a place free from religious fervor. After hearing about Blackstone’s successful settlement, Williams purchased a sizeable chunk of land from a native tribe and founded his colony called “Providence.” The Providence Colony was founded on the principle of freedom. Its laws, decrees and open doors attracted many settlers who wished to practice their beliefs without having to fear for their lives or their pocketbook.

Over the years, other, similar settlements followed, and in their wake Rhode Island became known as a “neutral” Colony. Although Rhode Island Colonists are fiercely independent and patriotic, there is no greater crime that you could commit in Rhode Island, than the crime of intolerance. Because of this freedom of thought, this colony hosts a hot bed of radicals as well as its fair share of conservatives.

Newport and Providence are the two, primary settlements in the Colony of Rhode Island. Islanders, as they are sometimes called, are fiercely passionate about their beliefs and come from all backgrounds and descents, as well as all walks of life. It is not uncommon to see Natives and militia hanging out together in a local tavern, nor is it strange to see English merchants debating the benefits of Colonial or English rule with immigrant shopkeepers.

In the wake of so much misery, Connecticut grew in the shadow of Massachusetts Colony’s success, and began to make a name for itself through ship building and trade. Then, in 1687 an appointed Governor arrived in Connecticut with orders to strip Connecticut’s Charter. To protect the charter and the colony’s freedom, Captain Wadsworth of Hartford stole the official charter and hid it in the hollow of a large oak tree. Although Connecticut’s charter was not revoked, Wadsworth’s actions were viewed as a sign of rebellion and soon England began creating more problems for all of the colonies.

Today, England's pressure on Connecticut to "come back under English Rule" is sparking a rebellion. In the taverns and port towns of this small colony, the embers of rebellion will soon engulf the region in flames. Similar to Massachusetts Colony in the North, the majority of Connecticut colonists fear that unless the acts of Parliament are stopped, the freedom that all colonists enjoy will be over. Colonists living in Connecticut are careful and patient. They seem to be hesitant to publicly rally support against England, but once other colonies band together, Connecticut won't be far behind.

The towns of Hartford, New Haven, Saybrook, Killingworth, New London, Norfolk, Greenwich and Waterbury are attracting more patriots every day. For those colonists who want to get into the heart of the rebellion to preserve their freedom, Connecticut is the place to be.

Middle Colonies

Delaware

While drinking in a Mediterranean tavern an old woman told Samuel Argall that if he sailed the next day, a storm would capture him and not let him go. If the man trusted in the winds, he would be rewarded with a great prize. Laughing, and calling the woman crazy, Argall departed the next day for his home port in Amsterdam. While sailing the north Atlantic, a powerful storm nearly destroyed Argall's ship. For ten days and nights, the mighty storm raged and when it was over, Argall discovered that he was blown off course. The prophecy had come true. Argall claimed the land for the Dutch, and named it after his patron Lord De La Warr.

In 1631, the Dutch West Trading Company backed an expedition of forty individuals who would establish the first settlement in the Dutch New World holdings. Captain Peter Heyes led the expedition to Delaware and together with other settlers group founded the settlement of Zwaanendael.

After months of no communication from the new settlement, the Dutch West Trading Company sent someone to investigate and found a gaping, black hole had ruptured the earth for a few miles, erasing all signs of life. Believing that they had lost their investment, the Dutch sold their assets to the Swedish, who revisited the area. Much to the Swedish explorers surprise, the "crack" the Dutch had claimed to see wasn't there and the settlement of Zwaanendael was bustling with activity.

The Swedish, Finnish, and Dutch settlers soon built Fort Christina nearby, and the military settlement thrived well into 1653. Two years later, Peter Stuyvesant arrived with a Dutch fleet from New Amsterdam and reclaimed the colony for the Dutch before relinquishing their holdings to the English

Duke of York in 1664. Wilmington and Dover followed, rapidly growing with support of the English crown.

Since those early days of English rule, Delaware's opinions about the rebellion have split the population in two. On the one hand, wealthy merchants and power brokers side with England, calling for more English intervention to stomp on the "ungrateful rabble rousers." On the other hand, the farmers and the rest of the working class hope that their freedom will stop England and the merchants from growing rich off their hard-working backs.

No matter what side of the rebellion you are on, the faithful and those who practice Divination in Delaware often get mixed messages—something seems to be influencing the rebellion behind a dark veil.

New Jersey

The history of New Jersey is tied to the early history of New York and the time of Henry Hudson. Originally part of the Dutch's New Netherlands, New Jersey's small trading colonies were built along the coast and major rivers for the sole purpose of trading with the natives. Years later, New Jersey's first official settlement, Bergen, was founded and became an important fixture for the Dutch's colonization efforts in the New World.

During the conflict with England, the English gained control of the region in 1664. Initially given to the Duke of York, the territory of New Jersey was considered to be part of Province of New York and part of the land was given to Sir George Carteret in return for the settling of a debt.

Carteret named his piece of land after the Island of Jersey, his ancestral home and partnered with his lifelong friend, Lord Berkeley of Stratton. Together they split New Jersey into East and West portions, and hired surveyors to learn more about the land's potential wealth before building provincial estates there. For reasons that remain a mystery, even to this day, both Berkeley and Carteret sold pieces of their holdings to settlers for unheard of prices. Neither gentleman stood to make a profit from their sales; they were eager to divide it up into small, more manageable pieces almost as if they wanted to be free from it. Low prices for land attracted numerous settlers from all parts of the world. As a result, New Jersey is more ethnically diverse than many other colonies.

Before setting sail for England, Carteret pooled together the last of his funds and founded Elizabethtown in 1664. Both Carteret and Berkeley boarded the Abigail soon after, but never made it back to England. It is said that the Hudson River swallowed them whole; no wreckage or bodies from the ship have ever been found.



After the disappearance of Carteret and Berkeley, the year of 1670 brought trouble to the colony. Parliament levied new taxes for landowners, and many colonists opposed the action since no evidence of a charter had ever been found. A brutal rebellion was fought in the streets of Elizabethtown for months, forcing an emergency session to discuss the matter of rent with an official representative of England. The matter was never resolved, and the colony's rebellious nature grew worse until finally, in 1702, the proprietors in charge of the colony, broke and without support, gave up their rule to the English Crown hoping that order would be restored. New Jersey remained in New York's shadow until 1738, when it was finally established as a free and independent colony.

The next, twenty years ushered in a peaceful respite for the settlements of Trenton, Elizabethtown and Princeton until 1763 when William Franklin, son of Benjamin Franklin, was appointed as governor. Unlike his father, William Franklin was a tried-and-true Loyalist to the English Crown, and did whatever he could to stir up debate. His Loyalist sermons severed the relationship between him and his father; some brave few whisper that William isn't truly a man. When the midwife took him from his mother, she saw that William bore the Devil's mark. It is said that on the date of his birth, the skies opened up and rained blood down upon Williams' town.

New Jersey is a difficult place to settle down; many colonists compare New Jersey to a powder keg, and believe that William Franklin will light the match. Geographically,

Molly Pitcher

Colonial women who wished to serve in battle often carried pitchers of water onto the battlefield so that the soldiers could swab their cannons before firing another round. Molly Pitcher is the nickname for any woman who serves in the Continental Army. While there is much debate over the nickname's origin, the name is meant to honor the first woman in battle, an Irish immigrant by the name of Mary Hayes-McCauley who was born in New Jersey in the early 1750s.

however, New Jersey is a prime political asset in the rebellion. Bordered by Delaware, Pennsylvania and New York, New Jersey is an excellent place to set up camp. No doubt, you might find George Washington and his troops relying on the kindness of supporters in New Jersey as he marches on to Manhattan.

New York

The colony that would one day be known as New York has the longest history of any of the American colonies. According to an account from 1524, the Italian explorer Verrazano, the first European settler, sailed into present day New York Harbor and rowed ashore. In 1609, Henry Hudson repeated Verrazano's trip, but sailed further up a wide river he later named after himself.

The Dutch built a trading post on the Hudson River in 1613, which signaled the start of their presence in the New World. Claiming all lands falling between the Connecticut and Delaware Rivers, they named their colony New Netherlands and would later re-charter the colony, dubbing it "The Dutch West India Company." Though people were living in the colony, a real colonization effort did not begin until 1624.

The first, official settlement was located on a small island. This island, known as Governor's Island, became the official "host" of new immigrants to New Netherlands. New settlers would arrive on the Island from different parts of the world, and would then be transported to the mainland hoping to carve out a piece of land for their own.

In 1626, Peter Minuit arrived on another island, presently known as Manhattan Island, and bought it from the Haudenosaunee living there. Like others who wished to establish a military presence in the region, Minuit abused the deal with the Natives and quickly built a fort called New Amsterdam. The settlement pushed the native Haudenosaunee further north, and created a great deal of problems for other immigrants who wanted to avoid settling conflicts with gunpowder and military force.

For the next forty years the Dutch ruled New Netherlands, maintaining political power and wealth in their region. Their success did not go unnoticed, and the covetous Duke of York purchased Long Island in 1663 as a direct affront to their rule. Soon afterward, the Duke of York led English loyalists into battle, to secure all land that lied between Virginia and New England for English rule.

Just one year later, Peter Stuyvesant was forced to surrender New Amsterdam to the English in 1664. New Netherlands was renamed in honor of the duke; New “York” became an official English colony in 1667. After a few years of turbulence, the Dutch finally agreed to sign a treaty which marked the end of the Dutch influence in the New World.

With the Dutch out, England began actively settling their new territory and claimed the colony for their own. A lot of wealth flows in and out of this royal colony through the Hudson River; New York enjoys its status as the economic heart of the colonies and protection from political unrest. New Yorkers are extremely loyal to England, and believe it is their duty to follow all parliamentary acts. The few Dutch that remained in New York are loose cannons, for if anyone would side with the Continentals, they certainly would.

Currently, General Washington and the Continental Army are heading to Manhattan. Though Washington and his leaders want to burn Manhattan to the ground, others in the colonial Congress fear what would happen to the colonies economic status if Manhattan was wiped from the face of the earth. New York is an excellent place for immigrants and freed slaves, provided they wish to live under English rule. Natives are not welcome in New York, though they take advantage of the trade and shipping routes the Dutch established on the Hudson. You might even find natives trading with colonists in other settlements like Brooklyn, Albany and Greenbush.

Pennsylvania

The Colony of New Sweden was established in 1638 by the Swedish, and the first settlement was built in an area that is now called Delaware. Though small, this colony grew quickly, and by 1643 Governor Printz built his capital on Tinicum Island. News of the colony spread to the Dutch, and the two cultures clashed. In 1655, Governor Peter Stuyvesant of New Netherlands led a force into New Sweden and claimed it as part of New Netherlands until English Colonist William Penn would come to the region and claim the lands for his own.

Born in London on October 24, 1644 to the wealthy Penn family, William grew into a promising, bright young man. At the age of 22, he shocked his prominent relatives by

converting to the Society of Friends, also known as the Quakers. Using his wealth and political connections to protect his fellow Quakers, William convinced the King, who owed Penn £16,000, to grant him the land encompassing the region between Lord Baltimore’s province of Maryland and the Duke of York’s province of New York. Seeing a chance to clear his debt (as well as a chance to rid England of the pacifist Quakers) the Charter of Pennsylvania was signed on March 4, 1681. Naming the colony in honor of Penn’s father, all who would move to the colony were offered the full protection of English law.

William’s first order of business was to visit newly laid out capital city of Philadelphia, the cultural, social, and philosophical center of Pennsylvania. Though much of the area near Philadelphia is settled, the western portion of the colony is still predominantly frontier. As a whole, the colony is a mix of urban and rural, scientific and supernatural, old and new.

Heavily influenced by the desire for freedom of speech and study, Philadelphia has numerous opportunities available for anyone to learn whatever discipline, trade, profession, or course of study that they wish. The College of Philadelphia is open to the public for anyone who wants to learn—even women, Natives, freed slaves, and non-English speaking immigrants. The arts and sciences flourish in Philadelphia, and it is no mystery that this city has produced the colony’s greatest thinker Benjamin Franklin. More importantly, Pennsylvania as a whole enjoys religious freedom unlike any other colony; Quakers thrive here, but so do other, more quaint beliefs like superstitions, local folklore, myths, and ancient goddesses.

Rumor has it that Philadelphia is also home to several secret societies, including a few that meet in the bowels of The College of Philadelphia to learn forbidden arts and practice magic. Benjamin Franklin, himself, is thought of in certain circles as a master of demon lore, though most people wouldn’t dare associate the free, libertarian thinker with the dark arts. Other magical practitioners believe that Philadelphia is a holy sanctuary for anyone who wants to practice the art of magic.

Because Philadelphia is a center for free thought, Pennsylvania has been forced into the debate over colony rights. Many who don’t agree with Parliament’s heavy-handed penalties write numerous pamphlets, broadsides, newspaper articles and magazine essays.

Germantown, Birmingham and Bristol are also part of Pennsylvania’s colony.

Southern Colonies

Georgia

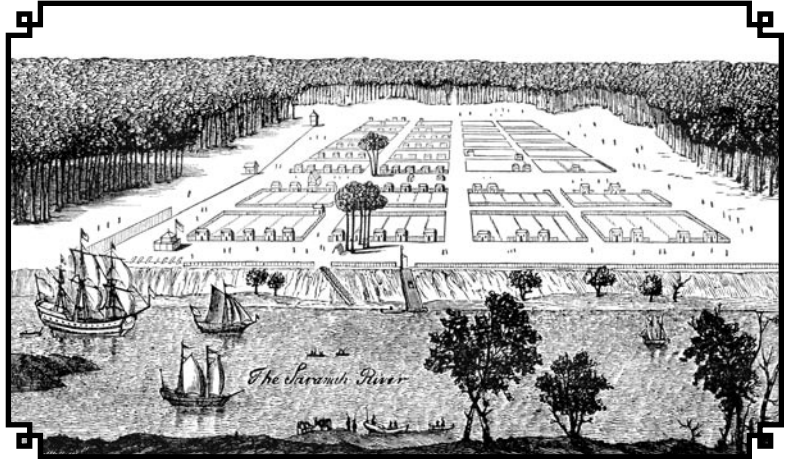
The youngest of all the colonies, Georgia has seen its fair share of hardships and challenges. Founded on the backs of indentured servants, the colony traces its origins to a cry for help in London, England. King George eventually signed a charter establishing the colony of Georgia in 1732, allowing prisoners thrown in London's jails for their huge debt to work off their debts in the New World. In addition to a few "prisoners," what the King deemed "the deserving poor" were also shipped off to the colonies to produce wine and silk for England.

Although Georgia served as a buffer between Spanish-ruled Florida and profitable Carolina, their charter proved to be useless. No one who was named on the charter was given land freely or allowed to govern the colony. From the moment the first colonist arrived in 1733, young English lords forced settlers to quickly establish Savannah in order to create a silk industry. The idea sounded good on paper, but the climate was not conducive to the growth of silk worms. Furthermore, none of the colonists had any idea how to raise silk worms, let alone how to create silk.

The pressure to turn Georgia into a profitable colony was immense; large sums of money funded Georgia's mistakes, but it wasn't enough to produce an invaluable commodity. To make matters worse, no recreation or liquor was allowed in the colony. After two decades of setbacks, the trustees finally admitted they had no idea how to create a profitable colony. A year before the Georgia charter's expiration date, the trustees returned their charter back to the crown, turning it into a royal colony. Once under the control of the English crown, the colony stepped into line and, for the first time since 1733, Georgia's settlements expanded.

Many colonists who live in Georgia have led a hard life. Besides defending their land from Spanish, Native, or pirate invaders, Georgians are amassing an arsenal of weapons to prevent the English from taking the only thing that means more to them than their lives—their homes. Secretly, Georgia harbors and trains several, militia groups. The Crown believes these defensive groups are part of Georgia's plan for defense against foreign invaders, but the truth of the matter is the militias are loyal only to Georgia.

Today, many colonists in Georgia feel sympathetic to the call for independence. Although merchants and plantation owners understand that they owe their wealth to England, many of them feel that they are poor in comparison to others throughout the colony. Other settlers, poorer folk



and indentured servants are tired of working off their family's debts, and desperately seek to wash their hands of England altogether. While many Georgians worry that their public cries for freedom would go punished, it seems they are planning a raid on Fort Savannah to publicly force their way into the spotlight.

Maryland

In 1634 two sailing vessels, the Ark and the Dove, landed on Maryland's shore. 200 colonists purchased land from the Yaocomico Indians and used it to found St. Mary's City. Afterward, Maryland passed the Maryland Toleration Act, establishing freedom of religion regardless of creed in 1649.

Throughout the years faith—not treatment of natives, slaves or colonists—either drove settlers mad or brought them to tears. Maryland's colonists were so passionate about their individual, faith-based beliefs that anyone who dared challenge them might find themselves at the edge of a knife—or worse. Maryland's colonial neighbors, Virginia, Pennsylvania, and Delaware, didn't understand the faith-based fervor that settlers seemed to have. Families that were close-knit and stable seemed to fall apart once they reached Maryland. Outsiders whispered that Maryland was poisoned, infecting all those who lived there.

Maryland has always been on the fringes of the conflict between the colonies and England. Much of Maryland's settlers operated on small farms, working day and night on their tiny plots of land. Due to the fact that Maryland had never been an economic or social power in the colonies, it operated well beneath the gaze of England's watchful eye until Maryland, like Virginia, discovered tobacco. After years of being ignored, England threw its weight at Maryland in 1774 and the settlers resisted, creating an ad hoc revolutionary government called the Assembly of Freemen.

John Locke

Locke, who lived from 1632 to 1704, never set foot on North Carolina's soil. A political philosopher and a mind on the brink of Enlightenment, Locke was conned into investing heavily into the Southern Colonies' English-slave trade. For reasons unknown, a group of philosophers rumored to be connected to the Freemasons, built a monument at the center of Charlotte and chiseled Locke's last words into its marble base.

"Stop, Gentle Traveler! Ask not what follows after life, for mirrors act as greater truths than windows to the soul. If thou seek mortality or strife, you shall not find it here, for upon this very rock brotherhood is blessed. I sayeth Peace is freedom's bell and blood is unjust Sacrifice. Let those with open heart who come upon this rock find what they Seek through a Scholar's eyes."

If drawn into the War of Independence, the religious fervor of Maryland's men and women will act as a dangerous, resounding battle cry across the colonies. No one is sure what will happen when the people of Maryland take up arms. On the one hand, they could turn the tide of the war in Freedom's favor; on the other, their faith that they hold so dear could end up destroying them.

Baltimore and Annapolis are currently the two cities that hold the colony of Maryland together. Baltimore is the center for Maryland's trade, and Annapolis is home to several distinguished soldiers loyal to their faith and, more importantly, to General Washington.

Unfortunately, Maryland's neighbors are not too keen on helping them or accepting their help. To this day, apothecaries and mid-wives steer clear of Maryland citing that their patients' eyes "would frequently turn to tar." More than a few priests, preachers, and shamans make an annual pilgrimage to Maryland's borders, to bless the lands and keep Maryland's people safe from harm. Some town criers have taken it upon themselves to warn the townsfolk of Annapolis and Baltimore to stay indoors after nightfall, though few people heed their warning.

North Carolina

In 1663, Virginia's Governor Berkeley, along with seven other lords, was authorized to extend his jurisdiction over Carolina as a proprietary colony. In turn, Governor Berkeley created a separate government and appointed William Drummond as the governor. To encourage settlement in Carolina, Drummond granted colonists anything they

needed to make the colony self-sufficient. With a sense of independence, Carolina trudged forward, carving out settlements wherever they could.

By 1712, Carolina's Lord Proprietors decided that the colony would be split into North and South Carolina. Now separated, North Carolina prospered with the help of its primary crop tobacco, but wasn't enough for its Lord Proprietors who measured their success by watching Virginia, Connecticut, and other colonies skyrocket. In 1729, the eight Lord Proprietors sold their stakes in North Carolina back to the English Crown, and soon afterward North Carolina became a royal colony until the year 1775.

Although many farmers and plantation owners make their home in North Carolina, the most unique place North Carolina has to offer is the settlement of Charlotte. Named after the English King's wife in 1755, this settlement is said to be built on holy ground. No one knows for sure whether or not Charlotte is a sanctified place, but it seems that the city does have an effect on those who live there. Anyone who travels to Charlotte can find sanctuary there—including Native warriors and British or Continental soldiers. Many colonists who live in Charlotte feel that the English philosopher, John Locke, might have something to do with Charlotte's calming touch, and they welcome the peaceful atmosphere.

Merchants and wealthy plantation owners have been outspoken in their support for New England and to the rebellion. Meanwhile, the poor and working classes who have poured their blood and sweat into the region are outspoken, supporting England in the hopes that the Crown will reward their loyal service. North Carolina's colonists are bitter, believing that the colony of Carolina was split

unfairly—especially since South Carolina has a wealth of exports coveted in various parts of the world and North Carolina is covered with uninhabitable swamps. Many explorers make their home in North Carolina, opting for a more natural lifestyle out in the wild without having to worry about the hustle and bustle of places like Manhattan.

South Carolina

The colony of South Carolina was once part of the singular Carolina Colony, which was officially split into North and South in 1712. This part of the Carolina Colony was first settled in 1671, when three ships of settlers landed in Charleston harbor, building the settlement known as Charleston or “Old Town.”

Old Town attracted numerous settlers to stake out their lives in the Carolinas. After discovering that the land in South Carolina was perfect for crops other than tobacco, plantation owners bought slaves to reap the land’s benefits. Here slaves would grow rice, indigo, and tobacco on a system of plantations. While the northern regions of the Carolinas saw modest success, the southern portions grew wealthy off the vast plantations and the forced labor of others. Ironically, South Carolina’s voice has always preached freedom and independence—even though South Carolina had the highest slave population of all the colonies in order to produce economic goods cheaply for high profits.

South Carolina’s wealth attracted more than merchants and plantation owners, however, for the colony was frequently raided by Natives and pirates. After experiencing yet another heavy loss of life, the colonists rebelled in 1719 forcing a ten year argument between South Carolina’s proprietors and England. In 1729, South Carolina became a royal colony.

As a royal colony, South Carolina was protected by the English Navy. Pirates who once plagued the coastline were hunted, imprisoned or killed. With the addition of Georgia, South Carolina was no longer the southernmost (and most vulnerable) colony. Coupled with the promise of economic fortune, thousands of German and Swedish immigrants were encouraged to settle the land. Over half of those immigrants got more than they bargained for, however, and soon joined the slaves as indentured servants, working the land over 12 hours every day.

Indigo

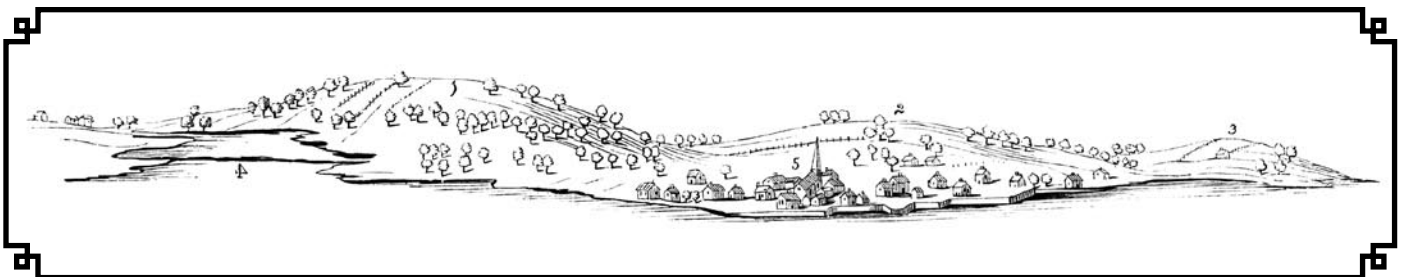
Prized for its rich, blue color, indigo is one of the oldest dyes known to man. Unfortunately, the dyeing process is quite difficult, and many textile owners fall deathly ill using the toxic substance to create blue clothing, scarves, and other goods. South Carolina exchanges a substantial monthly amount of indigo with its northern neighbor; some colonists believe that the faithful who reside in North Carolina use the dye to stain patterns and symbols on their skin. Other rumors circulate that North Carolina is secretly weaving and dyeing military uniforms for the Continental Army.

Contrary to their fellow colonies, South Carolina continues to be grateful to England’s protection and support. There are many colonists who remain loyal to England and feel that the actions of a few are nothing more but a reflection of petty jealousy and greed. Though these loyalists do agree that Parliament has overstepped their bounds, they do not agree that the way to understanding lies at the end of the sword. The mood is split, and though the cries of freedom are loud, some feel that South Carolina should do whatever it can to accommodate English soldiers because like it or not, the English Throne will seek revenge.

Virginia

Virginia is populated by a proud, aristocratic people who can trace their roots back to the English Royal throne. Sir Walter Raleigh claimed Virginia for England in 1584, naming it to honor his patron Queen Elizabeth I. Raleigh attempted to establish a colony known as Roanoke; after several days and nights of living in the settlement something came to Raleigh in a dream, begging him to pack up the settlement and leave. Raleigh, a superstitious man who believed in portents and signs from above, packed up the entire settlement onto a few ships and set sail for parts unknown.

Boarding three, separate ships 144 colonists set sail for the New World with the help of the Virginia London



Company and arrived at Cape Henry in 1607. Sailing up the James River, the colonists founded the settlement known as Jamestown under the watchful eye of Captain John Smith until he returned to England in 1609 due to a strange illness that affected his vision. That winter, the entire colony suffered from poor leadership and starvation, the colonists barely survived.

Soon after, the Virginia London Company reorganized under a new charter. Leaving with 150 men, a new governor arrived in 1610 and forced the remaining colonists to stay and continue building Jamestown. In 1612, Jamestown loyalist John Rolfe discovered after months of experimentation that tobacco was the perfect crop to grow in Virginia's warm climate. Rolfe named the tobacco plants in honor of Sir Walter Raleigh's voyage up the Orinoco River to find El Dorado, calling the varieties "Orinoco Tobacco" and "Sweet Scented Tobacco." The first shipment of tobacco left for England in 1614, marking the end of the colony's financial troubles.

In the wake of the tobacco boom, Virginia found itself consumed with other problems that money could not fix. Tribal relations and jealousy from other colonies caused many fights—both physical and on paper—that forced settlers to leave Jamestown. Once again, the settlement was in danger of failing.

The arrival of 90 single women to Jamestown boosted the colony's survival in 1619; but the year also brought with it the arrival of the first slaves to the New World to help bolster Virginia's tobacco industry. Soon the colony formed Charles City, Elizabeth City, Henrico City and James City, establishing land ownership which provided great wealth to the founding families of Virginia. The

John the Conqueror

Among freed slaves and immigrants from Africa, John the Conqueror is an American legend. Brought over on a slave ship from Africa, John was a prince-in-disguise who allowed him to be captured along with his village. Instead of succumbing to the whip and the arduous life of a farmer, John planted a magical root (also known as John the Conqueror) which gave him powers. After escaping from his "owner," it is said that John planted his herb in the wilds, spreading his magic to help other slaves free themselves. Many freed slaves and magical sects call upon John the conqueror in times of need, and if he hears you, he may leave behind his wondrous herb.

George Washington

Born in 1731 on the Washington family estate in Westmoreland County, Virginia, George Washington's youth was spent learning how to be a planter, and later a surveyor.

Washington's military career began at the age of 20, when he was assigned to train the militia in his district. Soon after his military appointment, Washington joined the Freemasons, a society that influenced him all the way to the presidency.

Virginia Company's charter was revoked in 1624, turning it into a royal colony that spurred expansion to create Williamsburg that fostered economic growth well into the 1700s.

Unfortunately, tribal relations never improved and the attacks on both sides caused heavy casualties throughout the years. Virginia did what it could to survive, and with its economic wealth the colony was never in any danger of disappearing. Ironically, Virginia's worst enemy wasn't native tribes or slaves or bad crops—it was England.

England, in its infinite wisdom to squelch rebellious thoughts and profit from her royal colonies, created many tax levies that cut deep into Virginia's profits. If that wasn't enough, the French-Indian war (1754-1763) exacted a heavy toll on the colony in "His Majesty's Name."

Currently, tensions and anger run deep in Virginia; the colony is mobilizing to support the growing call of rebellion. Although many Virginians have a different culture, lifestyle, and outlook from other colonists, their deep-seated desire for freedom from England's oppressive rule gave birth to Virginia's favorite son, General George Washington. More importantly, Virginia merchants are the financial backbone of the Continental Army. As such, many colonists who support independence feel a strong sense of loyalty and pride whenever they talk about what Virginia does for the Continental Army. Still others wonder if Virginia will allow her slaves to go free once the New World fully gains its independence.

Natives

In the world of *Colonial Gothic*, no matter what the Natives are called, Redman, Indians, or Savages, they have been in this world since the dawn of time. Known by many names, the Natives feel that the Land is a gift meant for all people, and that no one human being or race was meant to conquer it. More than anyone else in *Colonial Gothic*, the Natives understand that this Land does not want to be tamed. There is something subtle about the Land's poisonous touch, something that makes shadows longer, holes deeper, and fields of crops wither and die.

The majority of the Colonists do not understand the Natives lifestyle; to them, they are uneducated, savage, devoid of culture, and lack Faith. The Natives, on the other hand, view the Whiteman as brutish, disrespectful, and unclean. Both groups work to undermine each other, and sometimes take advantage of the other's perceived naiveté.

Since the first Colonist set foot on the Native's soil, various tribes have made numerous attempts to retain sovereignty over their lands. As more and more white men come to native lands and unjustly claim it as theirs, the Land itself seems to grow angry. Ancient hunting grounds, that the Natives once protected, are now cultivated and settled by the white savages in the name of invisible kings. Deer, fish, beaver, and other game that was once plentiful—as long as the Land allowed it—are now few. Woods that the Natives once agreed to tend to have awoken from their deep slumber; trees moan, shaking their branches, scattering the wildlife out into the open into the White Man's traps as easy targets.

The Land wasn't the only thing the Whiteman affected; when they came from across the blue seas, they also brought with them strange diseases. Many believed the Whiteman's god cursed the Natives with this sickness, but even when whole tribes were wiped out, a few shamans dared to speak the truth—something deep and dark was forcing the Whiteman to do its bidding.

Something that was supposed to be asleep.

Throughout the years the French, English and Spanish Kings have all made pacts with the various tribes, and though the Natives were honored at their gesture of peace, over time these pacts were ignored and discarded as the Land's poisonous touch took over. Wars, like the French-Indian War, have come and gone. The Natives have feared the

When it comes time to die, be not like those whose hearts are filled with the fear of death, so when their time comes they weep and pray for a little more time to live their lives over again in a different way. Sing your death song, and die like a hero going home.

-Mohican Chief Apumut, 1725.

Whiteman, fought with him, traded with him, negotiated with him, and were killed by him.

Now, with the Colonists rebelling against the English, many young Natives are foolish to think about which side they should support. They ask themselves questions like: Do they support the Colonists and hope that if they win, they will deal fairly with the natives? Or, do they support the English, and hope that after they defeat the colonists, they will reward the Natives for their help? Elder Natives know that there is a lot more at stake in the world of *Colonial Gothic* than a war about freedom.

A lot more.

There are many tribes, great and small, that are active throughout the colonies. These tribes have different beliefs and Faith, as well as strong opinions on how they should best survive.

Abenaki Tribe

Faith

For the Abenaki the world was not created, it has always existed and always will. Unlike the colonists who claim that their God created the world, the Abenaki believe that Tabaldak founded the land and once cared for it. It was under his supervision all living things were created, and one day he will return.

Tabaldak created man and woman to help him care for the land. On his first attempt, he shaped them from stone, but soon discovered the creation was not perfect, and destroyed them. Trying again, Tabaldak carved both man and woman out of wood. Liking what he created, Tabaldak set them free upon the land. It was from them that the Abenaki were born.

The Abenaki's Faith rests in the hope that by ridding the world of the English, Tabaldak will one day return to the land, restoring it. Close to Nature's heartbeat, the Abenaki have noticed that the winters seem too short, and summer is a blink in the eye. They believe that the rivers that run red with the blood of their enemies are infecting the Land; there are things in the woods that even their strongest warriors might run away from.

Culture & Lifestyle

The Abenaki are an ancient tribe that was once split into two groups, but now they are united as they fight against the English. The tribe calls their homeland Ndaquinna or "Our Land" and they encompass the northern regions of New England (colonies of New Hampshire). Sadly these lands are not what they once were, and the Abenaki now roam between the borders of Canada and New England.

Living in small scattered bands, the Abenaki move their villages with the seasons. These bands are large, extended families that trace their lineage and history through the father. During the spring and summer months, the small bands live near rivers, lakes, and the ocean, surrounded by a simple wooden palisade. In the fall, the bands move inland to their winter villages.

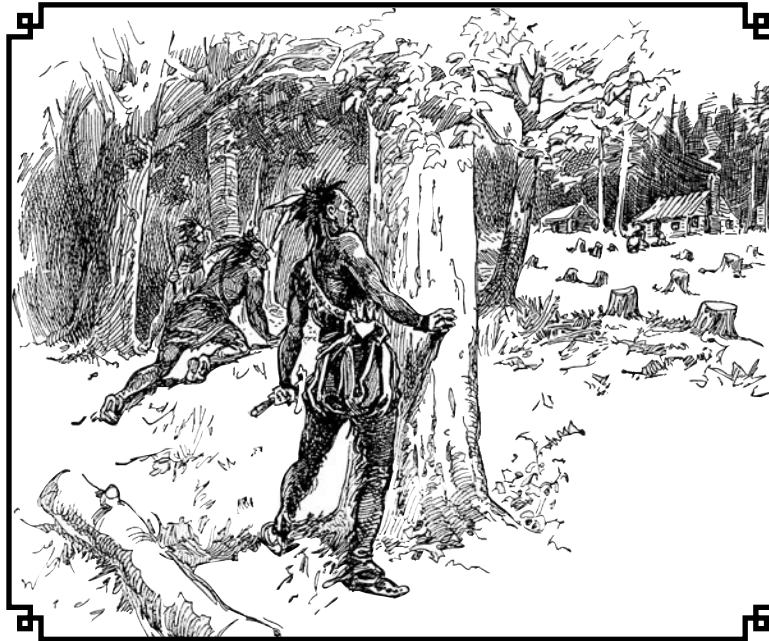
The Abenaki have no central leader; instead each band is independently led by the two eldest men. The first, most powerful leader is known as the Civil Chief, and it is their duty to decide on policy, mediate disputes, and lead his tribe. All Civil Chiefs meet throughout the year at the Great Council, the time when decisions affecting the entire Abenaki people are decided. The Great Council also sits as a court, resides over legal disputes and decrees punishments to the guilty. The second leader is the War Chief, and it is his job to protect the tribe and lead them into battle when necessary.

When going into battle, many men wear the skin of a young buck with the antlers still attached, believing that the

buck's strength and agility will flow into the warrior. Skilled hunters, boys are given their first bow at the age of five, and by the time they reach ten, they actively take part in hunting with their father and uncles. Both boys and girls are tutored by their paternal uncle or aunt in the skills they need to survive until they reach adolescence.

Attitudes

The Abenaki tribe's hope to restore the Land rests with the colonists. Instinctively, the tribe knows that something is terribly wrong with the Land, and somehow the English are responsible for all the problems in this world. If the British would only be defeated, the colonists would then be in a position to negotiate with the Abenaki, and the Land would be restored to its former glory. With war now imminent on the horizon, the Abenaki have started to aid the colonists in their war by hunting with them, fighting with them, and shielding them from England's armies.



Catawba Tribe

Faith

Manatou is the Catawba Tribe's great Creator. When Manatou was finished creating the world he needed someplace to rest, and that is when he met the turtle Kaia. Sitting upon

the turtle's shell, Manatou created all living things to grow in the world. As Kaia walks her slow walk from daybreak until nightfall, the sun rises and falls along with her, and the seasons change. After creating the world, however, Manatou grew lonely and created from the earth Olos, his son. Teaching his son everything he knew, Manatou let him live on the land.

At first Olos was restless, and wandered the land exploring and discovering many things. Eventually he, too, became lonely. Seeking companionship, Olos asked his father to create someone in his image. Manatou, realizing that his son needed a wife, created from wood the first woman whom he called Lourono. Olos and Lourono's first children are the Catawba, and their descendants are all people now living on the land.

The Catawba believe that the Land is their lifeblood. As warriors, they not only honor the Land and all things

growing on it—they mark their lives by it. The change of the seasons is very important to them, and their four main celebrations are tied to them. These are the times when Manatou is honored and the Catawba give thanks for the gifts he gives.

Like all Natives, Catawba view spirits as being part of all living things, but for them these spirits are evil and do not come from Manatou. Catawba shamans channel their power from Manatou to fight these evil spirits known as Pholankas; it is the Catawba's belief that Pholankas have infected many people and corrupted them and that their duty to the Land is to rid the earth of these Pholankas for Manatou. For some tribal members, these spirits represent the reason the British and the colonists have gone to war. Many shamans preach that if the Catawba tribe comes to the colonists' aid to help them win their war—one day the colonists will help them wage theirs against the Pholankas.

Culture

The Catawba are warriors, reluctant warriors, but warriors nonetheless. Their early history is shrouded in secrets, and only the Catawba know it and they share it with no one. The Catawba see themselves as one tribe, even through they live in numerous small villages, spread throughout their land. Each of the thirteen clans live in a village led by an elder, and these elders elect a chief to lead the entire village in times of war and peace. All chiefs meet in council throughout the year and elect a Great Chief who is responsible for leading the entire Catawba tribe.

Tribal natives live in well-organized villages; their houses are circular, bark-covered houses. The Catawba tribe has a dedicated temple structure located in the village center which serves as the center of village life for religious ceremonies and public gatherings. Farming is very important for the Catawba clans; both men and women actively take part in taming the Land. Besides farming, hunting and fishing also provide food for the tribe.

Attitudes

Fearsome warriors, Catawba are known to be tireless pursuers, and they never back down from a fight. They are a proud, honorable people who stick to their word. In order to relate better to the colonists, the Catawba have adopted some of their ways. Though they have kept their culture and religion, Catawba now favor some of the dress styles of the colonists, as well as a fondness for traded goods and foodstuffs.

Since the arrival of the English in the 1660, the Catawba have remained loyal to the colonists and both groups enjoy fruitful trade and partnerships. Among the other tribes, the Catawba have historically shown no hesitation in attacking

those who threatened the colonists. Now with the colonies in revolt, the Catawba are answering the war drums and will ride to the colonists' aid against the British.

Cherokee Tribe

Faith

The Cherokee devote their Faith to the spirits of nature and their ancestors by honoring them through tribal, ceremonial dance and prayer. Honoring ancestral spirits is a part of daily life for the Cherokee, and many fear that if the spirits are one day forgotten, it would cause them to grow angry and punish the Cherokee like they did before.

The Cherokee also believe that the name of a spirit holds great power over it; they watch vigilantly for an evil spirit, known as Wi-na-go, to show its true face. No one is sure when Wi-na-go will attack the Cherokee again, but the shamans believe that Wi-na-go will return in the form of a biting insect that will bring plagues and disease.

Culture

Cherokee villages have anywhere between thirty to sixty circular houses which are partially sunk into ground. In the center of these villages, a larger house serves as the council house. Council meetings and religious ceremonies take place here, and in the center of the house is a sacred fire, which is kept burning at all times. Located on the outskirts of each village are crops of corn, beans and squash the Cherokee tend to and depend on for the bulk of their food.

Each village is independent of each other, and leadership is divided among two chiefs: Red and White. Red Chiefs raise the war bands and lead them into battle against Cherokee enemies. White Chiefs lead the tribe during peace time, and are responsible for setting policy and mediating disputes. Though each village is independent, chiefs meet throughout the year to decide on important matters that affect the Cherokee tribe as a whole.

The Cherokee are divided among seven clans which are matrilineal, and led by a council of wise women, typically grandmothers, from the clan. Their decisions and rulings are absolute; the chiefs respect and defer to their authority. Within the village, various Councils of Grandmothers come together in a grand council to discuss and make decisions that affect the entire village. Though the Red and White Chiefs are seen as the leaders of the village, the real power lies with the tribal clans and the Councils of Grandmothers.

Attitudes

The Cherokee tribe is fairly secretive, and do not get along well with other tribes as well as colonists. There is a long history of the Cherokee clashing with colonial settlers on numerous occasions, as well as conflicts with the Haudenosaunee, Susquehannock, Erie, and Delaware over matters of trust. Currently, the Cherokee are taking no sides in this colonial gripe, and the tribal elders haven't revealed the true reasons why the Cherokee must remain as calm as a still pond. Some Cherokee believe that the Council of Elders and Grandmothers have yet to come to an agreement.

*Chickasaw Tribe**Faith*

The Chickasaw believe in a supreme creator who lives above the clouds and that they were created from sparks from Aba Binili's fire and given K'AK' NAAB' as their home. When the first Chickasaw tribe was still young, the great Losa appeared in K'AK' NAAB' and fought Aba Binili their creator, driving Aba Binili from their sacred lands. In the aftermath of the fight, K'AK' NAAB' dried up, killing everything on it, so the Chickasaw left their promised land.

Besides Aba Binili, the Chickasaw also believe in lesser good and evil spirits that follow and guide their spirits, even after death. This belief is so strong that the Chickasaw bury their dead facing west, hoping that their ancestors will return to their sacred lands and make it livable again. Ancestors who died in fierce battles against an enemy haunt the Chickasaw until their spirit is avenged.

The desire to return to their ancestors to their sacred land, K'AK' NAAB', motivates the Chickasaw so strongly that revenge is the driving force behind the Chickasaw's faith. Anyone who is not Chickasaw has the potential to become an enemy, so outsiders must tread very carefully with this tribe.

Culture

Spread out along the banks of streams and rivers, Chickasaw villages typically stretch about 15 miles long, providing the tribe with access to fresh water and fishing, as well as fertile land to grow crops of corn, beans and squash. Extended families live in houses built according to the season, one for winter and one for summer. Chickasaw towns and clans are independent, and they rule themselves with little outside interference.

There are fifteen clans making up the Chickasaw, and clan membership is determined by the mother. When threatened by war or disease, however, the tribes unite to work together for a common cause. Each town has a Minko, or chief, who oversees the needs of all Chickasaw tribal members who live in their town. Passed down through the mother's family, the position of Minko is usually handed to the eldest son of the Minko. The High Minko, or king, oversees the councils and silently delegates responsibility to his advisors. The king's herald is hand-picked by the High Minko to represent the voice of the High Minko, and he (or she) is called the Tishu Minko.

Chickasaw women typically wear simple, short dresses and the men prefer to wear buckskin breeches. During colder months, both men and women wear ornate, buffalo hide robes and fur bear pelts. Hair is an important cultural signal to the Chickasaw; when the Chickasaw are at peace, both men and women wear their hair loose and long. When threatened or about to go to war, warriors remove all body hair and tattoo themselves with ornate, geometric symbols that represent everything from their kills in battle to the number of spirits they avenged. Using natural dyes found in the forest, these patterns are drawn during a ceremony and are in shades of red, blue, green and black.

Attitudes

Strangely enough, the British have sought out the Chickasaw to be their allies for as long as the tribe can remember. Partnering with the British confuses many Chickasaw, because even though the British have never given them any cause to war with them—they normally don't partner with outsiders who can't help them return to K'AK' NAAB'. Also, the Chickasaw have a hard time distinguishing the Colonists from the British, and believe they are from the same clan and, as a result, Chickasaw war parties have helped both the Colonists and the British, when it is in the best interests of their tribe.

Once the High Minko, together with the other Minkos, comes to a decision about which side to follow, there will be no stopping the Chickasaw in their quest to not only restore, but to return to a fertile and prosperous promised land.

*Haudenosaunee Tribe**Faith*

The Haudenosaunee believe that there is one Great Spirit named Hä-wen-nè-yu, and it is she who created all life and all spirits inhabiting the earth—including other gods and goddesses. The Haudenosaunee pays homage to Hä-

wen-nè-yu throughout their daily lives by thanking her or gesturing to her in the air.

Shamans from the Haudenosaunee don't contact her directly, because they feel that they live in the shadow of their Great Spirit. To work their magic, the shamans call upon the Three Sisters known as De-o-ha'-ko, who work as spiritual couriers taking the shamans request to the Great Spirit and returning to them with an answer.

Evil, to the Haudenosaunee, originates from one spirit known as Hä-ne-go-atè-geh. If the Great Spirit is about life's bounty, Hä-ne-go-atè-geh is the bringer of death's pain.

Culture

Haudenosaunee villages are typically large and fortified with wooden beams. Located at the center of these villages are longhouses that typically measure over 200 feet in length that house numerous generations of the same family under one roof. Unlike other tribes, the Haudenosaunee do not move with the seasons and build permanent villages, some of which have been located in the same spot for hundreds of years. Besides hunting and fishing, the Haudenosaunee are excellent farmers. Their agricultural efforts provide so much of the tribe's food that the tribe dedicates several ceremonies throughout the year to the Three Sisters.

The Haudenosaunee's social structure is centered on the importance of women. Women own all property and land, determine kinship, and pick the clan Sachems or leaders. Each clan is supervised by a Clan Mother, who is seen as the guiding force for the clan, as well as the clan's respected leader. Since all men lead due to the women's choice, those who abuse their power could find themselves stripped of their title or exiled from the clan. The primary law of the Haudenosaunee is Kainerekowa, or the Great Law of Peace. Simply put, the Great Law that no Haudenosaunee can take the life of another Haudenosaunee for any reason.

Although the women rule the tribe, the men play an important role by protecting and defending the tribe. Haudenosaunee warriors wear their hair into the shape of a mohawk while women of the tribe wear their hair according to the position in the tribe. The more powerful the female, the more ornate, braided, and beaded her hairstyle is. Tattooing is also an important expression for tribal members; typically, tattooed symbols represent something personal or faith-related.

Attitudes

Though they are pacifists, the Haudenosaunee are not naive and they find themselves in a difficult position. On the one hand, they know they should prepare their warriors to fight a defensive battle, for their villages are permanent and the

Haudenosaunee tribes will not be able to mobilize quickly. On the other, neither the English nor the Colonists have provoked the Haudenosaunee—yet. The tribe knows they must come to a decision, but mysterious deaths and illnesses have forced the Haudenosaunee to focus on their basic survival. Beneath their pain and grief, there is a tension in the air and the Haudenosaunee pray that Hä-ne-go-atè-geh, the Bringer of Pain, is not walking among them.

Lenape (Delaware) Tribe

Faith

The Lenape believe that a Great Chief, named Mani, gave birth to a son named Gicelemu 'kaong. Mani gave the Land to his son as a gift, and created the Mani'towuk, spirits that inhabit the land to help Gicelemu 'kaong as he tends to the world.

Lonely, Gicelemu 'kaong and Mani'towuk pooled their magic together and created the Lenape people. In turn, the Lenape honor their gift of life by praying to the Mani'towuk so that the spirits may accept their prayers and help Gicelemu 'kaong in return.

From summer storms, to the deer that roam the woods, the Lenape look for the joy Mani's gifts will bring them. They believe that Mani intended for them to experience all the happiness the world has to offer, and shamans incorporate the land's bounty into their rituals, ceremonies, and prayers.

Culture

Each village is considered its own, separate tribe and is led by its own council comprised of clan leaders. Because each village is autonomous, tribes tend to mix with one another for social occasions rather than for council meetings or official ceremonies. Villages are not typically fortified, and houses tend to be round with a large, fire pit at its center. The Lenape favor water travel, and spend countless hours carving out canoes from a single piece of wood. Men hunt and fish, while the women are responsible for the farming of corn, squash, beans, sweet potatoes, as well as tobacco.

Fashion and hair styles are directly related to the age of a Lenape tribal member. As a Lenape warrior grows older, they grow their hair out and wear it long as a sign of respect. Women keep their hair no matter what their age, but the older they get the more they color their faces with red ochre symbols. Many Lenape tribal members pierce their noses and ears with silver jewelry, which is obtained via trading with Colonists.

To signify their rank, Lenape chiefs wear a single eagle feather in their hair, while shamans wear a hood made from a bear hide. All clothing is made from deerskin, and is decorated with shells, porcupine quills, feather mantels, glass beads, and even copper ornaments. The Lenape will jump at the chance to wear European-style clothing, provided the garments are brightly-colored.

Attitudes

With the tribes acting autonomously, it is anyone's guess what the Lenape will do. Some tribes have supported the Colonists, others have supported the English. Still others have closed themselves off from other Lenape tribal members and keep to themselves or support other Native tribes knowing that their actions might sway the war in one direction or another. The Lenape tribal members are worried, though communicating their fears are difficult. If they would learn to work together, they might find that the Colonists and the English aren't the only things draining the land, their shamans' spells and rituals seem to be backfiring, too. Perhaps the rituals aren't working because Mani and his son can no longer hear the Lenape's prayers—the Mani'towuk are missing.

Mahican (Mohican) Tribe

Religion

The Mahican believe in a fatherly, singular spirit known only as the Creator who divided the land into four parts, North, South, East and West, giving it to his four children. Grandfather at the East, Grandfather at the South, Grandmother at the West, and Grandmother at the North are responsible for the cycle of the seasons. Winter is the result of a contest between Grandmother North and Grandfather South. When Grandmother West joins Grandfather South, they bring warm winds that bring about Grandmother North's defeat.

The Mahican believe that these four guardian winds affect everything in their lives, from marriage to water to food and rituals are performed accordingly. Mahicans typically bring gifts to their ceremonies, and some choose to favor one wind over the other.

Culture

The Mahican are a confederacy of five tribes, spread out among some twenty villages, organized through three clans. Though equal, each clan is known for a specific trait. Trackers and scouts of the tribe belong to the Wolf Clan. The Bear



Clan is prized for their strength, and many warriors belong to this clan. Those Mahican tribal members that belong to the Turtle Clan are keen, wise and skilled in magic.

Mahican villages are large, consisting of usually twenty to thirty mid-sized longhouses. Always located in the hills, or near rocky areas, the villages are heavily fortified with wood and stone. The entire tribe is led by a council that meets regularly at the hidden village of Shodac. The village of Shodac is considered to be the heart of all Mahican tribes and many Mahican stay in this village to protect it.

Of all the tribes, the Mahican tribe has the fewest number of members. As such, Mahican men are very protective of their women and children, understanding that a swift battle at the village of Shodac would destroy the tribe. Mahican tribal members are fairly secretive, and do whatever they can to blend in. Not much is known about their manners and customs; they guard their history with their lives.

Attitudes

Active traders, the Mahican have earned a reputation as fair and savvy copper traders. Copper among the Mahicans is mostly used for ornaments, jewelry, and arrowheads. Loyal to no one but the Mahicans, tribal members worry about their survival and do whatever it takes to carry on. Fierce warriors, Mahicans are also fair and will provide their own version of justice as long as it doesn't put their lives in danger. It is said that a great treasure lies at the heart of the Shodac village; many travelers seek the Mahicans out to trade with them in the hopes that one day a Mahican will invite them back to their sacred village.

Shawnee Tribe

Religion

Moneto created the world in the eyes of the Shawnee. From his spot in the sky, he judges the Shawnee's actions. Those who do good, he blesses; those who cause harm, he seeks to punish. Moneto's wife, Kokumthena, sits by his side weaving a blanket called Skeemotah. This blanket tells the history of the world and everything in it, tracing back to the dawn of time. Kokumthena is tormented by a wolf that unravels her work every day, forcing her to start weaving again. It is said that when Kokumthena finishes her blanket, she will use it to cover the light in the sky and the Shawnee tribe will be no more.

The Shawnee strive to find the balance within nature so Kokumthena's blanket will not be woven hastily. Shamans work their magic, drawing upon Shawnee ancestors and are frequently inspired by historical events.

Culture

Unable to call any one place "home," the Shawnee are unorganized and scattered throughout the New World. Sometimes, Shawnee families and extended families make up one tribe; other times, generations of elders might walk together and form a clan.

Their strong sense of loyalty is ironic; for the Shawnee's continual wanderings have prevented the unification of the Shawnee for a thousand years. Most native tribes look down upon the Shawnee, because they are so spread out from one another and don't have the chance to meet for councils or ceremonies.

One side effect of the Shawnee's constant traveling is that both men and women have equal roles. Women are highly trained in archery, and men learn how to make weapons and set camp at an early age. Both are skilled trackers, but most Shawnee are not experts in the art of communication as Shawnee justice is swift and immediate. Unlike many other tribes, the Shawnee tend to act quickly, since they are the most vulnerable out of all the tribes.

Attitudes

Every Shawnee feels differently about the war between the Colonists and England, but many simply ignore the conflict unless they are forced to deal with it. A Shawnee's primary concern is survival, and they will make deals with other Natives, Colonists, or English to ensure that happens. Coupled with the desire for survival, the Shawnee have a high regard for life and will only fight when it is absolutely necessary. Some say that the Shawnee are on a holy pilgrimage because the Land is tainted. "When the Land is healed," one Shawnee wise man has said, "the Shawnee will



A
TRYAL
OF
WITCHES,
AT THE
ASSIZES

HELD AT

Bury St. Edmonds for the County
of *SUFFOLK*; on the
Tenth day of *March*, 1664.

BEFORE

SIR MATTHEW HALE K^t.

THEN

Lord Chief Baron of His Majesties
Court of EXCHEQUER.

Taken by a Person then Attending the Court

L O N D O N,

Printed for *William Shrewsbery* at the
Bible in *Duck-Lane*. 1682.

Chapter 7: Witchcraft

Rituals

Introduction

Hidden in the background of the Colonies are people gifted with a divine spark of Magic. As it was discussed earlier, Magic is real in the world of *Colonial Gothic*, and is something very few people know or understand. How Magic works is a big mystery, and though many are embracing science and reason instead of superstition and fairy dust, magic still flows within every river, rock and bush. Those that use Magic typically fall into a few, different categories. You might meet people involved in a society who use Magic rituals for their own, dark purposes; others might become adepts and devote their lives to learning Magic and perform great deeds. However, many people who obsess about the supernatural, and what it can offer them, pay an enormous price. Many of the things that Magic-users take for granted—family, friends, security, and wealth—are lost as a result of their desire to use Magic for good or for evil.

Most Colonists and Natives living in the world of *Colonial Gothic* do not understand the supernatural. Many people feel Magic is something beyond their comprehension—both colonists and natives fear it, condemn it, and sometimes look down upon it. Because magic is something that is not socially-accepted by any group, practitioners of white and black magic study, learn, and perform rituals in secret. While neither the Continentals nor the English have absolute laws against practicing magic, many individual towns and tribes may have unwritten laws about the use of magic.

Shamans, even though they are an integral part of many tribes, are respected and feared. “Witches” or “Sorcerers” who live in the Colonies practice magic at their own risk. Some witches live in the safety of the frontier, believing that they are free to pursue their art whenever they wish. Even though magic is forbidden, your Hero might find a sorcerer living in the most unlikely place imaginable, pretending to be an upstanding citizen by day—and working his art by night.

Many Heroes feel strongly about magic—one way or the other—because witches, sorcerers, occultists, and practicing shamans put everyone at risk. Heroes know,

all too well, that magic doesn’t always work. Rituals aren’t guaranteed to succeed and sometimes—they backfire with disastrous results.

Power Access

Colonial Gothic is a relatively low magic setting, and adepts have limited access to supernatural powers. The accompanying table provides a reduced list of the powers that adepts can take normally. All other supernatural powers can only be accessed through rituals in this setting (see Rituals later in this chapter).

Powers Directly Available In <i>Colonial Gothic</i> *
Heart Reading
Nature Reading
Object Reading
Psychic Shield
Second Sight
True Vision
Visions
*These are the only powers that can be accessed without the use of a ritual.

New Powers

The following new powers are available in the *Colonial Gothic* setting, but most of them can only be accessed through the use of rituals (see Rituals later in this chapter).

Bless

Fatiguing, Maintenance

Prerequisite: Cannot have the vice subtype

Bless Creature: By bestowing your supernatural blessing you fill an ally with courage. That ally gains a bonus on defense and on saving throws against fear effects based on your Bless power check. These bonuses last for 1 minute (10 rounds).

’Tis now the very witching time of night, When churchyards yawn and hell itself breathes out Contagion to this world.

-Hamlet, William Shakespeare, 1602

Difficulty	Bonus
15	+1
20	+2
25	+3
30	+4
35	+5

Bless Water: This use of the Bless power imbues up to 1 flask (1 pint) of water per adept level with positive energy, turning it into holy water. Holy waster burns undead and creatures with the vice subtype as if it were acid. Splashing one such creature with holy water deals +2 virtue damage, while complete emersion will holy water destroy them.

Bless Weapon: This use of bless makes a weapon strike true against evil foes. The weapon is treated as a virtue aligned weapon for the purpose of bypassing the damage reduction. Individual arrows or bolts can be blessed, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

Special: Bless counters and mutually negates the effects of the Curse power.

Time: Standard action

Metal Shaping

Fatiguing

You can shape, damage and repair metal objects.

Keen Edge (Difficulty 10): This effect makes a weapon supernaturally keen, improving its ability to deal telling blows. This effect doubles the critical threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. This effect can be cast only on piercing or slashing weapons with metal edges. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Multiple effects that increase a weapon's threat range (such as keen edge and the Improved Critical feat) don't stack.

Metalworking (Difficulty 10): You can mold metal into any shape you wish. You can affect 1 cubic foot of metal. Each additional cubic foot increases the Difficulty by 1 (so at Difficulty 30 you can affect 20 cubic feet). The Narrator may require a Craft (metalworking) check to achieve precise results. You perform metalworking crafts in minutes instead of the hours of normal Craft projects. A complex project, which normally takes 24 hours, would therefore take 24 minutes.



Corrode (Difficulty 15): You can damage metal objects with a thought. A targeted metal object suffers damage equal to half your Metal Shaping rank (rounded down) unless it succeeds on a Difficulty 15 Reflex save. Carried, worn or otherwise attended objects can use their possessor's saving throw, if it is better. Metallic creatures are not affected by this use of the power.

Mending (Difficulty 15): You can repair damaged metal objects. This requires you to touch the object and make a Difficulty 15 Metal Shaping check. If you succeed, the object is restored to its full Toughness.

You may also attempt to heal metallic creatures with this power. In this case, you can treat your Metal Shaping power like the Cure power.

Implode Armor (Difficulty 30): This use of metal shaping requires both concentration and maintenance. You can cause a suit of armor that is made of metal and is within your line of sight to begin slowly crumpling in on itself. The wearer suffers +2 damage on the first round, +4 damage on the second round and +8 damage on each round after that until they are able to remove their armor, they have died, or until the adept discontinues use of the power. This effect can be prevented with a successful Fortitude save.

Time: Metalworking depends on the project in question. Keen Edge, Mending and Rusting Grasp are standard actions. Implode armor is a standard action that must be maintained each round that the effect continues to be active.

Summon Apparition

Fatiguing

Prerequisite: 6th-level adept or higher, trained in the Knowledge (supernatural) and Knowledge (theology and philosophy) skills.

You can summon undead creatures with the incorporeal subtype to serve you. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the undead creature's level. Summoning a 5th level undead is Difficulty 20, for instance. Summon apparition is fatiguing (Difficulty 10 + the undead's level). The summoned creature does your bidding for a number of days equal to your adept level before returning from whence it came.

Time: Full action

Summon Elemental

Fatiguing

Prerequisite: 6th-level adept or higher, the appropriate Elemental Shaping supernatural power.

You can summon an elemental, a spirit which animates a particular element. This requires a check using the appropriate Shaping supernatural power for that element (Water Shaping for water elementals, Fire Shaping for fire elementals, and so forth) with a Difficulty equal to 10 + twice the elemental's level. Summoning a 5th-level elemental is Difficulty 20, for instance. Summon Elemental is fatiguing (Difficulty 10 + the elemental's level). The summoned elemental does your bidding for a number of rounds equal to your adept level before disappearing, leaving behind only the now-inert element it used for its body. You must have some amount of the desired element nearby to summon an elemental of that type.

Time: Standard action

Summon Outsider

Fatiguing

Prerequisite: 6th-level adept or higher, trained in the Knowledge (supernatural) and Knowledge (theology and philosophy) skills.

You can summon outsiders, beings from other planes of existence, to serve you. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the outsider's level. Summoning a 5th level outsider is Difficulty 20, for instance. Summon Outsider is fatiguing (Difficulty

10 + the outsider's level). The summoned creature does your bidding for a number of days equal to your adept level before returning to its home plane.

Time: Standard action

Summon Spirit

Fatiguing, Concentration

You can summon a spirit to aid or engage in combat for you. The spirit will remain with you for 1 round per rank in this power, until you stop maintaining the power, or until it is defeated or destroyed.

To summon a spirit, make a power check with a Difficulty of 10 + the level of the spirit. The summoning lasts a full round, at the end of which the spirit gets a Will save. The Difficulty is your result on the power check to summon the spirit. Failure indicates the spirit must appear. Success indicates the creature is not bound to appear, but can if it so chooses.

All spirits use the combat and saving throw progression for Warriors, have 6 points to distribute amongst their abilities and have the Improved Strike feat. A summoned spirit is immune to poison, sleep effects, paralysis, stunning, disease effects, mind-influencing effects (including Heart Reading, Heart Shaping and any supernatural powers requiring mental contact) and the Imbue Unlife supernatural power. It is immune to any effect that requires a Fortitude save (unless it also works on objects or is harmless). It is not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion. It cannot be healed and is immediately destroyed when reduced to "dying" status on the damage track. A spirit with the fast healing quality still benefits from that quality.

Time: Full action

Summoning a Spirit

When summoning a spirit, you can choose its abilities from a menu of choices. You can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant a spirit the ability to use supernatural powers. All such powers have a rank equal to your rank in this power, and use the same mental ability score you do. Because it is immune to fatigue, a spirit does not need to make a Fatigue save when using powers that normally require it. A spirit also does not need to meet the prerequisites for a feat granted by a menu choice.

Spirit Menu A:

Spirits of level 1 to 7 have one trait from this menu.

- **Aggressive:** The spirit has the All-out Attack feat.
- **Cleave:** The spirit gains the Cleave feat.
- **Deflection:** The spirit gains a +1 bonus to Defense.
- **Fly:** The spirit can fly at a speed of 20 feet (average)
- **Improved Speed:** The spirit has the Improved Speed feat.
- **Elemental Resistance:** Choose one of the following elements: Cold, Earth, Fire or Wind. The spirit has the Elemental Resistance power of that element.
- **Swim:** The spirit is streamlined and shark-like, and gains a swim speed of 30 feet.
- **Tough:** The spirit gains a +2 bonus to Toughness.
- **Trip:** If the spirit hits with its slam attack, it can attempt to trip the opponent as a free action. If the attempt fails, the opponent cannot react to trip the spirit.

Spirit Menu B:

Spirits of level 8 to 14 have one ability from this menu. Alternatively, the spirit can have two special abilities from Menu A. These are typically large creatures. If you choose to summon a medium sized spirit, you may additionally choose one power from Menu A.

- **Damage Reduction:** The spirit's skin forms a hard carapace and gains damage reduction of 3/supernatural.
- **Elemental Slam:** The spirit's fists are wreathed in a particular element. It does an additional +2 damage of an element you designate: Cold, Earth, Fire or Wind.
- **Fast Healing:** As long as the spirit remains conscious, it removes one bruised or hurt condition per round.
- **Heavy Deflection:** The spirit gains a +4 bonus to Defense.
- **Improved Critical:** The spirit gains the Improved Critical feat with its unarmed attacks.
- **Improved Fly:** The spirit flies at a speed of 40 feet (good).
- **Improved Grab:** The spirit has the Improved Grab feat.
- **Improved Swim:** The spirit is streamlined and shark-like, and gains a swim speed of 60 feet.
- **Improved Toughness:** The spirit gains a +6 bonus to Toughness.
- **Muscle:** The spirit gains a +2 bonus to its Strength score.
- **Poison Touch:** If the spirit hits with a melee attack, the

target must make an initial Fortitude save (Difficulty 10 + half the spirit's level + the spirit's Constitution score) or take 1 point of Constitution damage. One minute later, the target must save again or take another point of Constitution damage.

- **Smite:** Once per day, the spirit can make one attack that increases its damage by half its level.
- **Trample:** As a standard action during its turn each round, the spirit can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal its normal damage. The target can attempt a Reflex save (Difficulty 10 + half the spirit's level + the spirit's Strength score) to negate the damage.

Spirit Menu C:

Spirits of level 15 and above have one special trait from this menu. Alternatively, the spirit can have two special traits from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.) These are typically large creatures. If you choose to summon a medium sized spirit, you may additionally choose one power from Menu B.

- **Blindsight:** The spirit has blindsight out to 60 feet.
- **Constrict:** The spirit has the Improved Grab feat. In addition, on a successful grapple check, the spirit automatically deals its normal damage.
- **Elemental Blast:** The spirit has the Elemental Blast power of the element you choose: Cold, Earth, Fire or Wind.
- **Extra Tough:** The spirit gains a +10 bonus to Toughness.
- **Extreme Damage Reduction:** The spirit's skin forms hard, armor-like plates and provides Damage Reduction 6/supernatural.
- **Extreme Deflection:** The spirit gains a +8 bonus to Defense.
- **Natural Invisibility:** The spirit is constantly invisible, even when attacking.
- **Psychic Blast:** The spirit has the Psychic Blast power. Treat the spirit's total level as its adept level for purposes of this power.
- **On the Run:** The spirit has the Move-by Action feat.

*True Vision**Concentration, Fatiguing*

Your insight is difficult to fool. You can use your True Vision bonus in place of your Sense Motive bonus to resist Bluff attempts. You can also use it in place of your Will save

bonus to overcome Illusions and other supernatural powers that fool your senses. These benefits operate automatically for you once you have learned this supernatural power. If you take a full-round action, you can make a True Vision check, opposed by the bonus of any illusory or concealing ability or the Disguise or Stealth bonus of any creature. If you win the check, you see the subject as it truly is, ignoring the effects of any disguise, illusion or concealment. This effect is fatiguing and requires concentration to maintain.

Time: True Vision normally requires no effort to use, operating automatically.

Magical Trails

The thing to keep in mind while performing rituals or using any magic, is that everything you affect creates a link back to you as part of a magical trail that anyone might be able to pick up on at some point. These trails do fade over time (the older your supernatural power casting, the weaker the trail) but they will always exist because you are breaching the laws of nature and physics to affect the environment, another person, an object, or yourself. Failing a power check by 10 or more leaves a blazing trail back to you, and in many cases—a string of such failures may indicate a black magic witch or wizard. Dark practitioners constantly look for ways to use ordinary powers and rituals so that they fail on other people. Constant failures place these sorcerers into great danger simply because their failures forge an easy path for other witches to follow.

Rituals

Rituals are a way for Narrators to enable non-adepts to wield some control over supernatural forces. Access to ritual magic should be tightly controlled by the Narrator. Power should not be so easy to come by that it becomes commonplace. A would-be ritualist may have to track down multiple ancient texts in order to piece together the various parts of a ritual, or the book in which the ritual can be found may be closely guarded in the archives of a museum or university.

The heroes should not be given free and regular access to ritual magic, as that takes some of the mystery away from the horror genre. More than anything, ritual magic should be a plot device that begins or ends an adventure. The heroes may have to fight against a creature called to this world by a ritual, or, more dramatically, they have to interrupt a ritual in progress to prevent the creature from being summoned. Furthermore, many rituals have drastic and lasting consequences. The heroes must be aware of the ramifications of their actions; one who engages in the forbidden art of ritual magic risks corruption, his mind, his soul, and even the fate of the world itself.

Historical Persecution

To say that history has not treated witches and sorcerers lightly is an understatement. From the mid-fifteenth century through the early part of the eighteenth century, approximately 200,000 people were accused of Witchcraft and summarily executed. Records show that people were typically poor and, in many cases, women. To those in power, it didn't matter if a midwife created a protection spell to shield a pregnant mother from harm. All magic, from the healing arts to the evil eye, was a sign of the Devil.

Public persecution of witches started to die down in the 1730s, yet Germany still continues its public hangings and accusations. While science is rapidly replacing superstitious belief, in the world of *Colonial Gothic*, if you are accused of Witchcraft you might be sent to a fate worse than death. Exile, with no chance for communication with the outside world, is a slow and painful death sentence in the New World. Those who use magic know that that is a risk they face.

There are many Rituals that your Hero can learn. Heroes that want to learn Rituals and be able to perform them without access to the Ritual's written form will have to find someone who can teach them the ritual and also buy the Ritual Knowledge feat. The effects of a trained adept's Rituals will increase as they buy more Ranks in the Knowledge (supernatural) skill while non adept ritualists will have to rely on raw ability.

Magic is magic, regardless of what type of Ritual you are performing and who you are. The primary difference between white and black magic is simply, the user's intent. Many shamans, witches, and sorcerers use the same ritual for "good" or for "evil," and justify their actions by claiming that even the darkest ritual can benefit someone in an unusual circumstance.

When your Hero wants to learn a Ritual, they'll have to find someone who knows magic to teach it to them. Asking the wrong person could be taken as a breach of etiquette or worse—lead to a public hanging or inquisition. Some witches learn Rituals from family members as their entire lineage has been devoted—from one century to the next—to the art of magic. Other practitioners might learn a new ritual from a secret society or mentor at a library, quickly realizing that history, botany, and other learned disciplines are as important to magic as brewing a potion.

One benefit of learning magic is that by seeking the forbidden knowledge, you become part of a select group of people who have something in common—together you risk your life and your place in society by learning, using, and acquiring magical knowledge. As a result, many natives and colonists who are not established and are desperately trying to find a better place in the world shun magic altogether or intentionally seek it out in order to gain power.

In this way, learning rituals turns into a personal quest for any Hero and means so much more than a mathematical equation to benefit or hurt others. Keep in mind that as you build your social network, your Hero may encounter more than a few powerful enemies along the way. It is not uncommon for an “enemy” magic user to test your strength and fortitude by taunting you with occult knowledge. More often than not, since magic can turn into an addiction, fueling mortal egos, living dangerously, and creating conspiracies becomes a part of a witch’s magical experiences.

Performing Rituals

A ritual always requires some form of incantation, usually accompanied by gestures. Most rituals also require certain material components such as incense, a circle containing mystic symbols, or sacrifices of blood from a living victim.

During a ritual the ritualist must make an Intelligence, Wisdom, or Charisma check depending on the nature of the ritual. Adepts trained in Knowledge (supernatural) may add their adept level to the check. Rituals with more powerful effects have much higher Difficulties, with the most powerful among them having a Difficulty so high the ritualist must rely on assistants to have any chance of success.

Supernatural Powers as Rituals

The easiest way to create a new ritual is to base it on one of the supernatural powers in **Chapter 4** of *True20 Adventure Roleplaying*. Not all supernatural powers are appropriate for conversion to rituals; usually rituals involve calling or driving away supernatural creatures, empowering one’s self, or altering some feature of the local environment (i.e. causing earthquakes or controlling weather).

Narrators can use the following general guidelines to convert a supernatural power into a ritual.

- **Difficulty:** The base Difficulty to perform a ritual is equal to 10 + the power’s normal power check Difficulty. If the effect of a power depends on the result of a power check, the ritualist chooses the Difficulty that will achieve the desired result.
- **Adept Levels:** Use the ritualist’s total level as the adept level for any calculation relying on adept level (but not for powers in which the adept level is part of a d20 roll). For



TITUBA TEACHING THE FIRST ACT OF WITCHCRAFT.

example, the Ward power would use the ritualist's total level to determine its area of effect.

- **Fatiguing:** If the supernatural power is fatiguing, increase the base Difficulty by +2. Furthermore, the ritual is fatiguing as well, requiring a successful Will save with a Difficulty equal to half the ritual's Difficulty to avoid fatigue. The fatigue save Difficulty is calculated from the final Difficulty for the ritual, after all bonuses from aids and extended time have been applied.

- **Maintenance/Concentration:** If the supernatural power requires maintenance or concentration, increase the base Difficulty by +2. If it requires both, increase the base Difficulty by +4.

- **Prerequisites:** If the power has another power as a prerequisite, increase the base Difficulty by +2 for each required power. If the power has a level-based prerequisite—which includes powers with a power rank prerequisite— increase the base Difficulty by 1/2 the required level (rounded up). For example, Imbue Life has a prerequisite of Cure rank 12, which translates to at least 9 adept levels since power rank is equal to level + 3. This results in an increase of +7 to the base Difficulty: +2 for the power requirement and +5 for the level requirement.

- **Effects:** A ritual normally only allows the ritualist to perform a single effect. To allow a single ritual to have multiple effects, increase the base Difficulty by +2 per extra effect. For example, the Ward power entails an area effect and a creature ward. A single ritual that does both has its base Difficulty increased by +2.

- **Time:** Multiply the time required to use a supernatural power by 10. The result is how long it takes to perform the ritual. A supernatural power that is a move action or a standard action requires five rounds (30 seconds) to perform as a ritual, and a power that is a full-round action takes at least one minute (10 rounds). This time cannot be reduced, but it can be increased as the ritualist takes time and makes absolutely certain everything is being done correctly. Increasing the time required to perform a ritual reduces the Difficulty by an amount equal to the multiple minus 1. Therefore twice as long to perform the ritual reduces the Difficulty by 1, three times as long reduces it by 2, and so on to a maximum of -19 (20 times as long).

Ritual Elements

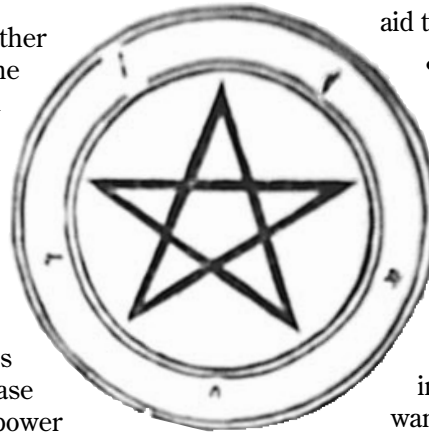
Each ritual description has the following elements:

- **Power:** The supernatural power upon which the ritual

is based, if any. Other than the ritual requirements, the power functions as written when used as a ritual.

- **Difficulty:** The ability check required and the Difficulty. During a ritual, the ritualist must usually make an Intelligence, Wisdom, or Charisma check against a set Difficulty. Each assistant must also make a check of some sort, usually similar in nature to the check required by the ritualist. For each assistant who succeeds, the ritualist gets a +2 bonus to her roll as per Aid. A character involved in a ritual cannot take 10 or 20 on any check required by the ritual.

- **Ritualists:** Each ritual has a ritualist who leads the ceremony and usually one or more assistants who aid the ritualist.



- **Components:** Any special items or materials required for the ritual. Because there is no “one way” to perform a Ritual, items required to perform a ritual are personal and depend on the sorcerer. Commonly, witches will choose items based on what effects the Ritual might have to guarantee success. In other words, if a shaman is casting “Kiss of the Wind” on a group of people, he would include an item from each of the people he wants to heal to strengthen the Ritual. If a dark sorcerer is “Rainmaking” to create havoc on a Native tribe, he might steal an important tribal artifact to ensure its success.

Some magic users may brew the elements into a potion or “stew,” seal them into amulets while chanting, or put them into a sacred drum and dance around a fire with it. By being smart with how your Hero gathers what he needs to perform Rituals, you can better conceal your use of magic in the long run.

- **Aids:** Any special qualities the ritualist and her assistants must possess, as well as certain qualities that provide a bonus to the ritualist's check. One aid consistent for all rituals is adept levels. A ritualist that has ranks in Knowledge (supernatural) adds her adept level to her ability score check to perform the ritual.

- **Time:** How long it takes to perform the ritual.

- **Costs:** Some rituals inflict injury or ability damage, or negatively affect some other aspect of the participants.

- **Success:** What effect the ritual has if successful. Usually, success means the power works as written.

- **Failure:** What happens if the ritual fails. Unlike normal supernatural powers, rituals usually have some drastic consequence for failure.

Rituals can backfire for two, reasons. Whenever you

complete a Ritual, you create a “magical signature” that other practitioners, witch hunters, and occultists can trace. The more successful you are performing the Ritual, the weaker the trail becomes. If you beat the Difficulty of the ritual by 10 or more, you “erase” or “cover” your magical trail in addition to whatever benefit you gain from the supernatural power. Fail the roll by 10 or more, and everyone close enough to sense magic will know what you’ve done.

The other effect that magic users cause is the change to the environment around them. The more accomplished the witch, the less harm she will do to her surroundings. If you beat the Difficulty by 10 or more, since you remove all trace of your activities, your surroundings remain intact. If you fail the roll by 10 or more, however, since your Ritual was akin to an alarm bell going off, your environment is changed by Magic relevant to whatever you were trying to accomplish. This trail exists regardless of intent; failure and success dictates how strong of a trail is leftover from the rites.

Ritual Success or Failure

The success or failure of rituals is not an exact science because rituals are mechanical performances that are designed to force a particular action or event. Anyone with the Ritual feat or who spends Conviction to gain temporary access to it can read a spell and cast a Ritual—causing some effect on the environment. Performed multiple times, one ritual might be extremely effective one day and a horrible failure the next. While we have written recommendations for successes and failures, how well a ritual worked (or how well it is resisted) is at the Narrator’s discretion.

Regardless of what your focal point is for a ritual—potion or amulet—failures happen immediately. For example, say your witch has brewed a potion to protect herself against a demon who is hunting her. Rolling a failure, the potion is spoiled and the demon is still in hot pursuit. Not wanting to give up, she tries again and fails by 10 or more. The potion blows up and the demon shows up on her doorstep. Another witch decides to brew a potion to ward off werewolves. The potion is successful, but she decides to wait to drink it, effectively “saving” it for later.

For another example, say you were chanting a Ritual to remove the cover of Darkness. You fail the roll by 10 or more. Not only does the sky get darker still, giving you an additional penalty, but a black cloud swarms around you, following you wherever you go until the Ritual wears off.

Ritual effects and their duration are not absolute since Rituals depend upon how closely you follow the steps to completion and how well you succeed. Rituals can be performed more than once per day, but many witches and sorcerers choose

Native Shamans

Sometimes described as “the world’s oldest profession,” to be called a shaman is to be called a medicine or holy man. Shamans play a role within the Native Tribes; they are the healers and the priests of their faith. Because they have a role to play, they are different from witches and sorcerers in the sense that their tribe understands and respects their magic—but sometimes fears them for it. Shamans are much more than mere “magic users,” they are the spiritual heart of the tribe as well as an insightful leader and tribal representative in the spirit world. Just like other magic users, however, shamans are still susceptible to the lure of magic and power. Some say that shamans are more dangerous than witches because more than a few have been known to flaunt their power and their position.

not to, simply because a stronger magical trail will invite trouble. As such, magic users are usually not on the front lines of battle. They use their Art to help (or harm) safely away from prying eyes and protected from other, more malevolent forces that might seek them out.

Remember that just like any other skill, your environment can play into your supernatural power casting. Modifiers will come into play at the Narrator’s discretion.

Common Rituals

The following common rituals are available for use in *Colonial Gothic*. Remember that in the mind of a magic user, the intent matters more than what the Ritual is meant to do. Rituals are simply “to-do lists” that, when completed, force an action that goes against the natural law. Anyone—from a small child to a devout preacher—can perform a ritual with the right tools. Non-magic users may consider these white or black magic rituals but to a shaman, sorcerer or witch—a ritual is a ritual. Some practitioners use their faith to ensure a ritual’s success or failure (even blaming a spell’s completion on their god) but in reality, rituals merely depend upon how well the spell is cast.

This list is, by no means, exhaustive and Narrators are encouraged to design their own common rituals understanding that a Hero may encounter new knowledge or other magic users as she travels throughout the New World.

Awake

By performing this clever ritual, the intended person will not be able to sleep for days. There are rumors circulating that dark practitioners have found a way to use a variant of Awake on multiple enemies at a time, clouding their judgment and making them easy prey.

Power: Mind Shaping (remove mental influence).

Difficulty: Intelligence check Difficulty 29 (10 + base Difficulty 15, + 2 for Fatiguing, +2 for Maintenance)

Ritualists: Only one ritualist is required.

Components: An item that belonged to the target, and a pin or other object that symbolizes discomfort or a lack of sleep.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds

Costs: There are no specific costs associated with this ritual.

Success: Succeed, and the intended person will not suffer any additional penalties from sleep loss but will remain awake. Succeed on the check by 10 or more and the declared target still gains the benefits of a good night's sleep and total rest without actually requiring sleep.

Failure: Failure causes the person to suffer a level of fatigue if they fail a Fortitude save, because that person is tired but unable to sleep, affecting their coordination and ability to reason. If the practitioner fails the roll by 10 or more, the ritual will backfire and the target can no longer make any recovery checks—even through magic—until the effects of Awake wear off while the person wanders around for days with insomnia. The target gets a Fortitude save to try to resist this effect.

Burn

Invoking the element of fire, a warlock can harness its power and cause a candle or torch to burn continually until the spell wears off. Burn can only be used on inanimate objects that can fit in the palm of your hand and are already lit, although darker versions of this ritual have been attributed to larger fires.

Power: Fire Shaping (light)

Difficulty: Intelligence check Difficulty 17 (10 + base Difficulty 5 + 2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: A small flammable object that fits in the palm of your hand.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds

Costs: There are no specific costs associated with this ritual.

Success: Burn is a very, focused ritual that helps the flame resist wind and water, but is not an iron-clad guarantee that your torch won't be put out by a bucket of water.

Failure: Fail to perform this simple ritual, and the object will be useless—unable to light again for as many rounds. Failing by 10 or more will render the flammable object useless as a light source.

Circle

One of the most powerful common rituals any magic user will use is the creation of a sacred space or circle, otherwise known as a “visual stage” to perform magic. Learning how to purify and sanctify a space works hand-in-hand with other rituals.

Power: Ward

Difficulty: Intelligence check Difficulty 22 (10 + 10 base Difficulty + 2 Concentration)

Ritualists: Only one ritualist is required.

Components: Common ingredients for sacred circles are: salt, chalk for symbols, earth, blood, stones, etc. Keep in mind that when you choose your ingredients, you do so very carefully because any unstable elements, like fire or water, will cause the circle to break down faster that day.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds

Costs: There are no specific costs associated with this ritual.

Success: If you cast a strong circle, all other magic rituals you perform within the circle will earn you a +1 bonus to your Ritual Test. Critically Succeed, and your circle is so well-purified that your magic ritual will earn a +4 bonus. The other benefit to creating a circle is that it is also protected from outside influences. A well-cast circle will prevent other environmental factors from affecting your spell-casting.

Failure: Used only once per day, if you fail making the circle, you will not be able to cast another one and all of your Ritual Tests will be at a -1 penalty. Critically Fail, and your Rituals for the entire day will be at a -4 penalty. While

Circles cannot be cast for other magic users, two witches can combine their efforts to create a larger circle. In this case, if one shaman fails their Ritual Test and the other succeeds, the successful caster will still be able to use a personal protection circle for that day.

Conceal

Conceal allows you a “second chance” to cover your magical tracks, so to speak, so that you clean up part of your mess. Usually performed within one to three hours, a witch will typically blend the components into a potion, meditate on her intent, and then drink it. Both dark and light magic practitioners favor this spell, because sometimes keeping magic a secret is essential to its success.

Hidden within encrypted scrolls, some believe that a darker version of Conceal is waiting to be uncovered that grants the magic user to cast this spell on others. By doing so, some posture, if you intentionally botch the ritual you could endanger enemies by bringing their secret activities into the public eye.

Power: Illusion (affects a single sense, affects Second Sight)

Difficulty: Intelligence check Difficulty 24 (10 + Difficulty 10 + 2 for Concentration, +2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: The ingredients for a potion.

Aids: The caster must have the Imbue Item feat and be trained in either the Craft (alchemy) or Knowledge (herbalism) skills. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Craft (alchemy), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 1 minute (10 rounds)

Costs: There are no specific costs associated with this ritual.

Success: Succeed, and your last Ritual will have simply failed, diminishing the trail behind you and wiping out any ill effects. Succeed by 10 or more, and your entire magical trail for all magic use is wiped clean.

Failure: Fail your roll, and nothing will happen to the trail. Fail by 10 or more, and the trail will grow so strong even non-adepts can see it.

Divine Breath

By meditating in front of a fire, magic users draw Divine Breath into their lungs through the smoke. At this time, no one knows if there is a reverse spell for Divine Breath. Some whisper that there might be a ritual to suck in a

demon’s breath, but no one knows what effect that might have on the practitioner.

Power: Cure

Difficulty: Intelligence check Difficulty 22 (10 + Difficulty 10 +2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: A fire. Some healers prefer a rattle to shake over the victim, cleansing their spirit, but this is not required.

Aids: The caster must be trained in Knowledge (supernatural) or Knowledge (theology and philosophy). Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 5 rounds

Costs: There are no specific costs associated with this ritual.

Success: Filled with healing wind, the practitioner blows the smoke out of their lungs over an injured person and heals her as though she just made a successful recovery check.

Failure: If the witch fails, nothing happens. If the roll is failed by 10 or more, the sick person suffers +0 damage.

Draw

Draw will take the disease out of one living thing and put it into an inanimate object. Draw is a meditative ritual that can work on animals, humans, or plants, provided the practitioner has something to contain the infection.

Some shamans have heard of a darker version of Draw that will allow you to target a specific field, person, or tribe with the disease, but many shun the idea, saying that containing a disease is difficult enough—controlling it is madness and defies nature itself.

Power: Cure Disease

Difficulty: Intelligence check Difficulty 12 + the save Difficulty of the disease (10 + Difficulty of disease +2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: A small container like a glass jar or tin box

Aids: The caster must be trained in Knowledge (supernatural) or Knowledge (theology and philosophy). Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or

Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 5 rounds

Costs: There are no specific costs associated with this ritual.

Success: Once the disease is in an inanimate object like a glass jar or tin box, it can not infect anyone else unless it is released from its prison. Upon release, the disease or infection simply fills the air and may (or may not) affect those nearby.

Failure: Failing to draw out the disease will not have any effect on you or the intended person, but your magical trail will grow a little stronger. If you fail by 10 or more, you'll only aggravate the infection, forcing the target to make a new save against the Disease or suffer its damage again.

Eagle Eyes

This ritual allows the caster to see as though through the eyes of an eagle. Many dark magic witches favor Eagle Eyes; it is said that some have found a way to cast this spell intentionally to blind their victims—permanently. Some sorcerers experiment with Eagle Eyes on the undead, but to date no one is sure if anything has come of it.

Power: Enhance Senses

Difficulty: Intelligence check Difficulty 20 (10 + base Difficulty 10)

Ritualists: Only one ritualist is required.

Components: Eagle Eyes usually requires the practitioner to use an eagle feather as part of the rites; dark witches find it difficult to perform this ritual because in order for it to work—the eagle you took the feather from must be alive.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds.

Costs: There are no specific costs associated with this ritual.

Success: Calling upon the spirit of the Eagle, a magic user can see through the eyes of an eagle and will gain +1 to all vision related Notice and Search checks. The more successful this Ritual, the farther the shaman will be able to see.

Failure: The more a Ritual fails the worse a witch's eyesight becomes, suffering a -1 penalty to Notice and Search checks involving vision for each point the roll was missed by. Failing the roll by 10 or more will result in blindness, but can only work on the living.

Evergreen

Relying on Mother Nature's gifts, witches who call upon her may infuse a plant with the power of spring and renewal. By casting Evergreen, one plant will be less likely to naturally wither and die. While Evergreen is not a guarantee, some shamans prefer to call upon the Great Spirit and use it on tobacco plants, to keep them preserved for upcoming ceremonies. Using this ritual will not guarantee that the plant won't naturally suffer from blazing heat or cold weather, in the end nature will win all contests.

Power: Plant Shaping

Difficulty: Intelligence check Difficulty 27 (10 + base Difficulty 15 +2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: None required.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (life sciences), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 10 rounds.

Costs: There are no specific costs associated with this ritual.

Success: Succeed this ritual, and a plant will stand up to the elements and remain free of disease. Evergreen only works on plants that are still in the ground; they will not work on cut flowers, harvested plants, or dried herbs.

Failure: Fail and the plant dies—instantly. Fail the roll by 10 or more, and you will have poisoned the land, unable to grow anything in that spot ever again.

Guardian

Sometimes magic users need servants to help them do the simplest of tasks like watching out for enemies or carrying messages to an ally. Guardian is a ritual performed that temporarily creates a familiar for a witch or shaman.

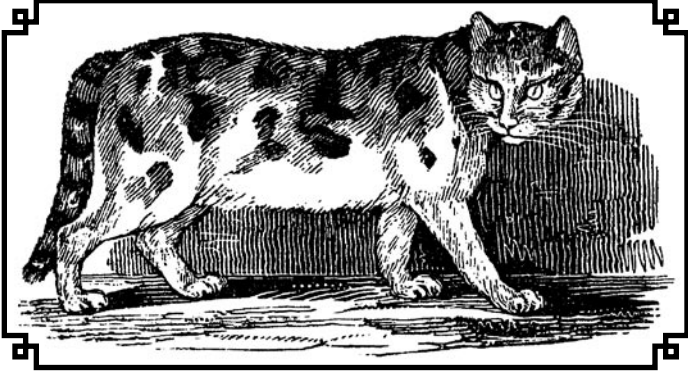
Power: Beast Link

Difficulty: Intelligence check Difficulty 24 modified by familiarity (10 + base Difficulty 10 +2 for Fatiguing +2 for Concentration)

Ritualists: Only one ritualist is required.

Components: None required.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Handle Animal, and a +2 bonus if he has 6 or more ranks in both skills.



Time: 5 rounds.

Costs: There are no specific costs associated with this ritual.

Success: You have turned the animal into your familiar, you can instruct your animal with the simplest commands like Hunt, Fetch, or Carry, provided they are physically equipped to carry out your command. If you bond with a squirrel, for example, you can command them to Hunt, but they will bring you back nuts—not rabbit or other meat.

Your animal guardian and the bond you share are directly related to how well you treat your friend. Be kind to your familiar, and your animal will remain loyal by your side, even defending you when you least expect it. The more you abuse your familiar, the more often they will resist your attempts to command them and either attack you or eventually run away.

Failure: Fail and the animal will flee and you will not be able to cast Guardian on that animal for the rest of the day. Fail the roll by 10 or more and your intended familiar will attack you.

Guidance

Requiring intense concentration, when a magic user seeks Guidance they are drawing on their faith for a more direct answer to a question or problem. The gods do listen to prayers, but something prevents them from giving a human a direct answer to the question. Instead, a goddess might help her faithful simply by pointing her in the right direction.

Dark magic users sometimes rely heavily on Guidance, but while a witch might ask the goddess of nature for direction—a black magic sorcerer might inquire for answers from a demon.

Power: Visions

Difficulty: Intelligence check Difficulty 20 (10 + base Difficulty 10)

Ritualists: Only one ritualist is required.

Components: None required.

Ritual Ingredients

The following is a list of base ingredients witches, shamans, and sorcerers have been known to use in their magic. In raw form, these ingredients are often manipulated by magic users to use in a ritual. For example, bones may be ground into powder using a mortar and pestle, herbs may be dried or used to create an infusion, silver and gold may be hammered into effigies. While there isn't a comprehensive list of ritual ingredients (because there are no magic "shops" available in *Colonial Gothic*) the thing to keep in mind is that the more "natural" the item is, the better. Through handling pure elements, the magic user infuses them with her essence to create a more powerful and effective Ritual.

Beads, Bile, Blood, Bones, Candle, Beeswax, Candle, Fat, Chalk, Clay, Coins, Crystals, Dyes (Natural), Eyes, Feathers, Flowers, Gold, Hair, Herbs, Needle, Pins, Ribbon, Salt, Saplings, Seeds (Fruit), Silk, Silver, Spring Water, Stones, Talons, Thread, Tobacco, Wax, Wine

Aids: To prepare for guidance, the practitioners will fast for one whole day in order to make themselves a better vessel for the spirits and gather gifts or offerings for their invoked god. The caster must also be trained in Knowledge (theology and philosophy). Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 10 rounds (at least).

Costs: There are no specific costs associated with this ritual.

Success: While the ritual is in effect, the shaman gains +3 to all Knowledge skill checks in addition to any information gained from the vision itself.

Failure: If the ritual backfires, a witch will suffer 1 point of Intelligence damage.

Liquid Courage

Infusing alcohol with magic, this ritual will create a potion to help give courage to those who desperately need it. One of the more subtle rituals, Liquid Courage can simply be performed in a tavern or public establishment. Savvy practitioners weave magic words into a drinking song in order to perform the ritual.

There are rumors among tavern owners that strange folk seem to be stealing liquor from their fine establishments; perhaps someone might be trying to find a way to brew fear in a bottle.

Power: Heart Shaping

Difficulty: Intelligence check Difficulty 14 (10 +2 for Concentration, +2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: A keg or cask or alcoholic beverage.

Aids: The caster must have the Imbue Item feat. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Craft (brewer), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 5 rounds.

Costs: Anyone consuming excessive amounts of “liquid courage” may risk drunkenness and alcohol addiction.

Success: If successfully completed, this ritual provides all who drink of the liquid courage gain the benefits of the Hope effect of the Heart Shaping power.

Failure: Failing the roll, the shaman suffers a -2 to their Will save for 5 rounds. Failing by 10 or more increases the duration of this penalty to 10 rounds.

Luck

The Luck ritual will push someone along in the right direction, providing them with bonuses to various saves. This ritual is one of the hardest to control, and many practitioners try it time and time again in the hopes that they will steadily conjure good luck or bad luck.

Power: Bless

Difficulty: Intelligence check Difficulty 36 (10 + base Difficulty 20, +2 for Maintenance, +2 for Fatiguing, +2 for Prerequisites)

Ritualists: Only one ritualist is required.

Components: Something from your intended target, and a traditional symbol for luck (rabbit’s foot, shamrock, cards, coin, stone).

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds.

Costs: There are no specific costs associated with this ritual.

Success: Succeeding this roll will provide the benefits of a

Blessing for a +2 bonus to Fortitude, Reflex and Will saves. Succeeding on the roll by 5 or more also provides the target with the benefits of the Lucky feat. While Luck may be performed in advance, the effects are not cumulative. In other words, a shaman can’t create Luck twice for the same chief so the chief stores his Luck; once the chief spends his first bit of Luck, then and only then can the chief receive more Luck.

Failure: If the roll is failed, the target suffers a -2 penalty to all saves for 1 minute (10 rounds). Failing by 10 or more increases the penalty to -4.

Missive

Blending personal objects with symbols, a magic user can infuse an object with the ability to telepathically communicate with its owner.

Power: Mind Touch

Difficulty: Intelligence check Difficulty 24 modified by familiarity (10 + base Difficulty 10 +2 for Maintenance, +2 for Concentration)

Ritualists: Only one ritualist is required.

Components: An object belonging to the target.

Aids: The caster must have the Imbue Item feat. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds.

Costs: There are no specific costs associated with this ritual.

Success: You establish For example, say your witch wants to contact her shaman friend 50 miles away. The shaman had given her a canteen as a gift. Performing the ritual, the witch decorates the canteen with her personal set of magical sigils, meditates into a trance while holding the object, and is then able to communicate telepathically with the shaman. After she “hangs up” with the shaman, the spell is used up and she’ll need another object from the shaman to infuse.

Since Missive can only be performed by attaining and holding a personal object of the person you want to communicate with, if you possess the item by stealing it or taking it without their permission, when you start the ritual the owner of the item you stole will automatically resist your attempts to communicate with them with a Will save.

Failure: If you fail to perform the ritual correctly, you won’t be able to communicate with your intended person and you will not be able to try using their personal item for the ritual until the next day. If you fail the roll by 10 or more, you will have botched the ritual so badly that you

cause psychic backlash to attack your target and they will have to roll to resist +2 psychic damage.

Preserve

Preserve will keep the pure state of an inanimate object and prevent it from being destroyed. This ritual can only be used on non-living things like potions, books, clothing, etc as a means of protection and conservation. For example, a carpenter might use Preserve on wood to keep it from rotting, a blacksmith might Preserve metal to prevent it from rusting, or a researcher might use it on his books to prevent them from wearing with age.

Power: Ward (creature ward vs. bacteria, fungi and scavenging vermin)

Difficulty: Intelligence check Difficulty 22 (10 + 10 base Difficulty + 2 Concentration)

Ritualists: Only one ritualist is required.

Components: The object to be preserved.

Aids: The caster must have the Imbue Item feat. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 5 rounds.

Costs: There are no specific costs associated with this ritual.

Success: The success of this ritual affects a Hero's ability to perform with the raw materials used for their craft. Succeeding this roll allows will grant you +1 to your Craft skill checks involving items so preserved.

Failure: Failing this roll will cause your materials to wear and will take away a -1 penalty to your Craft skill checks involving said item. Failing the roll by 10 or more destroys the object you're working with.

Quicken

Sometimes, the best offense is the best defense. One of the most popular rituals a witch can perform, Quicken will grant the magic user extra speed and agility.

Power: Enhance Ability

Difficulty: Intelligence check Difficulty 27 (10 + base Difficulty 15, + 2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: None required, though some casters incorporate a mercury salve.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus

if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds.

Costs: The drawback to this ritual is that speed can sometimes be hard to control, so magic users safely store items on their person—including weapons—until they have stopped moving for fear of hitting the wrong target. Dark witches devoted to learning more about this ritual, test out their practices by figuring out how to control their speed, and sometimes experience disastrous results.

Success: You gain a +1 bonus to Dexterity for 1 minute (10 rounds). If you beat the Difficulty by 5 or more the bonus increases to +2. Beating the Difficulty by 10 or more also provides you with the benefits of the Supernatural Speed power.

Failure: Fail and this ritual will slow you down giving you a -1 penalty to any Dexterity-related ability or skill checks for 1 minute. Failing by 5 or more increases the penalty to -2. Failing by 10 or more means that you are moving so slowly for the next minute that others might think you are dead.

Rainmaking

Rainmakers have been around for hundreds of thousands of years. This ritual allows the shaman to bring storms down from the sky overhead, regardless of season, but does not give him the ability to control the weather (so you can call forth a rainstorm or a hurricane, but cannot direct it). While rainmaking is essential for farming, some magic users call the rain to block or prevent enemies from advancing.

Power: Weather Shaping

Difficulty: Intelligence check Difficulty 16 (10 + 2 for Concentration, +4 for Prerequisites)

Ritualists: Only one ritualist is required, though this ritual often incorporates a group of dancers.

Components: None required.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 5 hours

Costs: Once the desired weather patterns are conjured up, there is no guarantee they will not adversely affect the caster and his allies any more or less than their enemies.

Success: Success causes the desired weather patterns to manifest as per the Weather Shaping power.

Failure: Fail to make rain, and you will cause the area to dry up for 5 days. Fail the roll by 10 or more, and all precipitation will be repelled from that area for 10 days, causing a blight.

Reveal

When a shaman uses Reveal to show him his enemies, this ritual doesn't leave room for much error. A tricky ritual to perform, Reveal is always an opposed Ritual and is opposed by the power check, Stealth check or Notice Difficulty of the concealed person or object (the ritual write-up here assumes an opposed Difficulty of 15). Reveal is used whenever someone (or something) is hiding within the witch's line-of-sight.

Power: True Vision

Difficulty: Intelligence check Difficulty 29 (10 + base Difficulty 15, +2 for Concentration, +2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: None required.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 1 round.

Costs: There are no specific costs associated with this ritual.

Success: After chanting a few words, the witch will "see" through her eyes what has been hidden from her sight whether by magical or mundane concealment. The object appears visibly to the caster as though bathed in an inky, silver-metallic light. The more the caster beats the roll by, the better they can see their target.

Failure: If the ritual ends poorly, failure results in revealing the caster's location to the target. Failing the roll by 10 or more results in something akin to a large sign over your head saying "I am here."

Strike True

Warriors who seek a shaman's blessing may come to him to perform this ritual, offering their blood to bless their weapon.

Power: Enhance Other (Dexterity)

Difficulty: Intelligence check Difficulty 32 (10 + base Difficulty 20, +2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: The blood of the recipient and their weapon.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds.

Costs: The target must spill enough of their own blood to gain a Hurt condition.

Success: Strike True will allow a magic user to "bless" one weapon, increasing its wielder's effective Dexterity by +2. Many people will seek out a blessing for a bullet or an arrow, saving it for a crucial moment. This ritual can only be performed once per weapon per day.

Failure: If the shaman fails this ritual, the weapon has not been blessed, and is unaffected by additional ritual attempts for that day. Failing the roll by 10 or more will irreparably damage the weapon.

Tongues

With the number of different languages that exist in the New World and beyond, magic users have found this ritual quite handy to listen to and understand a foreign language not known to them. Unfortunately, this ritual will not allow a wizard to read foreign texts—only to understand a native speaker.

Some dark practitioners are taking this ritual and trying to warp it into a spell that will affect other people, especially since confusing enemies is a great way to win battles, but no one is sure whether or not that can actually be done.

Power: Mind Touch

Difficulty: Intelligence check Difficulty 24 (10 + base Difficulty 10, +4 for Concentration and Maintenance)

Ritualists: Only one ritualist is required.

Components: None required.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 5 rounds

Costs: Attempting to use this ritual on a creature with an alien mind or a person suffering from insanity will force the caster to make an immediate Difficulty 15 sanity check.

Success: Performing this ritual allows the caster to understand one language in a matter of degrees—the more successful you are, the better you can understand the other person's language. Beat the Difficulty by 10 or more and you become fluent in that person's tongue.

Failure: If you fail this ritual, other people won't be able to understand you—even those people in your group who speak your native tongue. Failing by 10 or more means that your spell has backfired so strongly that no one will be able to understand what you are saying for a whole day.

Warmth

Channeling the element of fire, the practitioner will keep warm at night or on the coldest day of winter. Useful to

black magic users as well as white, Heat is one of the most commonly used rituals.

Power: Elemental Resistance

Difficulty: Intelligence check Difficulty 14 (10 +2 for Fatiguing, +2 for Prerequisites)

Ritualists: Only one ritualist is required.

Components: The ingredients for a potion.

Aids: The caster must have the Imbue Item feat. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds.

Costs: There are no specific costs associated with this ritual.

Success: This ritual keeps the target warm enough to fight off the cold so a magic user can find shelter or safety from the elements.

Failure: Failure means the potion has no effect. Failing by 10 or more will leech the heat from a witch's body, causing all cold damage against them to be doubled as if they were vulnerable to cold.

Warn

Warn is typically used by practitioners who want advance warning that something is after them. Used by both black and white magic users, casters will set up a magical booby trap that will trigger whenever an enemy of a higher Rank walks across the line. Taking about 1 day to prepare, this ritual incorporates several ingredients into a magical powder, chanted words, and precise placement. Once the ritual is complete, the line will disappear and environmental factors will not affect the "line drawn in the sand."

Power: Ward

Difficulty: Intelligence check Difficulty 27 (10 + base Difficulty 15, +2 for Concentration)

Ritualists: Only one ritualist is required.

Components: A magical powder made up of special ingredients such as salt, silver dust, or iron shavings.

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds.

Costs: There are no specific costs associated with this ritual.

Success: Success of this ritual happens by a matter of degrees—the more successful your ritual is, the more details you will learn about your enemy and the louder the "alarm"

Naming Rituals

The true names for these common and arcane rituals are not listed here. Magic users feel that to name a thing, is to have power over that thing, and that statement is true in *Colonial Gothic*. Many different cultures—from the Abenaki Shaman to the Scottish Warlock—use similar rituals but call them by the name that they are the most familiar with, and find ritual components according to their own customs.

The names used to describe the Rituals are an indicator of what they can do—rather than referred to by one version of their name.

Since Arcane Rituals have been connected with demonology and summoning evil spirits, no sane dark wizard will document the Ritual in its completion. As a result, several texts may have one portion of the Ritual we refer to as "Babble." One text will tell you that by performing this spell you are manipulating a demon to do your dirty work; another will say that you are affecting a person's eyesight.

will go off in your head. Adepts can combine their efforts to create a larger area; any person who fails this ritual will not affect another's efforts other than range. Critical Success of this ritual, once triggered, means that you will receive more information about the enemy that has crossed the line in addition to the "supernatural" warning bell going off in your head.

Failure: Critically Fail this ritual and the area you were trying to affect is tainted, no magic can be cast on that spot for 5 days.

Arcane Rituals

While arcane rituals are available, they are vastly more powerful and aren't known even among many who practice magic for several reasons. Obscure texts, pieces of parchment, false "versions" of rituals, and devious practitioners throw curious, inexperienced witches off track. Many witches are unable to find all of the pieces to perform these rituals because some magic users are sworn to protect the rituals by setting up magical booby traps and doing whatever they can to cloud the ritual's true nature.

Practitioners who seek to learn arcane rituals should be extraordinarily careful. Finding a complete ritual is hard enough, coming across someone who will be able to teach the ritual to you is an entirely, more difficult task. In order to learn these rituals, not only do you have to gather the necessary components and learn what to do, you must

seek out a mentor who will, over time, teach you a different part of the ritual until you can master it for yourself. Your mentor will be exceptionally skilled in magic and can shield himself from any ill effects you might cause. As common and standard practice, it is almost unheard of for a practitioner to cast magic without casting a protective Circle beforehand.

Many of the common rituals will be enough to shock the calmest of Heroes; imagine what a person who fears magic would do if they saw a spirit standing right before their eyes? Remember that arcane rituals leave a larger, magical signature; failures bode badly not just for the practitioner's immediate vicinity, but often for whole towns as well.

Align

Many practitioners devote their entire life to mastering the power of the five, known elements. Contrary to what so many people believe, elements are not attributed with the directions on a compass. The five elements represent the basic components of a person's spirit, and work together to holistically balance personality, heart, and mind.

Power: Enhance Ability

Difficulty: Intelligence check Difficulty 42 (10 + base Difficulty 30, + 2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: The components for summoning and harnessing elemental spirits are: an object that signifies the human attribute, an object of the element you're focusing on, and the elemental spirit's secret name. Examples of ritual components are as follows:

Earth (Strength): Stone, crystal, plants, clay, sand, buffalo, bear

Fire (Constitution): Volcanic glass, fire, soot, ash, salamanders or other reptiles

Water (Wisdom): Spring water, holy water, lotus, water lilies, fish, turtles

Air (Dexterity): Butterflies and other flying insects, incense, eagles and other birds

Metal (Intelligence): Iron, copper, gold, silver, tin

Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (life sciences), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 5 rounds.

Costs: Calling up a hostile elemental could force the ritualist to make a Sanity check.

Success: You will temporarily take on the traits of one intended element and gain a +4 bonus to your related attribute

(Earth = Strength, Fire = Constitution, Water = Wisdom, Air = Dexterity, Metal = Intelligence). If you succeed on the roll by 10 or more, you also summon a small elemental spirit of your element as a Familiar. Your elemental spirit will behave as a familiar will, but will disappear when his time in this world is up.

Failure: Cannot attune to that particular element for 5 days in this ritual, or any other. For example, if you tried to commune with metal and you failed, you cannot use Strike True on a sword. If you fail by 10 or more, instead of summoning a loyal elemental spirit, you bring forth an angry elemental that will attack you on sight. Before you can resist the spirit's attack, you may need to roll a Sanity check at the Narrator's discretion.

Babble

One of the most useful arcane rituals, Babble is used to confuse curious onlookers by encrypting your grimoire into code that only you can unlock. The ritual components for this vary greatly, and this is one of the hardest spells to learn simply because the ingredients are tied to the last ritual you archived in your book. By infusing ink, blood, and at least two ingredients from the spell you just learned, you will write the last two lines of the spell, finishing its entry and sealing the ritual until you use the book again. The spell is broken once you open the book—even by accident. Any other person who tries to read the book will be unable to do so.

Power: Illusion (all senses)

Difficulty: Intelligence check Difficulty 34 (10 + base Difficulty 20, +2 for Concentration, + 2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: The ingredients are tied to the last ritual you archived in your book. You must create an infusion or ink, blood, and at least two ingredients from the last ritual you just learned.

Aids: The caster must have the Imbue Item feat. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 1 minute (10 rounds)

Costs: There are no specific costs associated with this ritual.

Success: Your written words will be encrypted until you release them.

Failure: Encryption doesn't take effect, and you will not be able to try to ritual again for 5 days. Fail by 10 or more and you have botched this ritual so badly that the book is destroyed in the process.

THE SALEM WITCHCRAFT.

It is interesting to trace the progress of the British mind from one superstition to another, until it was fully prepared to embrace the belief that the arch-enemy of man not only could, but actually did, make his appearance in the human shape, and impart to the wretch who had entered into an agreement with him power to do many supernatural things in consideration of his soul. We find the word "witch" in the sacred writings in several places; but it is always mentioned in connection with sorcery, false-propheying and conjuration, or used by way of substitution for one or all of those terms. The English and Scotch mind seems always to have been exposed to a belief in a great variety of spirits. It is both pleasant and instructive to see how these creations of superstitious fear and versatile imagination have gradually lost their distinct personalities, and blended with each other new shapes, like geological changes repeatedly wrought upon the same atoms of matter. If you look back to the time so delightfully delineated by Spenser in his *Faerie Queen*, you find merry England haunted in all her dells with Fays and Fairies, dancing on the green sward in graceful circlets, taking care of the interests of the cleanly housewife, or inflicting the most vexatious injuries upon those who were negligent; causing many a lady to pine for the love of a knight, while the same knight was threading the mazes of some interminable forest, himself almost dying of grief from having mistaken the sentiments of the lady. We have also the gnomes, a people living under ground, and the dwarfs, a pigmy people, whimsical, and more generally malicious. Then come the grim, ghostly apparitions of the dead, "visiting the glimpses of the moon, making night hideous." All these creations of the imagination, becoming at length masters of the national mind, and associated with certain texts of Scripture not well understood, gave birth to that monster scourge of the nations, who, under the name of "witch or wizard," held dark and damnable communion with the powers of evil. This superstition our New England ancestors inherited. We do not intend to blame or exculpate the early settlers for doing

what we should have probably all of us approved had we been of their number, but we propose to make a brief historical recital of one of the most sudden and awful tragedies that was ever acted over in the presence of an excited multitude, who were as unfit at the time of distinguishing between the natural and the supernatural, or of weighing human testimony, as the tenants of a madhouse. Every child has heard of the Salem witchcraft, but the story has, from a variety of motives, been told so variously that many people grow up to adult years without forming any correct idea of the moral and philosophical causes that have made it part of our history.

At the close of the year 1691, Mr. Paris, pastor of the church in Salem village, discovered the most unusual symptoms of illness in his daughter, a girl of nine years old, and in his niece of eleven, who then resided at his house. Physicians were called in, but were not able, after the most careful examination of the patients, to give the disease a name, much less to stay its ravages. At last one of them, possibly from professional vanity, mistook, or affected to mistake, the disease for the work of Satan—a very commodious way, in those days, of turning one's ignorance to a good account. They were said to be under an evil hand—they were "bewitched." Mr. Paris had also in his family an Indian and his wife, who, suffering from the common alarm, had recourse to a spell, in order, as they said, to find out the witch. But this attempt did nothing more than to attract the notice of the afflicted, who, in the phrase of the time, "cried out upon them," as being murderers—the witches whom they pretended to seek. They charged the accused with making the most malicious and fiendlike attacks upon their persons; that they pinched, pricked and tormented them; and that they came and went at will, visible only to these unhappy girls, although many others were present with eye-balls dilated to behold them. The public mind was by this time in a high state of ferment; the neighbors were called in, judicious friends were consulted, and, as a final resort, the clergy of that vicinity were sent for.

Cloak

Throughout history, holy men, master warlocks, and powerful witches have walked among those who persecute them with this ritual. The preparation for this ritual requires the practitioner to sleep by day and live their life by night for three days in order to find three representative objects that, when put together, signify your intent to remain hidden in the dark. In this case, the ritual's objects are trappings because by gathering items like night-blooming flowers, singing crickets, or a thief's bandanna, you are learning to make yourself invisible.

After the third item, many magic users will create a circle of protection around the items until they are ready to ease into a deep, meditative trance. Once in the trance, the user will create a request to the deity of their chose to take on that particular object's qualities. In other words, if you are exceptionally clumsy and fear you might break the spell, you might seek out a dancer's shoe during your quest. Asking your god, you wish to become as graceful as a dancer before moving onto the next item. Upon completion of the meditation, you will see (or feel) a soft, black cloak float around your shoulders that seems to be sewn from the night sky.

Power: Light Shaping

Difficulty: Intelligence check Difficulty 37 (10 + base Difficulty 25 + 2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: Three representative objects that, when put together, signify your intent to remain hidden in the dark.

Aids: The preparation for this ritual requires the practitioner to sleep by day and live their life by night for three days prior to the ritual. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural).

Time: 5 rounds.

Costs: There are no specific costs associated with this ritual.

Success: You are invisible to the outside world unless you directly affect or interact with your environment. (Attacking an enemy or throwing an object does count.) This is a ritualized version of the Invisibility effect of the Light Shaping power. In addition, if anyone tries to track or locate you, they will suffer a -4 penalty to any related rolls such as tracking attempts.

Failure: The ritual doesn't take effect and you are unable to perform it for 10 days. Failing by 10 or more means that instead of hiding from those who seek you out, you attract unwanted attention wherever you go. Your enemies will gain

a +4 bonus to any tracking-related skill checks as they try to find you.

Curse

Curses are the practice of using a ritual to specifically harm an enemy, object or place in some designated manner. One of the best-kept secrets of many occult enthusiasts is that general curses are not as effective as targeted, specific curses simply because the person you cast the spell on attributes more power to something tangible and real. Casting curses on inanimate objects works, but only if the object or environment is affected enough for someone to add their belief or power to it. In this way, curses manipulate Faith—the more Faithful and devout the person they cast the curse on, the more likely they are to believe that something bad will happen to them through magic. As such, every Curse can only be resisted by a believer's ability to Reason.

If a light magic user comes across a cursed object, person, or place, they can undo a curse by successfully Drawing out the curse into a container and then safely hiding it so no one else can be affected.

While there are several different kinds of specific curses that a practitioner can use, typically curses can be separated out into three different categories:

People: Cursing people is akin to a strong psychic attack that is triggered in some, specific way.

Examples of curses for people are typically related to physical injury; breaking a leg, losing hearing, contracting a disease, growing warts, etc. Most often, when a person is cursed the invention of the attack is related to something personal to ensure success.

Places: By desecrating a place, witches can leech the life out of a field, set a magical booby trap for other witches or spirits, or use it as a tool to make people lose hope. Cursing places is the most difficult type of ritual, because the components and the time it takes to prepare are a large price to pay for, what some believe, is so little benefit.

Things: The only types of objects that can be affected by curses are conductive objects that can effectively "transmit" a curse to someone else. Metal is the best conductor, while wood is the poorest. Forks, watches, necklaces, and sometimes even weapons are perfect for cursing.

Power: Psychic Blast

Difficulty: Intelligence check Difficulty 12 (10 +2 for Fatiguing)

Ritualists: Only one ritualist is required.

Components: Ingredients for personal curses must include an item from a holy sanctuary that has been desecrated (cursed), something forcibly stolen from the victim, and

something to transmit the curse to the victim by using air, water, earth, metal, or fire. Cursing someone with internal diseases require a draught of the victim's blood.

In order to curse a place, the practitioner needs to take the life of an innocent, drain their blood into a silver container, and desecrate it through a dedicated chant to a dark god, goddess or demon. If the curse's patron deity accepts your offering, the blood will turn black. You'll then have to smear it over the entry points (North, South, East, West) for the curse to take effect. By murdering an innocent for your curse, however, you will create an angry, vengeful spirit that might one day come back to haunt you.

In order to curse an object, you must have a very, specific target and steal it from them, otherwise the spell will backfire and the curse will be "transmitted" back to you. Cursing Holy objects requires more ritual components, but can be taken from a church or other sanctuary. Typically, the ingredients for desecrating Holy objects include blending various body parts into a stew related to the curse you want to store. For example, if you curse someone with smallpox by stealing their necklace, you'll have to use the skin of a smallpox victim in your potion to curse a cross. Holy objects can not be used to transmit curses, but they are an integral part of this ritual as well as many others.

Aids: In order to curse a place or a thing, the caster must have the Imbue Object feat. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills.

Time: 5 rounds

Costs: To curse a thing, you must shed enough of your own blood to become Hurt in order to power the curse.

Success: If the curse succeeds, the person or place will feel the brunt of what you intended and will suffer damage as dictated by the psychic blast. The object you cursed will retain its charge, but will force your target to roll a Will save to resist your curse. Once you successfully use a cursed holy object in a ritual, the object retains its desecration and you don't have to curse it again.

Failure: If you fail properly preparing your curse, your psychic blast is reflected back at you. The person you were trying to curse is instantly aware of your efforts; you will not be able to attempt your efforts to curse your object, place, or victim again for 5 days. Failing by 10 or more means that you screwed up the ritual so badly, that you might have ripped a hole in the fabric of reality and allowed something to come through. What happens next is at the Narrator's discretion.

Excise

Excise is simply, the laying of your hands on a victim while chanting fervently to drive out a ghost or demon. This ritual also works on houses, taverns, longhouses, and other buildings where ghosts or demons have decided to haunt—especially if you combine your efforts with other practitioners. While there are no ingredients to this ritual, there are several, secret incantations that you must memorize and learn in order to excise a ghost. Initially, this ritual used to be quite common, until the persecution of magic users forced many churches to incorporate their own version of Excise into their religious rites. The primary difference between a magic user's exorcism and a religious ceremony is that the magic user understands that, once freed, ghosts and demons can try to harm you.

Power: Ward (creature ward vs. Outsiders or Undead as appropriate), fatiguing

Difficulty: Charisma check Difficulty 32 (10 + base Difficulty 20 +2 for fatiguing). Each assistant must succeed on a Difficulty 10 Charisma check to aid the ritualist. Will save Difficulty 16 to avoid fatigue.

Ritualists: An exorcism requires a ritualist and usually at least one assistant.

Components: No components are required, but religious exorcists generally use symbols and texts sacred to their religion as well as other substances symbolizing purity, such as holy water, salt, or white candles.

Aids: The ritualist must be trained in either the Knowledge (theology and philosophy) or Knowledge (supernatural) skills. The ritualist must also be pure of heart and faith: he must have no Corruption and must not have gained Conviction by giving in to his vice for at least a week prior to the exorcism. Other requirements may be enforced by the Narrator depending on the ritualist's religion, such as a Catholic priest needing the approval of the church before attempting an exorcism. The Difficulty of the Charisma check increases by +2 for each condition he fails to meet.

Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills. The ritualist gets an additional bonus of +1 to +4 if he has some sway over the entity, such as having knowledge of a spirit's past life or knowing a demon's true name. The amount of this bonus (if any) is up to the Narrator. Assistants with 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy) provide a bonus of +3 to the primary ritualist rather than the usual +2.

Time: 5 rounds.

Costs: The ritualist and each assistant may have to make Sanity saves depending on what the entity does during the exorcism. Anyone who fails a Sanity save automatically fails any other check she must make during the ritual. Any character present at an exorcism can offer himself to the entity to spare the body of the possessed victim. This is usually an act of desperation when an exorcism has gone wrong and the entity threatens to hurt its current victim. In this case, the martyr automatically gains a point of Conviction because of the sacrifice. Of course, the entity can always choose not to accept the offer. The exorcism must begin anew to confront the entity in the new victim.

Success: If the ritualist succeeds on his Charisma check, the entity must succeed on a Will save or be forced from its host. The save Difficulty is equal to the base Difficulty chosen by the ritualist. (In this sample exorcism, the base Difficulty is 20, so that is the fiend's Will save Difficulty). If the entity is an outsider, it is forced to return to its plane of origin and may not return unless specifically summoned. If the entity is a ghost it is disrupted and cannot manifest for d20 months. A ghost with a number of levels equal to less than half of the ritualist's adept levels (rounded down) is destroyed.

Failure: If the ritualist fails the Charisma check or the entity succeeds on its Will save, the entity remains in place and the exorcism must be started anew. The entity may also choose to possess any character present instead. The victim and the entity must make opposed Will saves, with the entity taking possession of its victim if it succeeds. If the roll fails by 10 or more, Instead of repelling ghosts or demons, the person or place will act as a beacon, attracting more such spirits to haunt the area or possess the victim.

Spirit Walk

Walking in the land of the spirits, you are able to astral project your spirit in order to find information or communicate with other spirits. This ritual is difficult to learn because you also need to know how to protect yourself once in the spirit world. Mentors who teach students to Spirit Walk will often find a place that doesn't attract attention in the spirit world to teach them how to use this Ritual.

Power: Mind Touch

Difficulty: Intelligence check Difficulty 20 (10 + base Difficulty 10) if the spirit dwells in the location where the spirit walk is taking place. If the caster is seeking out a spirit by traveling through the spirit realm, the Difficulty is modified by the ritualist's familiarity with the spirit. Most ritualists are at least slightly familiar with the spirits they try to contact either through personal research or by having them described in detail before the spirit walk. Likewise, prior use of other powers such as Sense Minds and Second Sight may allow a ritualist to learn enough about a local

spirit to be considered casually familiar. Each assistant must succeed on a Difficulty 10 Intelligence check to aid the ritualist.

Ritualists: Only one ritualist is required.

Components: Some casters will Spirit Walk from inside the safety of a magic Circle.

Aids: Spirit Walk requires the practitioner to cleanse their body and fast for 5 days. Also, in order to walk you will need to have a successful tether to the earth. If you are not tied down with a natural element or lying on your Circle and you are not touching clay, stone, dirt or sand, the spell will be broken immediately and you will be forcibly yanked out of the world before you are ready. The ritualist also needs to have some knowledge of the supernatural; she must be trained in the Knowledge (supernatural) skill. Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist gets a +2 bonus if she has 6 or more ranks in Knowledge (supernatural).

Time: 1 minute (10 rounds)

Costs: Traveling in the spirit world is unpredictable and can be dangerous. At the Narrator's discretion, you may run across an unfriendly spirit instead of finding a friendly one to communicate with. One thing to always remember is that accessing information from other sources doesn't always mean it is accurate or relevant to what you need to know. Spirits, like ghosts, are unpredictable and do not like to be controlled or commanded.

The ritualist and all assistants may have to make Sanity saves if an evil spirit does appear, and may have to make more Sanity saves depending on what it does during the Spirit Walk. A character involved in the ritual who fails a Sanity save is automatically ejected from the spirit world and re-enters their body, thus ending their Spirit Walk.

Success: You successfully project a version of yourself into the spirit realm and will safely return. A spirit is likely to respond to your call. Depending on its whims, it can manifest and communicate with the ritualist or anyone spirit walking along side them.

If the Spirit Walk is held in a place known to be the home of one or more spirits haunted, at least one of the answering Spirits will be the most powerful entity in that area (measured by level + Charisma) or a specific entity named, whichever condition applies. If no spiritual entity is named in the Spirit Walk, any spirit may answer the call. The latter is a potentially dangerous situation and should only be attempted by a ritualist who is certain she can control the answering entity.

Once called, a spirit typically remains for a number of minutes equal to its Charisma (minimum of one minute). The ritualist can dismiss a spirit before that time expires

by making a Charisma check opposed by the apparition's Will save. Dismissing an apparition is a standard action. A dismissed spirit cannot be met by the caster on another Spirit Walk or manifest for 24 hours.

Failure: You are unable to visit the spirit realm and you may attract an angry spirit. If the ritualist fails the check by 4 or less, the attempted Spirit Walk is a failure. If the ritualist fails by 5 or more, the results can be disastrous. The narrator is free to interpret the consequences of a failed Spirit Walk as he sees fit. One possible consequence is that a hostile spirit answers the call.

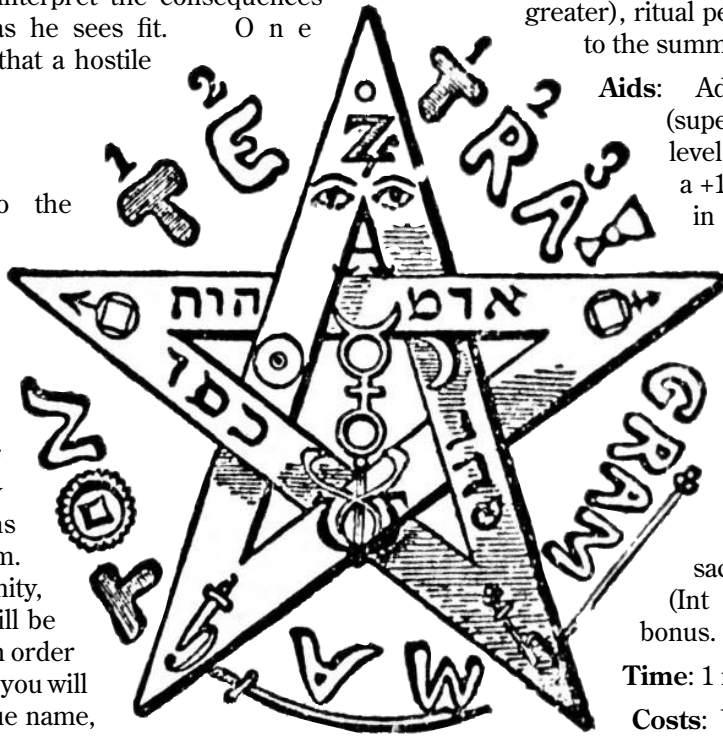
Summon

Instead of traveling to the spirit world, some practitioners feel safer bring a spirit to them. Summoning only brings a spirit to you, but it doesn't necessarily mean that they will cooperate. Many spirits have a lot of pride, and are not easily persuaded by the humans they feel are beneath them. By playing to their vanity, you may find that they will be easier to negotiate with. In order to grab a spirit's attention, you will have to learn a spirit's true name, corresponding element, and craft a ritual blending known invocations as well as potions in order to create a magical effigy or "calling card" for the spirit to hone in on.

As such, there are literally hundreds of summoning rituals that exist for known spirits, and every one provides suggestions for sample ingredients. Commonly, spirits seem to require both tribute and sacrifice, and not all of them feel that tribute is an offering of food or that sacrifice needs to be sealed in blood. For example, a tribute might be that you decide to turn your potion into the base for a painting of your spirit which will be on public display. Your sacrifice will then be your reputation, for putting such a painting on display might damage your reputation.

Power: Either Summon Apparition, Summon Elemental, Summon Outsider, or Summon Spirit, fatiguing.

Difficulty: Charisma check Difficulty 37 (10 + base Difficulty 22 + 2 for fatiguing + 3 for level prerequisite). Assistants must succeed on a Difficulty 10 Charisma check to aid the ritualist. Will save Difficulty 18 to avoid fatigue.



Ritualists: Only one ritualist is required, but assistants are usually utilized due to the high Difficulty.

Components: The ritualist must perfectly inscribe a summoning circle into which the summoned elemental, fiend or spirit will appear. The ritualist gets a +1 bonus for each of the following additional components used: an altar specifically dedicated to the summoning of the desired creature type, special incenses and candles, an animal sacrifice (of an animal or animals with a total level of 5 or greater), ritual performed on a day of significance to the summoned entity.

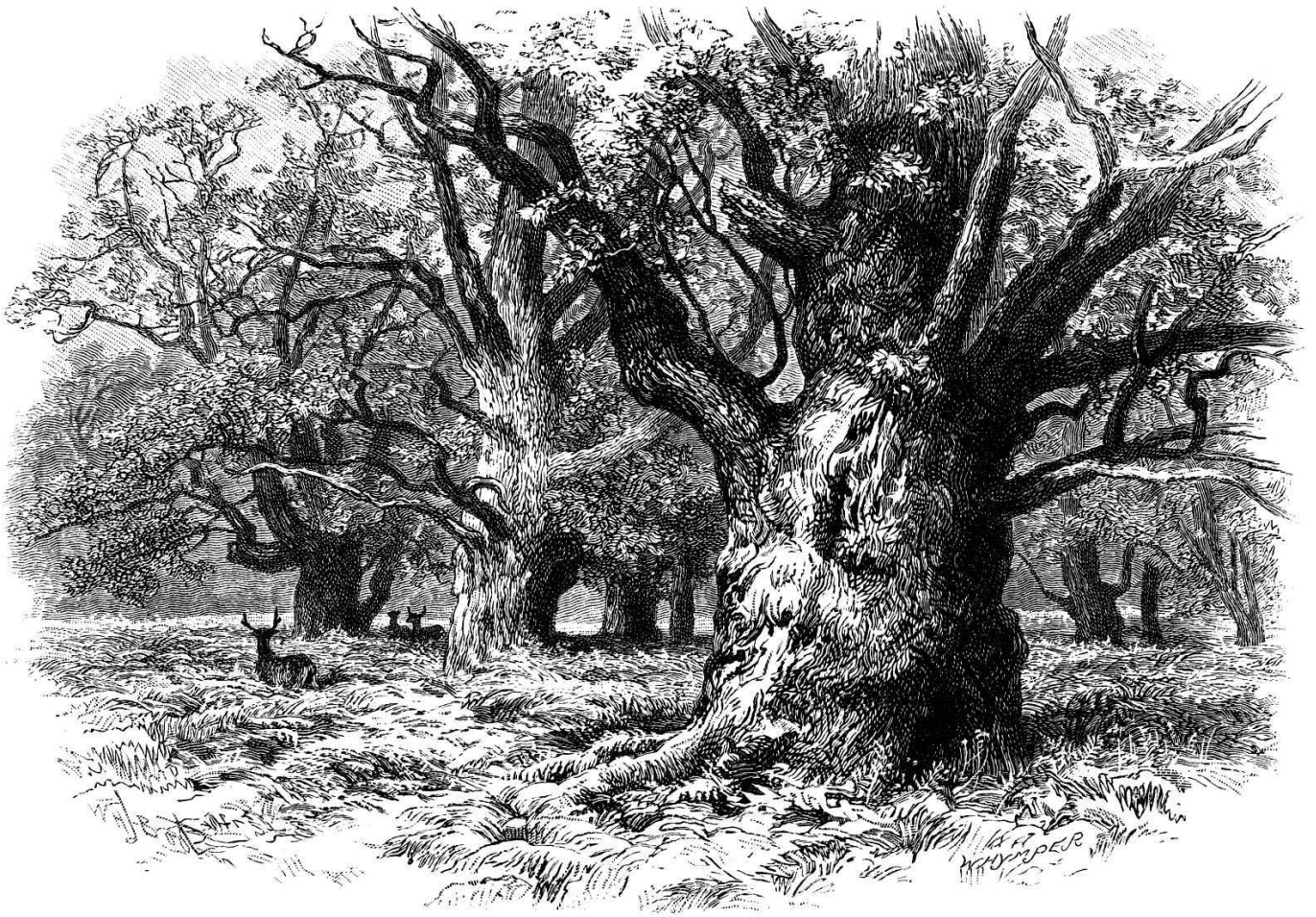
Aids: Adepts trained in Knowledge (supernatural) may add their adept level to the check. The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (theology and philosophy), and a +2 bonus if he has 6 or more ranks in both skills. The ritualist gets an additional bonus of +1 to +4 if he has some sway over the entity, such as knowing an entity's true name. The amount of this bonus (if any) is up to the Narrator. When summoning demons, the sacrifice of an intelligent creature (Int -2 or greater) provides a +10 bonus.

Time: 1 minute (10 rounds)

Costs: When the entity appears in the summoning circle, everyone present must make a Sanity save with a Difficulty equal to the Terror level of the entity. Witnesses not subject to Sanity saves are immune.

Success: If the ritualist succeeds on the Charisma check, an entity of the desired type (or the specific entity named) appears in the summoning circle and awaits its orders. The base Difficulty of this sample summoning ritual is 22; using this ritual, the ritualist can summon a 6th-level entity (such as a bearded fiend or a succubus from the *True20 Bestiary*).

Failure: If the ritualist fails his Charisma check, no entity is summoned. The ritual is a failure and must be restarted. If the ritualist fails by more than 5 or more, a fiend of 2nd level or lower may appear for no other purpose than to wreak havoc among those involved in the ritual. It obeys no one and attacks everything in sight for five rounds before returning to its home plane. Failing the roll by 10 or more means that you are prohibited from summoning spirits for 10 days. During that time your magical trail is so strong that you are more noticeable to all spirits and may be attacked.



Chapter 8: Secrets

Introduction

As a Narrator in *Colonial Gothic*, you will be responsible for creating a platform for your players to explore their characters. This platform will allow the players to focus on what it means to be a Hero as they fight monsters and other horrors. Sometimes the gore in *Colonial Gothic* is subtle, as your players contribute to fighting a war with rudimentary medical advances and new techniques in warfare. Other times the horror is as real and as tangible as a plate of food.

However you decide to include horror elements in *Colonial Gothic* is up to you; in this chapter we show you how.

History in *Colonial Gothic*

Colonial Gothic infuses supernatural horror with early American history. At first glance, that might not seem to be that important but in reality, it's very important, especially if you're the Narrator. The fact that *Colonial Gothic*'s setting takes place over two hundred years in the past affects every aspect of gameplay, both large and small. In order to get the most out of the game – and to avoid some of the more common pitfalls that can plague historical roleplaying – the following sections offer some advice, examples, and some insights on running *Colonial Gothic* adventures and campaigns.

Secret History

In this book, *Colonial Gothic* employs what is called a “secret” or “occult-based” history. In other words, events happened as you read about in your American history books, but there is another layer to that history—things that occur in the shadows far beneath the watchful gaze of historians.

Colonial Gothic works under the same assumption for its time period. Everything you learned in school or read in books about major points in American history leading up to the Revolutionary War is correct – on the surface. Where *Colonial Gothic* departs from the real world is through the very simple fact that magic is real. No matter how many conspiracies you create, no matter how much you try to adhere to a historical timeline with a zealot's accuracy, the minute you throw the supernatural into the mix you create a different world.

After the last of this month our lines will be so weakened that the minutemen and militia must be called in for their defense; these, being under no kind of government themselves, will destroy the little subordination I have been laboring to establish, and run me into one evil whilst I am endeavoring to avoid another; but the lesser must be chosen. Could I have foreseen what I have, and am likely to experience, no consideration upon earth should have induced me to accept this command.

-George Washington

The second way that *Colonial Gothic* veers away from historical accuracy is through smaller dates, names, places, and people. Simply, *Colonial Gothic* is a role-playing game inspired by history. In order to create a sense of conspiracy and urgency, sometimes minor details can be altered to make the game more playable.

Secret histories can be great for several reasons. First, you already have a framework of dates, battles, and events to play off of. Second, you can flesh out that framework by connecting the dots between two, unrelated events creating a supernatural cause-and-effect rather than a pragmatic one.

At the same time, we should point out that historical games tend to have one significant “flaw,” at least when it comes to role-playing. Because the course of history has been “predetermined,” so to speak, Heroes might have a very, difficult time altering that course. Major points in American history will appear to press on with or without the Heroes' help, even if that isn't the case. Regardless of what the characters are doing, the world never stops moving, and it is very rare when a Hero's actions will affect the world on a global scale, even though a Hero will make a difference in some way. Simply, conspiracy games set in a historical time period seem to work best when there is a balance between history, conspiracy, and fun.

Beneath the trappings of war, dates, and historical figures, the shadow war that is being fought behind-the-scenes against monsters and other evil forces is really what *Colonial Gothic* is all about. In this war, more than any other, is the chance for a Colonist or Native to prove their worth and become a Hero. This is where the characters have a real chance of making a difference and becoming true Heroes by fighting back against the things haunting the world around them.

There is a great deal of freedom in a secret history approach, although it has the disadvantage of limiting

how much the Heroes can interact with famous people or participate in famous events, two key drawbacks to historical gaming.

Alternate History

An alternate history approach is similar to a secret history in that the flow of history as we know it is exactly the same but only to a point. Alternate histories are called that because, at some point, the “normal” flow of events diverges and history takes an alternate route from the one it took in our world. For example, if George Washington had been killed at the Battle of Brandywine in 1777, the entire history of not only the Revolution but also (assuming it even came about) the United States would be affected profoundly.

Alternate histories have several distinct advantages, the chief being that it allows almost total freedom to the Narrator and his players. Literally, anything can happen. The Heroes can interact with major, historical figures, any one of whom can be killed, eliminated, or elevated to become more prominent than they were in our own history. Likewise, historical events can occur differently than they did in the real world.

An alternate history gives an enormous amount of latitude for both creativity and dramatic freedom. Some Narrators will find this approach alleviates some of the “straitjacket” feel that a more strict approach to canonical history might engender. After all, it’s often difficult enough to create exciting and satisfying adventures in wholly imaginary fantasy worlds. Add to that the complication that you must square the adventures with recorded history and it’s not hard to see the appeal to alternate historical gaming.

Just like secret histories, though, alternate histories have a significant “flaw.” Because alternate histories are freed from the constraints of a static timeline, the Narrator thus becomes responsible for deciding exactly what would happen if George Washington died in 1777. There is no definitive answer to this question and each Narrator will have to decide for himself how the new history he and his players are creating plays out.

To create an alternate history competently, the Narrator should probably have good access to reference materials about the period, since, to create a wholly new timeline, it’s always wise to know how and why events unfolded as they did in the real one. That’s not say that your alternate history needs to be able to stand up to the scrutiny of professional scholars of American history. After all, *Colonial Gothic* is just a game and even real history can make unexpected and even implausible turns. Almost any outcome can be justified within reason—especially since, in many cases, historians don’t know the exact reasons behind every event.

Nevertheless, having the ability to extrapolate from real world historical trends is a useful skill and it’s one of the reasons why running an effective alternate history game can be more demanding than a secret history one.

To make an alternate history more manageable, we recommend building your history prior to inviting players to create characters; by doing so you will create a good framework for any player to play in, regardless of which players you’re running the game to. It will also clear up any confusion, since sometimes players go off in a direction you might not have anticipated.

As noted earlier in this section, *Colonial Gothic* assumes a secret history rather than an alternate one as its default approach. One reason for this is simple practicality. There are potentially infinite alternate American Revolutions, each one stemming from a different “what if?” scenario. There is simply no way that this book could account for every possible variation and do it justice. Consequently, the material presented here forms a baseline from which Narrators should feel free to develop their own campaigns as they see fit, using whichever approach best suits them and their players.

Historical Blend

Another possibility to play *Colonial Gothic* would be to mix and match secret and alternate histories. Certain elements from one or the other can be borrowed to create a campaign setting that allows for the most fun for you and your players. Returning to the example of placing George Washington in jeopardy, we noted that, in a strict secret history campaign model, it’s hard to threaten a historical personage whose ultimate fate is a matter of public record. That’s certainly true, but what if the shadowy cabal in your adventure seeks not merely to eliminate Washington but to replace him with a golem duplicate that will do their bidding? In this way, the real George Washington can die at any time but his doppelganger survives, acting as a minion of occult forces for nefarious ends. Likewise, individuals that appear to die may actually be hidden, staying out of the public eye and continuing their work under cover of darkness. The possibilities are endless if you’re willing to be creative and think in an unorthodox fashion.

Colonial Gothic is ultimately your game and you are encouraged to take whatever approach to history best suits you and your players. The American Revolution is a remarkably broad canvas on which you can paint many different stories in many different ways. Whether you choose a straight secret history, a gung-ho alternate history, or something in between, the game as written can handle it.

Historical Accuracy in Game

Colonial Gothic takes place in real locales and sometimes involves real people and events. There can be an occasional temptation to fret over the smallest details to ensure that they are completely accurate and true to the period. While this is understandable, it's also pointless. The fact of the matter is that, except for professional scholars, most people will never notice that the details of a *Colonial Gothic* adventure are not always completely true to history. Does that mean that you should introduce blatantly false inventions or events into your games? As with everything, the final decision is yours. If you want to include computers or cell phones in your game, no one is going to stop you. However, the challenge is, of course, whether or not a digital camera on the battlefield breaks the mood of the game.

If you are concerned with historical accuracy in *Colonial Gothic*, keep in mind that this is not only a game, it is a cinematic roleplaying game that relies on the adventure to drive the story. If you're running a murder mystery adventure, then it's important to have at least some understanding of the types of deductive techniques that were available at the time. Likewise, if the conclusion of an adventure depends on the use of explosives, it might not be a bad idea to know the types of incendiary devices used in 1776. On the other hand, if the Heroes enter a tavern in Alexandria, Virginia there's no need to know exactly what types of ales would have been served, how the pheasant was prepared, and what the proper clothing was for a barmaid. If you focus too much on the details, it will bog down your game. So instead, concentrate on building tension and the rest will just fade right into the background.

One potential problem that you may encounter would be to have a player sit down that knows more about colonial history than the Narrator does. If that happens, the best approach is not to fear that knowledge, but to use it. If the player is an expert in eighteenth century religious practice, use him or her as a source of knowledge and incorporate



that knowledge into your game. The next time the Heroes encounter a fiery Congregationalist preacher or a worldly Anglican bishop, that knowledgeable player can provide the Narrator with necessary details to make the encounter come alive without bogging down the pacing of the game. By engaging the players' expertise, the Narrator helps draw the group into the game further, which is the goal for any *Colonial Gothic* campaign, provided you make it expressly clear that the Narrator has the final say. No amount of real world knowledge should ever get in the way of a good adventure.

Remember that *Colonial Gothic* is a historically-inspired roleplaying game, but it's not a history book. Don't ever let history intimidate you or get in the way of having fun.

Instead, use history as a spring to draw good ideas from and run with them.

Most players will not care if you don't know how many buttons were on the jacket of an officer of Continental Army in 1775 or if you invent the name of a Pennsylvania assemblyman who did not exist in the real world. These are the types of compromises that cinematic games require and as a Narrator, you should feel comfortable making them. Unless the adventure specifically calls for it – or the players really are interested in it – very little is gained by providing specific historical details. Stick to the details that matter and you'll never go wrong.

Using History to Your Advantage

There are a few techniques you can use to incorporate a historical backdrop for exciting and fun adventures. For example, modern technology can make investigating forensic clues easier – perhaps too easy. Now try performing forensic investigations without the ability to even lift a fingerprint at the scene of the crime. What this means is that history allows the Narrator to run adventures of a sort that are more difficult due to historical limitations.

History can also be used as a springboard for ideas. The most obvious way that this occurs is when the Narrator finds a historical event that seems interesting and decides to involve the Heroes in that event in some way. The Siege of Boston, for example, is a fascinating historical event. For almost a year, revolutionary forces surrounded the city of

Boston and prevented the British army within from moving. These bare facts alone suggest all manner of adventure ideas, from infiltrating British-occupied Boston, to helping Bostonians escape the city under the eyes of the British, to dealing with the effects of living in a city cut off from the surrounding country except by sea. Using this approach, you could simply base an adventure on any specific event that happened during the Siege of Boston. The Siege simply provides the basis for imagining interesting situations in which to place the Heroes.

Of course, the Narrator could directly involve the Heroes in some historic event that surrounded the Siege, such as the Battle of Bunker Hill. In this case, history provides not only a broad template for inspiring an adventure, but also gives you specific details. Naturally, in such a case, the Narrator must take care to involve the Heroes in these events in a way that makes sense within the overall approach to history he's chosen for his campaign. In a secret history game, it would be hard to justify the prevention of British forces from occupying the Charlestown Peninsula, as it happened in the real world, although in an alternate history that wouldn't be an issue provided you are able to give your players a string of adventures to play off of. Having the Heroes present at the Battle of Bunker Hill presents greater rewards in some ways, since there's a genuine vicarious thrill in being able to say "My Hero fought beside Colonel Prescott when he gave the order to hold our fire until we saw the whites of their eyes."

Historical figures present a similar sort of problem. The vicarious thrill of interacting with famous persons from history is unmistakable. Being able to cross the Delaware with Washington or visit Jefferson as he's penning the Declaration of Independence would be memorable events in any Hero's life. If the players enjoy hobnobbing with the famous, why spoil their fun?

In principle, there's nothing wrong with this approach and in some games it will make perfect sense. The problem, though, is how to use historical personages effectively without either having them overshadow the Heroes themselves or, alternately, belittling their very real achievements and making them pale in comparison to the Heroes. Given that *Colonial Gothic* is a cinematic game, the latter is particularly a great concern. It is one thing for the characters to provide assistance in some way to historical figures, but it's another for them to overshadow their importance. After all, if the



Heroes are so amazing, why didn't they turn the tide of the Revolutionary War or prevent some horrible event from happening?

Historically, war is brutal—regardless of what time period you look at. Even without the supernatural, in the middle of a war for independence there are several challenges that effect a character's basic survival. Military sieges on entire communities, food shortages, harsh weather conditions and rudimentary advances in medicine can all make for challenging obstacles to overcome.

If any of the characters are part of the military, they will have certain obligations to one side or another that may pull them in multiple directions. What happens when a commanding officer orders the character to march to a distant battlefield? Do they abandon their allies and fight against the supernatural instead? Do they stay and face possible retribution from their commanders?

War also leaves many broken homes and bodies in its wake. Characters in *Colonial Gothic* will have to deal with the possibility of losing family and friends during the course of battle. The lack of proper medical care in the time of *Colonial Gothic* can lead to missing limbs, disease and death.

There are numerous history books, websites and media that can serve as inspiration for stories set in the American Revolution. Narrators should attempt to have a basic understanding of the major events of the war, but not be bound by them when running *Colonial Gothic*. These events can serve as a backdrop for the fight against the supernatural that the Heroes are dealing with from night-to-night.

The war should have some influence during character creation as well for the players. The Narrator should ask the players how their characters feel about the war. What side are they on? If the characters have ties to Europe how do they feel about events in the New World? These questions can lead to some great plot hooks for Narrators to explore during play.

In the end, history should serve the needs of the Narrator and his players, not the other way around. *Colonial Gothic* is set in a fascinating and tumultuous time. Rather than dwell on minutiae or become overwhelmed by esoteric details, the Narrator should look on the time period as a touchstone for crafting his own horror adventure ideas. History provides plenty of great locales, events, and characters, but only the Narrator and his players can provide the imagination and energy that will make *Colonial Gothic* fun.

Supporting Characters

The world of *Colonial Gothic* has a vast array of characters the Heroes will interact with. Supporting characters could be soldiers fighting in the Revolution, pioneers barely surviving on the frontier, or Natives attempting to stay neutral in the hopes of retaining their lands once the war is over. You will need to create this supporting cast of characters whenever the Heroes travel. Remember that this world is in turmoil and lives are affected by the daily events that surround them. Nearly everyone the Heroes meet will have their own goals, hopes, fears and dreams. It is important to add a bit of personality to the supporting characters; this keeps them from being a nameless mook in a dull action movie.

Supporting characters are created using the same rules as the Heroes are. Usually the average citizen of the colonies is somewhat less dynamic (i.e. a few less starting ability points for creation and/or using the ordinary role) than the Heroes, primarily due to not getting involved in the world of the supernatural. Many of the average citizens of the world are more concerned with their chosen trade or profession and know very little about the secret history of the world. Many of them are skilled in one or two areas (perhaps even giving the Heroes a challenge on those specific tasks) and may specialize in a useful Craft or Knowledge skill that the Heroes may need. Few citizens of the colonies, if any, are willing to work for free and the Heroes may need to barter for the services of skilled tradesmen.

The other key concept to keep in mind for creating supporting characters is how you decide to treat female and minority characters or players in your game. At this time period in history, women and minorities simply did

not have as many liberties and as many roles in society as they do today. Female and minority roles are important for you, as a group, to decide because it will effect how your Heroes encounter them and what kind of characters your players choose to build. It is entirely up to you how true to history you want to be. Heroes are exceptional people, and female or minority heroes are more likely to be able to break out of their traditional roles and places in Colonial society than ordinary folk.

Also, remember that this is a time period where Nature is, for the most part, untamed—so keep in mind that animals can also play an integral role in determining how supporting characters interact with the players and each other. The Familiar Ritual was created with this thought in mind to flesh out wild animal vs. human relationships, because there were more animals that lived in the wild than there were domesticated as pets.

Antagonists and Villains

All good adventures need good antagonists, especially in a cinematic game like *Colonial Gothic*. So what is an antagonist and how does it differ from a simple Villain? Simply, an antagonist is any character who directly, not indirectly, creates a conflict for the Heroes. That adverb “directly” is important, because a creature that unknowingly causes problems for the Heroes isn’t truly an antagonist.

A Villain is a particular type of antagonist, typically one who thinks about evil on a much, larger scale than harming one player. For example, your group of Heroes is seeking out a lost text of John Dee believed to have been brought to the New World in the late sixteenth century. Another group of scholars is also seeking the same text and they periodically cross paths with the Heroes, occasionally even obtaining valuable clues ahead of them. These scholars are most definitely antagonists, because they intentionally seek out the same thing as the Heroes do. However, they do not qualify as Villains because they seek the lost text purely for academic reasons and aren’t even aware that the Heroes are also looking for it. On the other hand, if the scholars belong to a cabal of black magicians who want to find the text and use its knowledge to wipe out a Native tribe, they most certainly do qualify as Villains.

This distinction might seem like an unimportant one but it’s not, at least from the perspective of the Narrator. Roleplaying games, like literature, TV shows, and movies, depend on conflict to drive the action. The struggle against the unforgiving wilderness is an example of an abstract conflict, as is the mental struggle to solve a complex mathematical theorem. Neither conflict, though, is usually satisfying in a roleplaying game, since the conflict is often

resolves through a few rolls of the dice and a Narrator's storytelling ability. Conflict with other intelligent beings, however, is inherently more interesting because, above and beyond the choices that each makes, there is also the clash of personalities and agendas. Antagonists make conflicts personal and that's a vital part to maintaining interest in a roleplaying game.

Good Villains can serve a lot of purposes in a roleplaying game. At the very least, they elicit all sorts of emotional responses from players to create conflict. If your players start to see a Villain as a personal enemy, someone whom they wish to see defeated and whose plans they wish to foil at all costs, you've achieved something wonderful.

The Heart of Villainy

Villains are Heroes in reverse and this is the simple truth that every Narrator should bear in mind. Villains seek out many of the same things as Heroes do for their own benefit and not for the benefit of other people. A Hero might save a town, not expecting any reward; a Villain might blackmail the mayor before assessing whether or not he will save the town, thinking only of his own skin. Consequently, the best Villains – the ones your players will loathe the most – are the ones whose own desires conflict most directly with their own or worse...the Villains who so closely resemble Heroes and end up taking all the credit—even though they might be responsible for so much destruction.

Before you create your Villain, you have to know what your Heroes want and why. Are they members of a revolutionary organization dedicated to freedom and independence for the American colonies? In that case, a dissolute British lord with designs on bettering the lives of the poor, unfortunate colonials under his "benevolent rule" makes a great Villain. Are the Heroes investigators into the occult, seeking to safeguard humanity from supernatural threats? If so, a black magician who uses his powers to "save" humanity with disastrous consequences makes a superb Villain for them.

The trick to creating any Villain is to think about them like a three-dimensional character. A dark shaman who is following a path of vengeance, for example, may have a soft spot for his wife. A fifth-generation witch who is the last of her line will be infinitely more interesting if you know what her hopes and dreams are. Superimposing the ordinary onto the extraordinary adds a layer of believability to your Villain—you want to understand and sympathize with the "big bad." Maybe you even hope that he can be redeemed. However you feel about a Villain, she not only pushes your buttons, she makes some to push.

One-Shot Enemies or Recurring Villains?

When you're creating Villains, it's important to consider whether or not they will appear in one game or in several. One-shot Villains are easier to construct, since they typically have a limited purpose—namely to foil the Heroes over the course of one adventure or two. Such Villains can be much "narrower" in their focuses and even their personalities and agendas can be more or less nuanced than a longer-term Villain. Suppose, for example, that the Heroes are seeking out a magical sextant given to Sir Walter Raleigh by John Dee. A short-term Villain who opposes the Heroes' expedition to find the sextant might simply be a collector of occult artifacts with no larger agenda at work. He wants the sextant because it is magical and he wishes to possess it for himself. If he intends to do something with the sextant, it's something fairly small scale, such as enabling him to find the Northwest Passage and the tropical Ultima Thule said to be at its end. Alternately, a short-term Villain might simply be a middleman, a venal mercenary seeking to sell the sextant to the highest bidder regardless of their allegiance.

A recurring Villain, on the other hand, has broader goals that can sustain his involvement in the campaign, indefinitely. Re-using the magical sextant as an example, a recurring Villain might be a Puritan who believes that obtaining the sextant is the first step toward finding the location of a ghost pirate ship in the north which is the size of Manhattan. Once he has found this fabled ship, he intends to seize it, use its treasure, and position himself as the new king of the fledging American republic. This is an extremely long-term and more elaborate scheme, one that could take many, many adventures for the Heroes to foil completely. Consequently, it's deserving of a well-described Villain to whose goals and personality the Narrator has given a lot of thought.

Recurring Villains have a significant pitfall that's worth mentioning. By nature, they tend to be masterminds, orchestrating lengthy plots and employing many minions and resources; it's very easy for the Narrator to fall into the trap of believing the Villain to be more important than what he really is to the game since there was so much time invested into creating him. In principle, there's nothing wrong with this. If that's what you, as Narrator, decide you'd like to do, it's a perfectly valid way to structure your campaign. However, if you'd like to have a more free-roaming campaign, with many different adventures and subject matter, you might tie together all of your storylines so that the recurring Villain is behind them all.

Leaving aside implausibility, the fact is that this is rather boring. Players enjoy variety and a recurring Villain can sometimes get in the way of their creativity. In addition, recurring Villains can become “pet Narrator Characters,” characters that the Narrator loves to use over and over again to the detriment of the Heroes’ “starring roles” in the campaign.

You should never forget that the Heroes are the focus of any *Colonial Gothic* campaign; recurring Villains, while useful, are still secondary to the actions of the characters.

Bringing It All Together

Good Villains can be hard to create, because they take time and effort, but their proper creation pays big dividends. It’s much easier to contend against a relentless witch hunter than it is to deal with impersonal forces, if only because the Heroes can actually converse with – roleplay with! – a witch hunter. Secondly, Villains provide the Narrator with a way to confront the players with challenges that hold a mirror up to their own actions.

Even the noblest Heroes sometimes make decisions or undertake actions that skirt the edges of the “dark side.” Villains are characters that have wholly given themselves over to the darker side of human nature. By their very nature, Villains are involved in adventure plots in a way that most Narrator Characters are not. They move the plot forward by their actions and decisions and they have goals and desires of their own in a way that most Narrator Characters do not.

Regardless, as you read through these Villain types, make sure that you understand not only what type of game you want to run, but how you’re going to run it. This system was creating specifically so that you can make this game what you want; whether you run a linear “straight-by-the-book” game or a free-for-all where the players contribute more to the plot, you can run either method with little to no difficulty.

Villain Types

Here we cover some typical varieties of villains found in *Colonial Gothic*.

The Undead

Heroes in *Colonial Gothic* have numerous threats to deal with in the world. Among them when a Hero faces off against the dead, it can be very dangerous both physically

Adventure Hook:

Dead Soldier Walking

This ghost does not intend to harm the living; he merely wants to go home after a long and deadly battle. He does not understand what keeps him rooted to this location and pleads with those who cross his path the help him out. Occasionally, he sees an “enemy” and tries to do battle with them. He shoots his phantom rifle or tackles his target, brawling with them for a time. Other times, he simply wants someone to get word to his wife and children, to know that they are safe and sound. Travelers who have come across this lonely spirit have spread word that a particular trail is haunted, that this phantom comes out at night in his never-ending quest to go home.

If a Hero gets shot by this ghost’s phantom rifle, he will take damage as if it was a real attack. Should the ghost be driven back, he’ll fade to nothing.

and mentally. What happens if an old ally of the Hero is reanimated as a zombie? Will they be able to cut down a friend when the time comes?

Ghost Stories

Ghosts have haunted the land for many, many years. With the onset of the war, the number of ghosts has increased dramatically. They haunt battlefields and old buildings, spreading fear and misery whenever some poor fool crosses their path. Heroes in *Colonial Gothic* are often called upon to deal with these angry dead, driving them away from the living one way or another.

The undead can be a great way for a Narrator to instill the horror elements of *Colonial Gothic* on the characters. Phantom noises, twisted illusions, objects moving about on their own can mess with the perceptions of the characters, making them question their surroundings and quite possibly their sanity. How can the characters fight back against the undead? Many Heroes find it very difficult to affect a ghost that has no physical form. Usually a Hero will have to find out what the ghost wants or what is keeping them anchored to the world they are haunting.

This can be a great way for the characters to explore the world of *Colonial Gothic*, doing research, talking to local residents and making use of a variety of skills throughout their adventure. Sometimes a ghost will communicate with the characters, asking them to protect a loved one or bring justice to their murder. These ghosts are not always the enemy, but they remain an antagonist nonetheless.

Mechanics of a Ghost

Many ghosts will have retained some of the Skills they had in life. Some of them may seem utterly lifelike to the nonobservant. Other ghosts will have forgotten all but the most basic of functions, not even realizing they have moved on from the mortal coil. The ghosts who seem the most life-like are by far the most dangerous, making great antagonists for the Heroes of *Colonial Gothic*. They can fight, they can deceive, and they can hurt even the smartest and strongest character with a variety of tricks and deadly powers.

Statistics for a typical ghost can be found in **Chapter 8** of *True20 Adventure Roleplaying*. The Narrator can modify this ghost or use the Apparition template in the *True20 Bestiary* to create more unique ghosts and specters. If a ghost is driven out of the physical world, either through attacks or through the Excise Ritual, they cannot reach across the barrier between worlds for at least a day, being too damaged to do anything but rest.

Blood and Ashes

Vampires can seem almost human all of the time. They have a variety of skills, powerful Attributes, loyal minions and many of them even have some knowledge of magic. They make deadly enemies for a group of Heroes to face off against. Vampires often attempt to avoid direct conflict with hunters, using minions and magic to conceal their actions whenever possible.

Many of them have years and years of experience to call upon, utilizing a vast array of knowledge and cunning for their own protection. Their lairs are usually twisted mazes of traps and misdirection. Some of them having minions guarding them while they rest or serving them in intricate plots throughout the region they have claimed as their own. A few of the more powerful vampires may even have other monsters serving them. There are rumors of vampires powerful enough to have control over other undead. Imagine the horror of a vampire lord with zombie guards and ghostly spies.

There are many types of vampires. Some have traveled from Europe and haunt the colonies much like they have done for hundreds, if not thousands of years. Others may have always been in the New World, preying upon the native population for generations. The more feral vampires are little more than supernatural beasts, clawing and biting their way through the night until something more powerful or cunning destroys them.

These savage creatures attack with all of the strength and speed they can muster, attempting to beat down a foe and feast on its blood to appease its eternal hunger. Much

Don't fire until you see the whites of their eyes.

-William Prescott, Bunker Hill, June 17, 1775

more dangerous are the vampires with full awareness and memory. These masters of the night often have a vast array of skills and know at least a few Rituals to protect themselves or to curse enemies.

Mechanics of a Vampire

Vampires who use magic traditionally are exceptionally skilled in one-or-two Arcane Rituals, and take advantage of Common Rituals to cover their tracks. Statistics for a typical vampire can be found in **Chapter 8** of *True20 Adventure Roleplaying*. The Narrator can also modify this vampire or use the Vampire template in the *True20 Bestiary* to create more unique creatures of the night.

The Walking Dead

Where vampires can be cunning and near-human foes of the characters, zombies are dangerous and terrifying for other reasons. As these hungry dead shamble through the night seeking to feed or destroy whatever living thing they can the Heroes must face death in order to stop them. Zombies are strong and invulnerable to many types of attack; they are not bothered by fear or self-preservation because they have already died. They have simple needs, usually to feast on the flesh of the living or to destroy that which caused them to die. Zombies cannot be reasoned with or appeased as some ghosts can, they simply must be stopped.

There are many theories as to what causes a zombie to reanimate. There are even rumors of magicians and witches powerful enough to raise hordes of the dead for unholy purpose. Other zombies seem to rise up on their own for no known reason, unable to remain buried in the ground.

The most horrifying element of facing off against the dead is the simple fact that they were once human. A Hero driving a stake into the heart of a vampire or banishing a ghost from its haunt is facing something that was once a living person like the Hero. That thought can sometimes send a character into a spiral of fear and doubt. They may be facing a potential future of their own. Will they someday be scaring the living? Could they become a blood-sucking predator that feasts on the innocent? In the world of *Colonial Gothic*, horror awaits those who seek it...

Mechanics for Zombies

Statistics for a typical zombie can be found in **Chapter 8** of *True20 Adventure Roleplaying*. The Narrator can also

modify this zombie or use the *Zombie* template in the *True20 Bestiary* to create more unique walking dead or even zombie animals.

The Living

Not all threats a hero in *Colonial Gothic* faces are among the undead.

The Magic Users

Magic users are a secretive and strange lot. Many of them eventually become corrupted by the need for more power. Magic can be quite addicting to those who begin to master it. Ever wanting to know more, many magicians and occultists become the unwitting tools of demonic creatures out to spread suffering and fear.

Some dark magicians in the world of *Colonial Gothic* have moved out to the frontier in order to continue their studies into the occult. This allows them freedom to cast rituals without alerting others to their actions. There are plenty of risks in the frontier, including native shamans who may oppose them. Some dark shamans may not want an interloper on their territory, others may seek to join forces with the magician and compare notes on black magic.

Those dark magicians who have stayed in the colonies have most likely chosen one side over the other in the revolution. Some wish to see the colonies free from British control, hoping to manipulate the new government for their own ends.

Witches and warlocks make excellent enemies for the characters. They are often of comparable skill and passion to the Heroes, making them a sort of dark mirror, offering a twisted reflection of the good deeds the characters hope to accomplish. A Narrator can build an evil warlock using the same rules as any other adept character.

These foes usually have a healthy amount of knowledge in whatever areas are of interest to their quest for power. Most of them are skilled in a variety of languages and scholarly pursuits, seeking out tomes of occult lore and possible books of spells. Some magic users have made bargains with monsters for mutual protection or joined forces to further the amount of corruption in a local area. It is a frightening prospect, indeed, to face off against a warlock with ghostly allies or undead minions.

Mechanically, magic users are no different from a Hero. Simply, their Faith may be tied to a dark god or goddess, but it is still Faith to them.

The Greedy and Corrupt

Other mortal opponents of the characters in *Colonial Gothic* may have no supernatural abilities whatsoever. They may be religious zealots out to dominate those they feel are beneath them, using impassioned speech and rhetoric to sway angry mobs against “non-believers” and enemies of the church. Corrupt government officials and military officers might set their sights on the characters for any number of reasons. The characters may stand in the way of a scheme that would otherwise land the official a bundle of money or rank.

Human greed can be a strong motivator and those with power are often seduced by the need for more of it. These foes can be extremely dangerous as they are unpredictable to say the least. Many of them seem upstanding at first glance; it is not until later that their unremarkable evil is bared for all to see. The Heroes may also have to face a horde of greedy minions working as mercenaries for the rich and powerful.

Other opponents for the Heroes of *Colonial Gothic* are those who have given in to their most base instincts and become killers. Either driven by hate or lust, some are seduced by war and revel in the destruction of their fellow man. There has been a rash of these serial killers in the last few years. Many of them take part in the revolution for the chance to kill, not caring for the deeper political issues.

Mortal enemies of the Heroes are built using exactly the same rules as other characters. Many of them will have highly developed skills, especially magic users. They will usually have several areas where they excel in rare knowledge such as the occult or warfare.

The greedy and the corrupt are unremarkable and can not be distinguished from a Hero. Their Faith may be tied to money or Providence.

Otherworldly

There are many, many types of monsters that the characters can face off against in the world of *Colonial Gothic*. Demons and spirits have been corrupting the world for thousands of years. Many think of these beings in terms of whatever religious teaching they have had. These entities usually have a vast array of powerful traits and strange magic; however it is rare for them to face off against Heroes directly. Many of them sow seeds of corruption in whomever they can. Many evil witches and warlocks are taught magic by them, only to find out too late that the cost is far, far too high.

The Unholy

Demons have any number of strange magic abilities that most of the mortal world cannot hope to duplicate. Most demons are masters of the Arcane Ritual known as Align, giving them the ability to manipulate an elemental spirit in order to fire flames at an enemy as an attack. Demons connected to one of the other elements such as air or earth have similar attacks, tossing hurricane gusts or causing earthquake like events instead. Narrators can feel free to be creative in regards to demonic command over the elements. Demons are free to move through their chosen element at will, walking through fire or gliding through the air with ease. Many demons also have a vast array of Divination and Ritual knowledge, making them truly formidable opponents.

Narrators should think carefully before setting the Heroes of *Colonial Gothic* up against demonic foes. These types of monsters are rare, usually attempting to corrupt the world through intermediaries when they can. Crossing over into the world of mortals takes a lot of effort on their part and leaves their twisted plots, strange allegiances and otherworldly pursuits in jeopardy in their own place of existence. Most demons are delighted to make contact with dark magicians, teaching them a few tricks in return for the spread of corruption and foul worship. Some demons even make deals with vampires, knowing these creatures of the night will make short work of most who oppose them.

Mechanics for Demons

While demons have similar Attributes as mortals, many of them have exceedingly high ratings in them. It would be foolish for most Heroes to confront a demonic entity in a direct physical battle—especially since most Heroes can not handle the sight of a demon and may be required to roll at least one Sanity save. Demons are essentially outsiders with the Vice subtype. Rules for outsiders can be found in **Chapter 8** of *True20 Adventure Roleplaying* and a wide variety of sample fiends can be found in the *True20 Bestiary*.

Demonic Possession: In the Horror genre, fiends rarely manifest physically unless they are specifically summoned via the Summon Outsider power or the Summon ritual. Instead, fiends prefer to rely on more subtle approaches to influence mortals; they tempt those who contact them, spreading corruption and vice through suggestions and promises of power.

Usually, the most overt actions a fiend takes involve possession of a living host. To reflect this, all fiends with the Mind Touch power have the Malevolence trait:

Malevolence: A fiend can possess a living creature through the use of the Mind Touch power. The target can resist the

Known Elements

These five, known elements are related to an aspect of the human spirit. There are rumors that other, known elements exist (ex: Aether = Charisma) but at this time, no one knows whether or not that is true.

Earth = Strength

Fire = Constitution

Water = Wisdom

Air = Dexterity

Metal = Intelligence

attack with a successful Will save (Difficulty of 10 + 1/2 the fiend's level + the fiend's Charisma). A creature that successfully saves is immune to that fiend's Malevolence for 24 hours. If the save fails, the fiend vanishes into the target's body and controls it as if using the Dominate supernatural power. While in possession of a mortal body, the fiend uses its own mental ability scores and Will save and has access to all of its Intelligence-, Wisdom-, and Charisma-based skills, all of its adept feats and skill-based feats, and all of its supernatural powers and traits except the ability to summon other fiends. It does not have access to its physical ability scores, skills, feats, or traits (such as DR).

Most demons are supremely capable of surviving damage. They do not have Vitality as mortals do, instead they have Power. This is the force that keeps them in the physical world. Any damage done to a demon's Power rating slowly drives it away from this world and back to the hell it usually resides in. Most demonic entities take half damage from mundane weapons, making it extremely difficult to reduce their Power ratings in direct combat. Instead of Faith, most demons have a Taint rating. This often is used to fuel some of their more potent magic abilities. In other respects if a conflict calls for Faith, treat Taint as the same Attribute.

Spirits and the Unknown

Strange spirits and unusual entities can be found throughout the world of *Colonial Gothic*. Most of them want little to do with the towns and cities of the colonies, preferring to explore the natural world as they have always done. Magicians often call upon these spiritual beings for guidance and companionship, as they are part magic themselves. Native shamans often commune with spirits connected to the elements, considering them divine beings looking out for their people.

Some otherworldly entities may have traveled across the Atlantic with the mortal explorers and colonists, bringing with them European customs, legends and mythology. What happens when these “invaders” meet those beings who have always been in this part of the world? Perhaps another war is being fought, one that mortals cannot see.

Narrators should feel free to explore as many different types of folklore and mythology in their *Colonial Gothic* games as they see fit.

Mechanics for Spirits and the Unknown

In game terms, spirits can cover a wide variety of creature types. Depending on your definition, most elementals, fey, outsiders and incorporeal undead are spirits of one sort or another. Even various humanoids, monstrous humanoids and supernatural beasts may be considered spirits in a certain context. Spirits can be generated using the tables found in the Summon Spirit supernatural power found in this book. Aside from ghosts, **Chapter 8** of *True20 Adventure Roleplaying* includes several creatures that could be used to represent spirits. Goblins and the caliban could be evil spirits of mischief and chaos. The magic deer could be a powerful nature spirit. The ogre could be an evil eastern spirit that has followed an immigrant’s family to the Americas.

Meanwhile the *True20 Bestiary* contains a variety of supernatural creatures and spirits found in native American myth, including the Couatyl, Giant Eagle, Spirit Horse, Thunderbird, Wendigo, Werewolf and the Will-o-Wisp. Others like the Ankheg, Dryad, Elasmosaurus, Elementals, Force of Nature, Giant Owl, Otterfolk, Shambling Mound, Sprite, Tendriculous, Treant and Winter Wolf also fit right in as native monsters of the Americas.

Elementals that are being used as Familiars with the Align Ritual can communicate with nature according to the caster’s bidding—but it is not a guarantee. Any caster that abuses this elemental’s ability and uses it send a violent message may quickly find himself in trouble.

In the case of elementals, spirits, and the unknown, nature always finds a way to protect herself.

*I know indeed what evil I intend to do,
but stronger than all my afterthoughts is my fury,
fury that brings upon mortals the greatest evils.*

-Euripides, Medea, 431 B.C.

Bestiary

A-senee-ki-wakw

Type: 14 Level Humanoid (Earth, Giant)

Size: Large

Speed: 40 ft.

Abilities: Str +8, Dex -5, Con +6, Int -1, Wis -1, Cha -1

Skills: Notice 9 (+8), Knowledge (nature) 8 (+7)

Feats: Awesome Blow, Cleave, Improved Grab, Trackless, Trailblazer

Traits: Fierce

Combat: Attack +4 (+10 base, -1 size, -4 Dex), Damage +10 (unarmed), Defense: Dodge/Parry +4/+17 (+10 base, -1 size, -5 Dex/+8 Str), Initiative -5

Saving Throws: Toughness +14 (+6 base, +2 size, +6 Con), Fortitude +15 (+9 base, +6 Con), Reflex -1 (+4 base, -5 Dex), Will +3 (+4 base, -1 Wis)

Fear Level: +14, Difficulty 29

Fierce: A-senee-ki-wakw become enraged when threatened or when witnessing the destruction of nature. They must make a Difficulty 15 Will save, with Failure having them become enraged. As a result, their Strength and Constitution are temporarily raised by +2. In addition, both their Wisdom and Intelligence are temporarily lowered by -2. Fierce lasts for 1d20/2 Rounds, and while in this state, the A-senee-ki-wakw is immune to Fear, as well as ignores any penalties associated with damage conditions aside from penalties to future toughness saves. As soon as the Fierce state passes, their Stats return to normal, and they suffer the ill effects of any accumulated damage conditions such as being stunned.

Standing at close to 15-feet in height, the A-senee-ki-wakw is a race of stone giants who were once one of the first creatures to walk the land. For the Abenaki, this is the first race, and it this group responsible for protecting the world. Though incredibly tall and strong, they are very clumsy; because of this the creator hunted the race in order to protect the world. The A-senee-ki-wakw is a race in hiding. Most have fled west, though there are still a few pockets living in the Green Mountains and Appalachians. Standing over 15-feet tall, they are a race who is craved from stone, and when sitting or standing they tend to resemble moss covered rock outcroppings. They are a gentle race viewing the world as being a lovely gift that should be cherished. They strive to protect it, even though they have a tendency to step on things smaller than themselves.

*Apotamkin***Type:** 2nd Level Monstrous Humanoid**Size:** Small**Speed:** 30 ft.**Abilities:** Str +1, Dex +4, Con +2, Int +0, Wis +4, Cha +0**Skills:** Notice 5 (+9), Stealth 5 (+13)**Feats:** Light Armor Training^B, Trackless, Weapon Training^B**Traits:** Darkvision 60 ft.**Combat:** Attack +7 (+2 base, +1 size, +4 Dex), Damage 1 (bite) or +2 (claws), Defense: Dodge/Parry +7/+4 (+2 base, +1 size, +4 Dex/+1 Str), Initiative +4**Saving Throws:** Toughness +3 (-1 size, +2 Con, +2 natural), Fortitude +2 (+2 Con), Reflex +7 (+3 base, +4 Dex), Will +7 (+3 base, +4 Wis)**Terror Level:** +2, Difficulty 17

Though rarer now than they were before the White Man, the Apotamkin are creatures hiding in the shadows waiting to strike. Native to forests, they make their home in the canopy of trees. Stand close to 3-feet tall and are covered in long hair, Apotamkin are slight in stature, and very nimble. The Apotamkin were once organized into tribes and warred with the Mandoag. The fighting was costly for both sides, but the Apotamkin were nearly destroyed. They only thing that prevented this destruction was The Blackness. Apotamkin hate all, and they view every living creature as being their prey. Yet there is no one they hate more than the Mandoag, and when they encounter them, they attack without thought.

*Chepi***Type:** 5th Level Undead**Size:** Medium**Speed:** 30 ft.**Abilities:** Str -1, Dex +2, Con —, Int +8, Wis +6, Cha +6**Skills:** Bluff 8 (+14), Diplomacy 8 (+14), Disguise 8 (+14), Intimidate 8 (+14), Knowledge (any two) 8 (+16), Knowledge (theology and philosophy) 8 (+16), Knowledge (supernatural) 8 (+16), Notice 8 (+14), Search 8 (+16), Sense Motive 8 (+14), Stealth 8 (+10)**Feats:** Attack Focus (claw), Improved Initiative, Light Armor Training^B, Night Vision^B, Weapon Training^B**Traits:** Darkvision 60 ft., Gaseous Form, Rejuvenation, Undead Traits**Combat:** Attack +2 (+2 base, +2 Dex), Damage +1 plus 1 point of Con damage (claw), Defense: Dodge/Parry +4/+1 (+2 base, +2 Dex/-1 Str), Initiative +6**Saving Throws:** Toughness +5 (+2 Undead, +3 Natural), Fortitude +1 (+1 base), Reflex +3 (+1 base, +2 Des), Will +10 (+4 base, +6 Wis)**Terror Level:** +5, Difficulty 20

Gaseous Form: As a standard action, a chepi can assume gaseous form at will and can remain gaseous indefinitely. It has a fly speed of 20 feet (perfect) in gaseous form and is immune to physical harm, but it is unable to make attacks or use any of its special abilities.

Rejuvenation: It's difficult to destroy a chepi through simple combat. The destroyed spirit restores itself within eight days. A chepi that would otherwise be destroyed disincorporates and returns to its old haunts in with a successful level check (1d20 + chepi's total level) against Difficulty 16. As a rule, the only way to get rid of a chepi permanently is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each chepi and may require a good deal of research.

These spirits are the dead and serve as informants who come to provide information and wisdom to those who need it. They are capricious and often choose not to provide information if they do not feel like it. Of all spirits they have the largest of egos, and if they feel they are not given enough respect, they become angry.

Demons

Demons are some of the most powerful and vile creatures in existence today. They are the embodiment of evil and existed prior to the fall of Lucifer. Demons exist outside of the natural world, and call a different dimension home. Demons are rivals to devils and view them as weak and ineffective. Demons manifest into the natural world one of two ways, either through a rift or via being summoned. Unlike devils, who are planners and schemers, demons are forces of nature tied to one of the elements.

Demon, Air

Type: 7th Level Outsider (Air, Extraplanar, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +6, Con +3, Int +4, Wis +3, Cha +5

Skills: Bluff 10 (+15), Concentration 10 (+13), Intimidate 10 (+15), Knowledge (any one) 10 (+14), Knowledge (supernatural) 10 (+14), Knowledge (theology and philosophy) 10 (+14), Notice 10 (+13), Search 10 (+14), Sense Motive 10 (+13), Stealth 10 (+16)

Feats: Iron Will, Power (3)^B, Light Armor Training^B, Ritual Knowledge (Align), Ritual Knowledge (Conceal), Weapon Training^B

Traits: Damage Reduction 4/supernatural or virtue, Gaseous Form, Powers (rank 10, Cha, Difficulty 19; Mind Shield +15, Mind Touch +15, Wind Shaping +15), Vulnerable to Blessed Weapons

Combat: Attack +13 (+7 base, +6 Dex), Damage +3 (unarmed), Defense: Dodge/Parry +13/+8 (+7 base, +6 Dex/+1 Str), Initiative +6

Saving Throws: Toughness +9 (+3 Con, +6 natural), Fortitude +8 (+5 base, +3 Con), Reflex +11 (+5 base, +6 Dex), Will +10 (+5 base, +3 Wis, +2 Iron Will)

Terror Level: +7, Difficulty 22

Gaseous Form: As a standard action, an air demon can assume gaseous form at will and can remain gaseous indefinitely. It has a fly speed of 20 feet (perfect) in gaseous form and is immune to physical harm, but it is unable to make physical attacks or use any of its traits.

Discerning an air demon in gaseous form from natural gusts of wind requires a Difficulty 15 Notice check. Air Elementals attempting to hide in an area with mist, smoke or other obscuring gas gain a +20 bonus on Stealth checks.

Vulnerable to Blessed Weapons: Weapons that have been blessed by a religious figure cause double damage.

Air demons are known for their ability to hide and are often

employed by more powerful demons as assassins and spies. Air demons are human-like, ranging in height between six and seven feet. Slight in build, many feel they are weaker than they look. Air demons have an easier time passing as humans, expect for the fact that their skin is white. Air demons are schemers and they work to upset the balance as much as they can.

Demon, Earth

Type: 11th Level Outsider (Earth, Extraplanar, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +6, Dex +0, Con +7, Int +4, Wis +4, Cha +5

Skills: Bluff 14 (+19), Climb 14 (+20), Intimidate 14 (+19), Jump 14 (+20), Notice 14 (+18), Knowledge (supernatural) 14 (+18), Knowledge (theology and philosophy) 14 (+18), Search 14 (+18), Sense Motive 14 (+18), Stealth 14 (+14)

Feats: Cleave, Great Cleave, Improved Grab^B, Light Armor Training^B, Power^B, Ritual Knowledge (Align), Tough, Weapon Training^B

Traits: Damage Reduction 4/supernatural or virtue, Gaseous Form, Power (rank 14, Cha, Difficulty 21; Earth Shaping +19), Vulnerable to Blessed Weapons

Combat: Attack +11 (+11 base), Damage +9 (gore) or +8 (unarmed), Defense: Dodge/Parry +11/+17 (+11 base/+0 Dex/+6 Str), Initiative +0

Saving Throws: Toughness +15 (+7 Con, +7 natural, +1 Tough), Fortitude +14 (+7 base, +7 Con), Reflex +7 (+7 base), Will +11 (+7 base, +4 Wis)

Terror Level: +11, Difficulty 26

Gaseous Form: As a standard action, an earth demon can assume gaseous form at will and can remain gaseous indefinitely. It has a fly speed of 20 feet (perfect) in gaseous form and is immune to physical harm, but it is unable to make physical attacks or use any of its traits.

Vulnerable to Blessed Weapons: Weapons that have been blessed by a religious figure cause double damage.

Earth demons are seen as being slow-witted and equally slow tools usable by the more intelligent demons. The truth is, earth demons might be slow, but they are as intelligent as all demons. Standing close to eight-feet in height, their bodies resemble rock piles, which they use to their advantage. Earth demons are cunning and use the prejudices others have for them, against their opponents, which often sees them gaining the advantage.

Demon, Ether

Type: 10th Level Outsider (Ether, Extraplanar, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +3, Int +7, Wis +5, Cha +7

Skills: Bluff 13 (+20), Concentration 13 (+18), Diplomacy 13 (+20), Intimidate 13 (+20), Knowledge (civics) 13 (+20), Knowledge (history) 13 (+20), Knowledge (supernatural) 13 (+20), Knowledge (tactics) 13 (+20), Knowledge (theology and philosophy) 13 (+20), Notice 13 (+18), Search 13 (+20), Sense Motive 13 (+18), Stealth 13 (+15)

Feats: Iron Will, Power (2)^B, Light Armor Training^B, Ritual Knowledge (Align), Ritual Knowledge (Burn), Ritual Knowledge (Cloak), Weapon Training^B

Traits: Damage Reduction 4/supernatural or virtue, Darkvision 60 ft., Powers (rank 13, Cha, Difficulty 22; Mind Touch +20, Mind Shield +20)

Combat: Attack +12 (+10 base, +2 Dex), Damage +4 (unarmed), Defense: Dodge/Parry +12/+12 (+10 base, +2 Dex/+2 Str), Initiative +2

Saving Throws: Toughness +10 (+3 Con, +7 natural), Fortitude +10 (+7 base, +3 Con), Reflex +9 (+7 base, +2 Dex), Will +14 (+7 base, +5 Wis, +2 Iron Will)

Terror Level: +10, Difficulty 25

Ether Breath: Ether demons are able to breathe ether, the element fueling magic. 5-foot cone; once every 2 rounds; +8 force damage plus a -1 penalty to all power checks and fatigue saves for 6 rounds; Will Difficulty 20 for half damage and to avoid penalties. The save Difficulty is Wisdom based.

Gaseous Form: As a standard action, an ether demon can assume gaseous form at will and can remain gaseous indefinitely. It has a fly speed of 20 feet (perfect) in gaseous form and is immune to physical harm, but it is unable to make physical attacks or use any of its traits.

Taint Aura: Ether demons are able to use their Taint as a weapon, as if it is a physical attack. Anyone within 5 ft. of an ether demon must succeed on a Difficulty 22 Will save each round or lose 1 point of Conviction (if they have any). If you are using the Corruption rules from **Chapter 5** of the *True20 Companion*, the victim also acquires a point of corruption on a failed save. The save Difficulty is Charisma based.

Vulnerable to Blessed Weapons: Weapons that have been blessed by a religious figure cause double damage.

Ether demons are the lore masters and mages of the demonic ranks. Extremely intelligent and possessing numerous magical gifts, ether demons are feared by all. Though often they are not in leadership roles, some ether demons have



risen in the demonic ranks and have become powers in their own right. Ether demons resemble humans, but have pale blue skin and white hair.

Demon, Fire

Type: 8th Level Outsider (Extraplanar, Fire, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +5, Con +5, Int +3, Wis +4, Cha +5

Skills: Acrobatics 11 (+16), Bluff 11 (+16), Intimidate 11 (+16), Knowledge (supernatural) 11 (+14), Knowledge (theology and philosophy) 11 (+14), Notice 11 (+15), Search 11 (+14), Sense Motive 11 (+15), Stealth 11 (+16)

Feats: Iron Will, Power (3)^B, Light Armor Training^B, Ritual Knowledge (Align), Ritual Knowledge (Burn), Weapon Training^B

Traits: Breath Weapon, Damage Reduction 4/supernatural or virtue, Darkvision 60 ft., Powers (rank 11, Cha, Difficulty 19; Fire Shaping +16, Mind Touch +16, Mind Shield +16), Vulnerable to Blessed Weapons

Combat: Attack +13 (+8 base, +5 Dex), Damage +1 plus +2 fire (unarmed), Defense: Dodge/Parry +13/+8 (+8 base, +5 Dex/+0 Str), Initiative +5

Saving Throws: Toughness +10 (+5 Con, +5 Natural), Fortitude +11 (+6 base, +5 Con), Reflex +11 (+6 base, +5 Dex), Will +12 (+6 base, +4 Wis, +2 Iron Will)

Terror Level: +8, Difficulty 23

Breath Weapon: 50-foot cone; once every 3 rounds; +8 fire damage; Reflex Difficulty 19 for half damage. The save Difficulty is Constitution based.

Gaseous Form: As a standard action, a fire demon can assume gaseous form at will and can remain gaseous

indefinitely. It has a fly speed of 20 feet (perfect) in gaseous form and is immune to physical harm, but it is unable to make physical attacks or use any of its traits.

Vulnerable to Blessed Weapons: Weapons that have been blessed by a religious figure cause double damage.

Fire demons are the least refined demons. They burn with rage and delight in causing as much harm as they can. These demons resemble flames, and never take a human looking appearance.

Demon, Metal

Type: 9th Level Outsider (Extraplanar, Metal, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +3, Con +5, Int +4, Wis +3, Cha +4

Skills: Bluff 12 (+16), Concentration 12 (+15), Intimidate 12 (+16), Jump 12 (+15), Knowledge (supernatural) 12 (+14), Knowledge (tactics) 12 (+16), Knowledge (theology and philosophy) 12 (+16), Notice 12 (+15), Search 12 (+16), Sense Motive 12 (+15)

Feats: Cleave, Dodge Focus (2), Iron Will, Light Armor Training^B, Power (3)^B, Weapon Training^B

Traits: Body Spikes, Damage Reduction 4/supernatural or virtue, Darkvision 60 ft., Powers (Metal Shaping, Mind Touch, Mind Shield), Vulnerable to Blessed Weapons

Combat: Attack +12 (+9 base, +3 Dex), Damage +6 (claws), Defense: Dodge/Parry +14/+12 (+9 base, +3 Dex and +2 Dodge Focus/+3 Str), Initiative +3

Saving Throws: Toughness +13 (+5 Con, +8 natural), Fortitude +11 (+6 base, +5 Con), Reflex +9 (+6 base, +3 Dex), Will +11 (+6 base, +3 Wis, +2 Iron Will)

Terror Level: +9, Difficulty 24

Body Spikes: Metal demons are covered in metal spikes, which protect them, and causes damage to an attacker. Those attacking a metal demon in melee suffer a -1 to all attack rolls when attacking them; in addition the spikes cause +3 damage to a melee attacker even when they miss. This damage is also applied each round to anyone grappling or grappled by a metal demon.

Vulnerable to Blessed Weapons: Weapons that have been blessed by a religious figure cause double damage.

Metal demons are warriors and when they are not fighting, they spend their time practicing fighting techniques. Metal demons take great pleasure in war and death, and for them there is nothing more enjoyable than killing. Standing close to seven feet tall, metal demon's skin is rusty iron, and spikes cover a majority of their body. Metal demons enjoy fighting opponents and always engage with a melee weapon of some type with the sword being the most favored.



Demon, Water

Type: 12th Level Outsider (Extraplanar, Vice, Water)

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +5, Con +4, Int +4, Wis +6, Cha +6

Skills: Bluff 15 (+21), Concentration 15 (+21), Intimidate 15 (+21), Knowledge (any one) 15 (+19), Knowledge (supernatural) 15 (+19), Knowledge (theology and philosophy) 15 (+19), Notice 15 (+21), Search 15 (+19), Sense Motive 15 (+21), Stealth 15 (+20)

Feats: Cleave, Great Cleave, Improved Grab, Power^B, Light Armor Training^B, Ritual Knowledge (Align), Ritual Knowledge (Rainmaking), Weapon Training^B

Traits: Damage Reduction 4/supernatural or virtue, Darkvision 60 ft, Gaseous Form, Powers (rank 15, Cha, Difficulty 22; Water Shaping +21), Vulnerable to Blessed Weapons

Combat: Attack +17 (+12 base, +5 Dex), Damage +6 (unarmed), Defense: Dodge/Parry +17/+16 (+12 base, +5 Dex/+4 Str), Initiative +5

Saving Throws: Toughness +11 (+4 Con, +7 natural), Fortitude +12 (+8 base, +4 Con), Reflex +13 (+8 base, +5 Dex), Will +14 (+8 base, +6 Wis)

Terror Level: +12, Difficulty 27

Gaseous Form: As a standard action, a water demon can

assume gaseous form at will and can remain gaseous indefinitely. It has a fly speed of 20 feet (perfect) in gaseous form and is immune to physical harm, but it is unable to make physical attacks or use any of its traits.

Vulnerable to Blessed Weapons: Weapons that have been blessed by a religious figure cause double damage.

Water demons have been regulated to the lowest rungs of the demonic hierarchy and this is a position that angers them. They want nothing more than to overthrow the current social order and place themselves at its' top. Water demons resemble a wave, and have no humanlike features.

Devils

Devils are the fallen. They are the fallen angels who took Lucifer's side when he dared to challenge God. Failing in his attempt to claim the Throne of Heaven, Lucifer was cast out and those taking Lucifer's side in were cast out from heaven as well. Sent to the realm of Hell, Lucifer and his followers created a realm the opposite of Heaven. Devils are schemers and they mirror the heavenly choir of angels in a grotesque parody. Where demons are all action and rage, devils seek to manipulate humans through temptation. There are many devils that exist who enjoy plaguing the natural world. They view humans and the natural world as theirs by right.

Devil, Imp

Type: 3rd Level Outsider (Extraplanar, Vice)

Size: Tiny

Speed: 30 ft.

Abilities: Str -4, Dex +4, Con -3, Int -1, Wis -1, Cha +2

Skills: Knowledge (supernatural) 6 (+5), Notice 6 (+5), Search 6 (+5), Sense Motive 6 (+5), Stealth 6 (+18)

Feats: Dodge Focus, Light Armor Training⁰, Night Vision^B, Tough, Weapon Training^B

Traits: Damage Reduction 2/supernatural or virtue, Darkvision 60 ft., Immunity to fire, smoke and disease, Invisibility, Vulnerable to Blessed Weapons

Combat: Attack +9 (+3 base, +2 size, +4 Dex), Damage -1 (bite), Defense: Dodge/Parry +10/+1 (+3 base, +2 size, +4 Dex and +1 Dodge Focus/-4 Str), Initiative +4

Saving Throws: Toughness -2 (-2 size, -3 Con, +2 natural, +1 Tough), Fortitude +0 (+3 base, -3 Con), Reflex +7 (+3 base, +4 Dex), Will +2 (+3 base, -1 Wis)

Terror Level: +3, Difficulty 18

Invisibility: Imps have the ability to become invisible at will. This is otherwise identical to the Invisibility effect of the Light Shaping power.

Vulnerable to Blessed Weapons: Weapons that have been



blessed by a religious figure cause double damage.

Imps are the smallest devils and delight in causing mischief. This ranges from tearing pages from books to killing livestock. Imps are born from the souls of mischievous children who have died while causing trouble. Reborn as devils, they enjoy causing as much harm as they can on the living world. Imps stand no taller than two feet and resemble small babies. Their skin is a pale orange and they have horns that resemble a goat.

Devil, Tormentor

Type: 8th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +5, Wis +7, Cha +7

Skills: Bluff 11 (+18), Concentration 11 (+18), Intimidate 11 (+18), Knowledge (any two) 11 (+16), Knowledge (supernatural) 11 (+16), Knowledge (theology and philosophy) 11 (+16), Notice 11 (+18), Search 11 (+16), Sense Motive 11 (+18), Stealth 11 (+12)

Feats: Attack Focus (claws), Improved Strike, Iron Will, Light Armor Training^B, Night Vision^B, Power (2)^B, Weapon Training^B

Traits: Damage Reduction 4/virtue or supernatural, Darkvision 60 ft., Immunity to fire, smoke, poison and

disease, Powers (rank 11, Cha, Difficulty 21; Mind Shield +18, Mind Touch +18), Vulnerable to Blessed Weapons

Combat: Attack +9 (+8 base, +1 Dex) (+10 w claws), Damage +5 (claws) or +3 (tail), Defense: Dodge/Parry +9/+9 (+8 base, +1 Dex/+1 Str), Initiative +1

Saving Throws: Toughness +8 (+1 Con, +7 natural), Fortitude +7 (+6 base, +1 Con), Reflex +7 (+6 base, +1 Dex), Will +13 (+6 base, +7 Wis)

Terror Level: +8, Difficulty 22

Vulnerable to Blessed Weapons: Weapons that have been blessed by a religious figure cause double damage.

There are many types of devils, some great and some small. Devils plague humankind and seek to tempt, torment humiliate, and generally plague them. Tormentors are devils that come to natural world and punish the wicked. Tormentors take pleasure in causing pain and pride themselves in how much pain they can cause. They stand roughly six-feet in height and their skin is dark red and scaly.

Ewah

Type: 7th Level Outsider (Native, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +2, Con +2, Int +0, Wis +1, Cha +1

Skills: Climb 10 (+13), Jump 10 (+13), Notice 10 (+11), Search 10 (+10), Sense Motive 10 (+11)

Feats: Great Fortitude, Improved Strike, Light Armor Training^B, Tough, Weapon Training^B

Traits: Damage Reduction 4/supernatural or virtue, Darkvision 60 ft., Vulnerable to Blessed Weapons

Combat: Attack +9 (+7 base, +2 Dex), Damage +4 (unarmed) or +6 (Bow) or by weapon, Defense: Dodge/Parry +9/+10 (+7 base, +2 Dex/+3 Str), Initiative +2

Saving Throws: Toughness +9 (+2 Con, +6 natural, +1 Tough), Fortitude +9 (+5 base, +2 Con, +2 Great Fortitude), Reflex +7 (+5 base, +2 Dex), Will +6 (+5 base, +1 Wis)

Terror Level: +7, Difficulty 22

Vulnerable to Blessed Weapons: Weapons that have been blessed by a religious figure cause double damage.

Servants of Co-ro-tumi, the Ewah are the demonic allies of the Mandoag and the two groups work together comfortably. Standing at six feet in height, and slight of build, Ewahs are hairless and their skin has a deep purple hue. Their eyes are black with no pupils, and they glow with an inner purple light. Ewah, when they are in the natural world, are always armed with tomahawks and skilled with

the bow and arrow.

Ghoul

Type: 4th Level Undead

Size: Medium

Speed: 30 ft.

Abilities: Str +5, Dex +0, Con —, Int +0, Wis +2, Cha +1

Skills: Climb 7 (+12), Jump 7 (+12), Notice 7 (+9), Stealth 7 (+7)

Feats: Attack Focus (claws), Attack Focus (bite), Double Strike^B, Light Armor Training^B, Night Vision^B, Weapon Training^B

Traits: Darkvision 60 ft., Disease, Immunity to fire, Undead Traits

Combat: Attack +2 (+2 base) (+3 w claws or bite), Damage +5 (bite) or +6 (claws), Defense: Dodge/Parry +2/+7 (+2 base, +0 Dex/+5 Str), Initiative +0

Saving Throws: Toughness +4 (+2 undead, +2 natural), Fortitude +1 (+1 base), Reflex +1 (+1 base), Will +6 (+4 base, +2 Wis)

Terror Level: +4, Difficulty 19

Disease: Sometimes contact with the Undead has life altering consequences. Ghouls carry the deadly disease known as Curse of the Grave, which is contracted only when a person comes into contact with a ghoul. Every time a target is damaged by a ghoul, they must make a successful Difficulty 12 Fortitude save; Failure has them contracting Curse of the Grave which has an incubation period of approximately 6 days. Once the incubation period is past, the Hero must make a new save each day or he turns into a ghoul. As a ghoul, your Hero retains all of their memories, but now become a mockery of the Hero they were in life—he or she is a Villain. There is no known cure for this disease.

Haunting graveyards, and battlefields, ghouls are creatures that feast on the dead. Digging in the earth, ghouls make graveyards their home, and here, away from the notice of all, the feast and worship their dark foul gods. As to the origins of ghouls, some speculate that they trace their origins back to the Fall, while some feel that this creature has always existed. Some ghouls are created when a spell caster fails to successfully cast the Raise the Dead Ritual (see **Chapter 5**).

*Headless (6th level Warrior)***Type:** 6th Level Undead (Augmented, Human)**Size:** Medium**Speed:** 30 ft. (50 ft. while riding shadow mount)**Abilities:** Str +1, Dex +3, Con —, Int +0, Wis +2, Cha +1**Skills:** Handle Animal 9 (+10), Intimidate 9 (+10), Notice 9 (+11), Ride 9 (+12), Search 9 (+9)**Feats:** Attack Focus (saber)^B, Attack Specialization (saber), Dodge Focus, Firearms Training, Greater Attack Focus (saber), Iron Will, Light Armor Training, Tough, Two Weapon Fighting, Weapon Training**Traits:** Damage Reduction 4/supernatural or virtue, Constitution Damage, Moan of Sorrow, Rejuvenate, Shadow Mount, Undead Traits, Vulnerable to Blessed Weapons.**Combat:** Attack +9 (+6 base, +3 Dex) (+11 w saber), Damage +5 (heavy saber, crit 19-20/+4) or +1 plus 2 Constitution damage (unarmed), Defense: Dodge/Parry +10/+7 (+6 base, +3 Dex and +1 Dodge Focus/+1 Str), Initiative +3**Saving Throws:** Toughness +5 (+3 undead, +1 leather jacket, +1 Tough), Fortitude +5 (+5 base), Reflex +5 (+2 base, +3 Dex), Will +6 (+2 base, +2 Wis, +2 Iron Will)**Terror Level:** +6, Difficulty 21**Constitution Damage:** The touch of a Headless deals 2 points of Constitution damage.**Moan of Sorrow:** Any hearing the moan of a Headless must make a Difficulty 14 Will save, if Failed the loose 1 point of Conviction (if they have any). The save Difficulty is Charisma based.**Rejuvenate:** Each time a headless successfully drains someone's Constitution it gains an immediate recovery check with a bonus equal to the number of Constitution points it drained.**Shadow Mount:** Headless always ride a large horse. The horse is made from shadows and, though looks to be substantial, it is actually an illusion. The shadow mount gives the headless a movement rate of 50 ft.**Vulnerable to Blessed Weapons:** Weapons that have been blessed by a religious figure cause double damage.

Those who become a Headless come from all walks of life, but share one thing in common—they lost their head in a conflict. Headless roam the world of the living searching for a replacement for their missing head. Headless always appear wearing clothing black in color and they ride a large black horse that seems made from shadows. Headless are anchored to a certain spot, usually in locations where they died and lost their head.

*Honochenokeh***Type:** 4th Level Fey**Size:** Small**Speed:** 30 ft.**Abilities:** Str -5, Dex +0, Con -1, Int -1, Wis +4, Cha +4**Skills:** Knowledge (local) 7 (+6), Knowledge (nature) 7 (+6), Notice 7 (+11), Search 7 (+6), Stealth 7 (+11)**Feats:** Dodge Focus, Improved Initiative, Light Armor Training^B, Power^B, Trackless^B, Trailblazer^B, Weapon Training^B**Traits:** Powers (rank 7, Cha, Difficulty 16; Plant Shaping +11)**Combat:** Attack +3 (+2 base, +1 size), Damage -3 (unarmed), Defense: Dodge/Parry +3/-2 (+2 base, +1 size, +0 Dex/-5 Str), Initiative +4**Saving Throws:** Toughness -1 (-1 size, -1 Con, +1 natural), Fortitude +0 (+1 base, -1 Con), Reflex +4 (+4 base), Will +8 (+4 base, +4 Wis)**Fear Level:** +4, Difficulty 19

The Honochenokeh are woodland spirits living in the forests. They view themselves as the proctor's of all growing things and they take this role seriously. They are no more than four-feet in height and their body is covered in leaves.

*Jogah***Type:** 2nd Level Fey**Size:** Small**Speed:** 30 ft.**Abilities:** Str -1, Dex +0, Con +0, Int -1, Wis +1, Cha +2**Skills:** Knowledge (herbalism) 5 (+4), Knowledge (nature) 5 (+4), Medicine 5 (+6), Notice 5 (+6), Sense Motive 5 (+6)**Feats:** Iron Will, Light Armor Training^B, Power (2)^B, Weapon Training^B**Traits:** Powers (rank 5, Cha, Difficulty 13; Mind Shield +7, Summon Beasts +7)**Combat:** Attack +2 (+1 base, +1 size), Damage -1 (unarmed), Defense: Dodge/Parry +2/+1 (+1 base, +1 size, +0 Dex/-1 Str), Initiative +0**Saving Throws:** Toughness -1 (-1 size), Fortitude +0, Reflex +3 (+3 base), Will +6 (+3 base, +1 Wis, +2 Iron Will)**Fear Level:** +2, Difficulty 17

These small spirits measure about 2 feet in height and view themselves as the protectors of all woodland animals. Always naked, the jogah takes their role seriously. Whenever an animal is in trouble, sick or injured, they appear to bring it aid.

*Pim-skwa-wagen-owad***Type:** 1st Level Animal**Size:** Tiny**Speed:** Swim 30 ft.**Abilities:** Str -5, Dex -1, Con -1, Int -5, Wis -4, Cha +0**Skills:** Notice 4 (+0)**Feats:** Dodge Focus**Traits:** Body Spikes**Combat:** Attack +1 (+2 size, -1 Dex), Damage -4 (bite), Defense: Dodge/Parry +2/— (+2 size, -1 Dex, +1 Dodge Focus), Initiative -1**Saving Throws:** Toughness -1 (-2 size, -1 Con, +2 natural), Fortitude -1 (-1 Con), Reflex +1 (+2 base, -1 Dex), Will -4 (-4 Wis)**Fear Level:** —

Body Spikes: Pim-skwa-wagen-owad is covered in bony spikes protecting them and causing damage to any attacker. Those attacking a pim-skwa-wagen-owad suffer a -1 to all attack rolls when attacking them; in addition the spikes cause +1 damage to an attacker even when they miss. This damage also applies each round to anyone grappling or grappled by a pim-skwa-wagen-owad.

These small aquatic creatures live in lakes, ponds and slow moving streams. Sticking to the shade they like to surprise their prey.

*Pok-wejee-men***Type:** 1st Level Monstrous Humanoid**Size:** Small**Speed:** 30 ft.**Abilities:** Str -2, Dex +2, Con -1, Int +0, Wis -1, Cha +0**Skills:** Stealth 4 (+10), Survival 4 (+3)**Feats:** Light Armor Training^B, Night Vision^B, Track, Weapon Training^B**Traits:** Shift**Combat:** Attack +4 (+1 base, +1 size, +2 Dex), Damage -1 (knife) or +1 (bow), Defense: Dodge/Parry +4/+0 (+1 base, +1 size, +2 Dex/-2 Str), Initiative +2**Saving Throws:** Toughness +0 (-1 size, -1 Con, +2 natural), Fortitude -1 (-1 Con), Reflex +4 (+2 base, +2 Dex), Will +1 (+2 base, -1 Wis)**Terror Level:** —

Shift: Pok-wejee-men are able to shift their position by 5 ft. once per round as a free action. To shift requires a Difficulty 10 Wisdom check, with success having them Shift. Succeeding the check by 5 or more allows them to shift 10 ft.

Created from the bark of the ash tree, the Pok-wejee-men are small creatures viewing themselves as the true inheritors of the land. They live in the deepest part of the forests, and their territory is considered to be their own. To enter their territory requires an offering of food, if this is not done, the pok-wejee-men feel justified in attacking the offender.

*Wendigo***Type:** 6th Level Elemental (Air, Cold, Earth, Native)**Size:** Medium**Speed:** 40 ft.**Abilities:** Str +5, Dex +2, Con +5, Int +4, Wis +0, Cha +2**Skills:** Jump 9 (+14), Notice 9 (+9), Search 9 (+13), Sense Motive 9 (+9), Stealth 9 (+11), Survival 9 (+9)**Feats:** Improved Initiative, Track**Traits:** Fierce, Immunity to Cold, Shape Change, Vulnerable to Fire**Combat:** Attack +6 (+4 base, +2 Dex), Damage +5 (bite) or +7 (claws), Defense: Dodge/Parry +6/+9 (+4 base, +2 Dex/+5 Str), Initiative +6**Saving Throws:** Toughness +7 (+5 Con, +2 natural), Fortitude +10 (+5 base, +5 Con), Reflex +7 (+5 base, +2 Dex), Will +2 (+2 base)

Terror Level: +6, Difficulty 21

Fierce: Wendigos become enraged when they are threatened. They must make a Difficulty 15 Will save, with Failure having them become enraged. As a result their Strength and Constitution are temporarily raised by +2. In addition, both their Intelligence and Wisdom are temporarily lowered by -2. Fierce lasts for 1d20/2 Rounds, and while in this state the wendigo is immune to Fear, as well as ignores any penalties associated with conditions on the damage track other than penalties to future toughness saves. As soon as the Fierce state passes, their Stats return to normal, and they suffer the effects of any accumulated damage conditions such as becoming stunned.

Shape Change: Wendigos can take the form of any animal, and to do so counts as a move action. While in this form their Attributes remain unchanged, they simply take the form of the animal and gain the animals speed and traits while in that form.

Made from mud and ice the wendigo is a creature of pure evil. They hide in the shadows, where they stalk their favorite prey—humans. Their mouths are lines with jagged teeth, and their claws are sharp ice.

Werewolf, Fully-Advanced (Warrior 1 / Animal 2)

Type: 3rd Level Humanoid (Augmented, Human, Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +1, Int -1, Wis +1, Cha -1

Skills: Handle Animal 4 (+3), Intimidate 5 (+4), Notice 5 (+6), Ride 4 (+4), Survival 0 (+1)

Feats: Attack Focus (sword)^B, Greater Attack Focus (musket), Light Armor Training, Iron Will^B, Night Vision^B, Run, Shield Training, Weapon Training

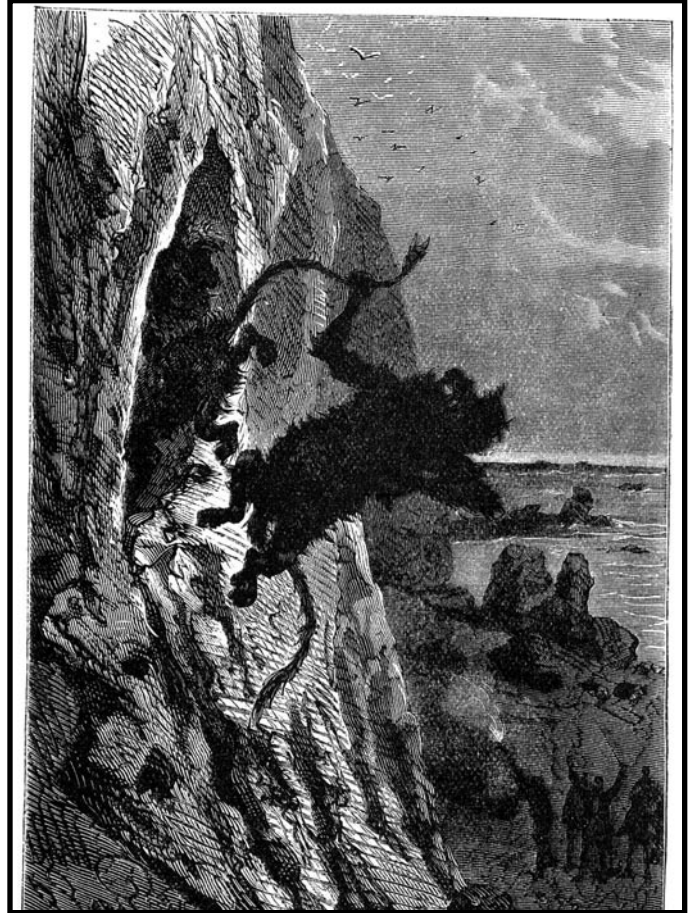
Traits: Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +2 (+2 base) (+4 with musket), Damage by weapon, Defense Dodge/Parry +2/+3 (+2 base, +1 Str), Initiative +0

Saving Throws: Toughness +2 (+1 Con, +1 natural), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+1 base), Will +3 (+0 base, +1 Wis, +2 Iron Will)

Fear Level: +3, Difficulty 18 (while changing or when in hybrid form only)

Alternate Form: A werewolf can assume a bipedal hybrid form or the form of a wolf. In these alternate forms the werewolf's abilities become Str +2, Dex +2 and Con +3. Furthermore the werewolf gains a natural bite attack, and its speed increases to 50 ft. The "Feats", "Traits", "Combat"



and "Saving Throws" lines of the werewolf's stat block now read like this:

Feats: Attack Focus (musket)^B, Firearms Training, Greater Attack Focus (musket), Light Armor Training, Improved Trip^B, Iron Will^B, Night Vision^B, Run, Track^B, Weapon Training

Traits: Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +4 (+2 base, +2 Dex) (+6 with musket), Damage +4 (bite) or +3 (claw) or by weapon (it cannot use weapons in animal form), Defense Dodge/Parry +4/+4 (it cannot parry in animal form) (+2 base, +2 Dex/+2 Str) (+4 in animal form with no shield), Initiative +2

Saving Throws: Toughness +4 (+3 Con, +1 natural), Fortitude +6 (+3 base, +3 Con), Reflex +3 (+2 base, +1 Dex), Will +3 (+0 base, +1 Wis, +2 Iron Will)

Wolf Empathy: Communicate with wolves, and +4 racial bonus on Charisma-based checks against wolves.

Skills: *In any form a werewolf gains a +4 racial bonus on Survival checks when tracking by scent.

One of the most feared among creatures of the supernatural, the werewolf is a creature that is cursed with the disease of lycanthrope. Though some who contract this disease are

unable to control their transformation, true werewolves can change their shape at will, and assume the form of the wolf, or a human-wolf hybrid. Werewolves are hunters, and their favored prey are Humans. They crave the blood and flesh of humans, and at night transform into a wolf and hunt the night searching for prey.

Werewolf Template

“Werewolf” is a template that can be added to any humanoid within one size category of medium size (referred to hereafter as the base creature). The werewolf template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming a lycanthrope is very much like becoming a mixed-role hero, taking the animal creature type as the new role.

Size and Type: The base creature’s type does not change, but the creature gains the shapechanger subtype. The werewolf can take on the characteristics of a wolf. Werewolves can also adopt a hybrid shape that combines features of the base creature with a wolf. A werewolf’s hybrid form is medium size or the same size as the base creature, whichever is larger.

Speed: Same as the base creature or 50 ft. when in animal or hybrid form.

Abilities: Werewolves gain +1 to Wisdom. In addition, when in wolf or hybrid form, a werewolf’s physical abilities improve, gaining +1 Strength, +2 Dexterity and +2 Constitution.

Skills: A werewolf retains the skills of the base creature, though it gains future skill ranks for its next two levels equal to (2 + Int, minimum 1) for each level of its animal form as if using the rules for mixed-role heroes for gaining levels of the animal type. In any form, a werewolf also has a +4 racial bonus on Survival checks when tracking by scent.

Feats: A werewolf retains the feats of the base creature and gains Improved Trip and Track as bonus feats while in hybrid or wolf form. Werewolves also receive Iron Will and Night Vision as bonus feats in any form. Since the werewolf must take their next two levels in the animal creature type, it only gains a feat at their 1st animal level and not with their second.

Traits: A werewolf retains the traits of the base creature or those of a wolf, depending on which form it is using, and also gains the traits described below.

Alternate Form: A werewolf can assume wolf form. It does not assume the abilities of a wolf, but instead adds a wolf’s physical abilities as modifiers to its own. A werewolf also can assume a bipedal hybrid form with prehensile hands and animalistic features. Changing to or from wolf or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain in their animal form, however.

Afflicted werewolves find this ability difficult to control (see the section on Lycanthropy as an Affliction), but natural lycanthropes have full control over this power.

Curse of Lycanthropy: Any humanoid reduced to “hurt” or worse condition on the damage track by a natural lycanthrope’s bite attack (or other natural attack) in animal or hybrid form must succeed on a Difficulty 15 Fortitude save or contract lycanthropy. If the victim’s size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Damage Reduction: An afflicted werewolf in hybrid or animal form has Damage Reduction 2/silver. A natural lycanthrope in hybrid or animal form has Damage Reduction 4/silver.

Lycanthropic Empathy: In any form, werewolves can communicate and empathize with wolves of all kinds. This gives them a +4 racial bonus on checks when influencing the animal’s attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as “friend”, “foe”, “flee”, and “attack”.

Scent: A werewolf has the scent ability in any form.

Combat: A werewolf’s attacks are the same as the base creature or a wolf, depending on which form the werewolf is using. A werewolf in hybrid form gains a claw attack and a bite attack as natural weapons. These weapons deal damage based on the hybrid form’s size. A hybrid may attack with a weapon, or may attack with its natural weapons.

Hybrid Size	Claw	Bite
Small	+0	+1
Medium	+1	+2
Large	+2	+3
Huge	+3	+4

The damage for each attack is the same as the base creature the hybrid or the wolf, depending on which form the lycanthrope is in.

Saving Throws: The base creature’s natural armor bonus to toughness increases by +1 in all forms. In hybrid form, the lycanthrope’s natural armor bonus is equal to the natural armor bonus of the wolf or the base creature, whichever is better.

Fear Level: A werewolf gains a Fear Level rating equal to its total level while changing or while in hybrid form.

Advancement: The advancement of a lycanthrope is different from all other creatures. When a hero first becomes a lycanthrope (at birth for a natural lycanthrope, and upon failing the Fortitude save to resist the curse of lycanthropy for an afflicted lycanthrope), he gains the senses, bonus

feats, damage reduction, shapechanging ability and level lag associated with the type of lycanthrope he is.

In addition to the level lag, the hero must advance as creature of the animal type for his next two levels (a number of levels equal to the animal's level—2 for a wolf). This also means that a natural lycanthrope's first several levels are in the animal type rather than in a heroic role. Unless cured an afflicted lycanthrope cannot take a level in a heroic role until he has taken all of the required animal levels. (This is the curse—to be part animal.) An afflicted lycanthrope that is cured of the curse can resume taking levels in a heroic role but only after he has taken at least 1 level in animal. Once cured, an infected lycanthrope loses all bonus feats and traits granted by the lycanthrope template, but their levels of animal remain. They also lose the level lag associated with the lycanthrope template, and the narrator should arrange for them to catch up to the average level of the rest of the party (assuming the hero has no level lag from other sources).

While taking animal levels, the hero's combat bonus, saving throws and skills are calculated as if he were a mixed-role hero using the animal creature type. His reputation advances as if he were an expert regardless of his last heroic role (news of a lycanthrope is hard to contain!).

Level Lag: +1 (afflicted) or +2 (natural). This level lag is in addition to the required animal levels.

Lycanthropy as an Affliction

When a character contracts lycanthropy through a lycanthrope's bite, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming a supporting character under the control of the Narrator. He remains in animal form, acting as the animal would, until the next dawn. He remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a Difficulty 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see the Control Shape Skill sidebar) to resist changing into animal form. Any character not yet aware of his or her lycanthropic condition temporarily becomes a supporting character during an involuntary change, and acts according to the alignment of his or her animal form.

An afflicted lycanthrope with awareness of his condition retains his identity and does not lose control of his actions

if he changes. However, each time he changes to his animal form, he must succeed on a Will save (Difficulty 15 + number of times he has been in animal form) or permanently assume an animal-like mentality.

Once an afflicted lycanthrope becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check Difficulty. An attempt is a standard action and can be made each round.

Changing Form: Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. Changing to animal or hybrid form ruins the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Supernatural armor survives the change if it succeeds on a Difficulty 15 Fortitude save. An afflicted lycanthrope unaware of his condition remains in animal form until the next dawn. An afflicted lycanthrope who is aware of his condition can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

Curing Lycanthropy: An afflicted lycanthrope who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a Difficulty 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Medicine modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week). However, fresh or not, belladonna is toxic. The character must succeed on a Difficulty 13 Fortitude save or take 2 points of Strength damage. One minute later, he must succeed on a second Difficulty 13 save or take an additional 3 points of Strength damage.

A successful use of the Cure Disease supernatural power cast by an adept of 12th level or higher also cures the affliction, provided the character receives the treatment within three days of the lycanthrope's attack. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

Example of a Lycanthrope's Advancement

Talbot is a 4th level warrior that is bitten by a natural werewolf. He fails his Fortitude save and becomes an afflicted lycanthrope. He immediately gains the senses and shapechanging ability of a werewolf. He also gains a level lag of 1, meaning he cannot advance at all until other members

of his party have advanced 1 level. Since a wolf has 2 levels of animal, instead of advancing as a hero Talbot must advance as a creature of the animal type when he reaches 5th and 6th level. If not cured, for the next two levels his combat bonus increases like that of an animal (same as an expert) as do his saves (Fortitude and Reflex are his good saves and Will is his normal save). Since he is advancing as an animal, he also gains skills as an animal, gaining a number of skill ranks equal to 2 + his Intelligence. He does not gain a feat at 5th level, because since he is advancing as an animal his next available feat comes at 6th level. Even if he is cured of his lycanthropy, he must still take at least 1 level of animal. When Talbot becomes 6th level and lags behind the party average by 1 level, he has satisfied the requirements of the curse. He can once again start taking levels in a heroic role with his 7th level. If not cured, however, he remains a lycanthrope.

Control Shape (Wis)

The Control Shape skill determines whether an afflicted lycanthrope can control his shape. Any character who has contracted lycanthropy and is aware of his condition can learn this skill. Once an afflicted lycanthrope is aware of his condition, he can use this skill untrained and can put skill ranks into it just like any other skill. An afflicted lycanthrope not yet aware of his condition cannot attempt Control Shape checks untrained.

An adept can use Body Control in place of the Control Shape skill.

A natural lycanthrope does not need this skill, since it always has full control over its shape.

Check (Involuntary Change): An afflicted lycanthrope must succeed on a Difficulty 25 Control Change check at moonrise each night of the full moon to resist involuntarily assuming animal form. He must also check for an involuntary change when injured; Difficulty 20 for "hurt" and Difficulty 25 for "wounded".

On a failed check, he must remain in animal form until the next dawn, when he automatically returns to his base form. An afflicted lycanthrope aware of his condition may make one attempt to return to humanoid form (see table), but if he fails, he remains in animal form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Voluntary Change	Control Shape Difficulty
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon*)	15
Voluntary change to animal form (not full moon)	20
* For game purposes, the full moon lasts three days every month.	

Challenges: You can take the following challenges with Control Shape:

Aggressive Change: You can change shape and maintain your ability to engage in combat in the same round. By increasing the Difficulty by 5, you can change shape as a move action instead of a standard action.

Partial Change: You can change only part of your body rather than transforming completely, for example, to grow claws or teeth for combat without having to assume hybrid or animal form. On a success, you can attack with whichever natural weapon(s) you would normally be able to use in your other forms without damaging your clothing or armor. The Difficulty is equal to that of assuming hybrid form, plus 5 (Difficulty 20). A partial change lasts until you decide to return to humanoid form, and you must succeed on a Control Shape check to do so (Difficulty 20 or 25, depending on the phase of the moon).

Try again (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see **Lycanthropy as an Affliction**).

Running a Horror Game

When you run *Colonial Gothic*, you are setting the stage for your players to encounter horrifying elements. These elements can range from the mundane to the supernatural, and the Sanity save mechanic is built in as a way to flesh out these types of scenarios.

As a Narrator, setting mood and tone for the horror game is almost as important as providing Villains for the players to interact with. There are several different types of tones to take with *Colonial Gothic*, depending upon how historically accurate your group has decided to go.

Setting the Mood

The best way to set a horror mood in game is to start small and slowly provide glimpses of what awaits the players. A fleeing shadow can slowly create more terror than a seven-foot-tall hairy monster, depending upon how and when you introduce it into the game.

Mood in a horror game is also directly related to how close the players are to the horror itself. If you've ever watched old Hitchcock movies or *The Twilight Zone* episodes, you'll notice that not a lot of gore is revealed—yet somehow you're hanging on your seat until the very end. How do the writers do it? By ensuring that there is more than one level of emotion shining through the film.

In order to have great horror mood in an RPG, you have to have happiness and fear. Love and hate. Obsession and indifference. If your players are constantly immersed in horror—then the mood tends to go flat because there is nothing else for them to compare it to. Let your players be like stars in the night sky; let them believe they are winning against the Darkness. When an old ghost comes back to haunt them—literally—it will mean so much more to them than if that ghost is constantly after them, never giving them a moment's release.

Pacing and Horror

The biggest challenge you will face running this game will be the pacing. One major obstacle that you will have to overcome as a Narrator is the fact that you will have to limit your players' ability to perform simple tasks in order to show them how dark the game truly is—even without magic.

For example, it will take two full rounds for a Hero to reload his pistol or musket (or one full round if they have Quick Draw). This reloading time will have a dramatic effect on the pacing for your fight scenes. The player may

have to learn the hard way that he might have to give up his reliance on a “big gun” in order to slash, stab, kick, or punch his way through a fight.

Another example of setting-related challenges would be to talk about electricity. Ben Franklin hasn't officially discovered electricity yet and in this time period there are no cell phones, radios, televisions, computers, cars or even light bulbs. Think long and hard about that for a second because everything—from the preservation or food to the ability to listen to music, is affected by this fact. Because of that basic medical care, communication—and transportation take days and weeks instead of a matter of minutes.

Some players will intentionally slow themselves down, trying to make smart decisions about where they go next so they don't make a mistake. As a Narrator, it's up to you to either let them wander off-track for months on end or have something else to cross their path, leading them to a haunted cabin on the frontier.

With the lack of technology, there are parts of the game where your pacing will be off. We recommend engaging Fate Cards as a way to draw the players into the story and utilize their side quests when the plot isn't moving forward. We also suggest that you introduce “false positives” or clues that lead nowhere as a means of letting your players uncover more about the setting. By allowing them to get slightly off track with a rainstorm until they realize their mistake, you can easily create a sense of urgency and they'll rush back to save the day.

Creating Teamwork

The last thing that you need to help facilitate is to figure out the reason why the players came together in the first place. Running a game set in a static, historical period means that you have stereotypes and social stigmas to work with. As we discussed earlier, it's up to you how to handle that. We suggest tying players' histories together using their Fate Cards as a means of giving the players a reason to not only figure out how they know one another—but engender trust within the group.

If Fate Cards will not work to provide this reason, you do have options depending upon how you start the game. Maybe the players are the lone survivors of a town decimated by the English; maybe the players are tied together through their magic studies, living underground in Philadelphia's libraries. Whatever way you socially bring your Heroes together, make sure you establish your rules for historical accuracy during the character creation process so that the players know what they are getting themselves into.

We also would like to point out that sometimes it isn't easy running a game for a group of Heroes who all want to have their day in the sun. Team-building is essential for strong character types, and as a Narrator you will have to come up with small, unremarkable scenarios in order to help the players contribute to the game and to each other. Regardless, many players will be more likely to play the game if they can sit back and simply have fun without having to worry about in-game politics and the importance of their character.

Sometimes, the best way to build a great team right off the bat is to let them face a big, hairy, monster and figure out how to kill it easily. Not only will your players feel like they have "done something useful," they can quickly figure out which Hero is better at what tactic in combat, something *Colonial Gothic* might have quite a bit of.

Fate Cards

All Heroes in *Colonial Gothic* have Fate Cards that add drama to situations and events. Using Fate Cards, your players can create plot hooks that spin the action and make the events take on a deeper meaning. Even though you may not decide to use Fate Cards, the basic premise in the design process was to give you an opportunity to flesh out difficult areas in your game's pacing and also provide players with the option of side quests—that may or may not be related to learning Magic Rituals.

Some savvy players will write Fate Cards related to other Heroes, and we recommend this technique as a great way to bring the team together. In that case, it would be helpful for the players to collaborate their character creation process once they form their basic concept.

Using Fate Cards

All starting Heroes begin play with up to four plot hooks that they will write up prior to the beginning of the campaign. We recommend that Fate Cards be limited to one sentence in length, but that is up to the Narrator. Any time during the course of an adventure the player can elect to play one Fate Card at any time to alter the course of the plot, provided they have written the plot hook prior to the game session. In other words, a player may not use a plot hook to their mechanical advantage to escape a Villain—Fate Cards are simply meant to enhance the plot and provide an extra opportunity for the players to play through the new information.

For example, a player may have decided that one of their plot hooks is, "The ghost of my great-grandfather haunts my family's plantation." During the game, the players are fighting a witch in the Georgia Colony when they feel that

they must do whatever it takes to outrun her. It seems as if her Divination allows her to always see where the players are going and what they are doing. Confused, the group mulls over what they are going to do and don't come to a conclusion.

By playing the plot hook, the sentence reveals something about that Hero that the other Heroes didn't know. Another player engages her, asking her questions about her great-grandfather. As a twist of fate, it seems as if the very same witch that is pursuing them is the same one responsible for not only killing her great-grandfather, but is the reason why he hasn't moved on. Thus, the group decides to get to the plantation as fast as they can in order to find out clues about the witch.

Earning Fate Cards

As mentioned, all starting Heroes begin play with up to a maximum of four Fate Cards. Only one Fate Card per Player can be played during an adventure at the Narrator's discretion. Eventually the Players will run out of Fate Cards and will want to replace them. Players can come up with new Fate Cards, up to a maximum of four, as long as the Narrator allows it and they write their plot hooks out-of-game.

While we have provided you with rules as to how we would use Fate Cards in game, we recommend that you decide not only whether or not you want to use them and, if so, how you want players to use them to enhance your game before any player starts the character creation process.



Chapter 9 Adventure

Missing

Missing is an introductory adventure designed for four to six players with new Heroes.

History of Peekskill

Strange events plague the Hudson Highlands; specifically the village of Peekskill, New York. Located along the eastern banks of the Hudson River, in the shadows of Jacob's Hill and Blue Mountain, the village is growing wealthy due to trade between New York and Albany.

The region that would become known as Peekskill was discovered in the 1600s when Henry Hudson sailed up and down the river exploring the land and mapping it. This work paved the way for the numerous land claims both Holland and England made, and both sent settlers to the region who, in turn, established trading posts and colonies. Although discovered by Europeans in the 1600s, the region had long been the home of the Wappinger Indians, who lived in the village called Sackhoe along the banks of the Hudson. At one time this tribe was a power in the Hudson Valley, but protracted wars with both the Mohawks and the Mahican led to their destruction. Hidden among the forests and the hills, colonists still find the remains of their dead, as well as spots that were sacred to them.

Hailing from New Amsterdam, Jan Peck arrived to the region in 1650 to open trade with the Sackhoes (as he called them) living on the banks of what he named Peekskill Bay. Peck also explored the Hollow Brook, and traveled it to trade with the natives living there as well. Though Jan died in 1660, the Dutch continued to trade in the region and in 1665 bought the land from the Sackhoes and began settling it. When the Dutch settled the region they named it Jan Peck's Kill, but when the English took control of the region, the name was changed to John Peak's Creek. Though the name of region still stands, many have forgotten it.

After the French and Indian War with peace settling across the Frontier, many began moving into the area. In 1765, the small settlement was expanded, and the village of Peekskill is the result. The first groups to arrive were the families of Lent, Cronkite, Johnson, Hall, Hawes, Travis, and Brown. These families risked everything to settle here, and became wealthy off this risk. Seeing the opportunities the area offered, the Birdsall, Conklin, Horton, Depew, and Weeks families arrived. Together these families have worked in

the agriculture, river transport, and various domestic and commercial industries.

Though now more settlers live here, it is these families that many consider to be the power of the village. Peekskill is the main village of the area, but it is just one of many villages found in the John Peak's Creek region. Though many think the region is a quite idyllic place, rumors of monsters living deep within the woods still circulate. Some whisper of even fouler things lurking deeper, especially around Jacob's Hill.

Some claim a gate to Hell is located in a small hollow of the hill, and that Satan himself steps through it in order to hold an annual Sabbath with his worshipers. Though these stories remain, many feel that they are simply old superstitions used to scare children. Still, despite the protest of others, strange things have been seen for as long as people can remember. It does not seem as if a month goes by with some report of a strange creature or person wandering the woods and hill.

Topping eighty residents, Peekskill earns a reputation for its skilled craftsmen and bountiful apple crops, for being a key point in river transportation, and for the bustling warehouses found near the docks of Peekskill Bay. Up until recently, the village's excitement level had pretty much peaked when one of the farmers' cows birthed twin calves.

During the last four months, however, Peekskill and other villages have experienced a rash of strange disappearances. At first, it was an occasional hunter, or a lone traveler who'd disappear without a trace. Now villagers have begun disappearing, and no one knows how or why this is happening. The latest disappearance occurred just three days ago, when four Peekskill children went missing from their beds. Residents of Peekskill and neighboring villages have scoured the woods looking for them, but so far the villagers have discovered no clues to their location. Only a secret few know the children's fate, and they will not betray their own. Unbeknownst to the rest of the villagers, a small group of cultists resides in the area and is behind the recent troubles.

The Cult of the Beast is a small sect dedicated to carrying out the work of a long forgotten god. Most do not know of the cult's existence, as they keep themselves well out along the frontier, away from the eyes of outsiders. The cult is an ancient one, and those few who have had run-ins with them (and lived to tell about it) swear that the cultists are worshipers of Satan, that they are carrying out his work on the land. The claims may be partially true, but Satan is not the god they venerate.

Until recently, Jedediah Cornwell was the leader of a small sect he founded six years ago. Most members are woodsmen or farmers, drawn by the cult's emphasis on brutal strength. Jedediah's sect was part of a slavery and smuggling ring based out of the south. Jedediah and his group roamed the frontier capturing lone travelers and small groups of settlers, as well as Indians. Once captive, they would be sent south where they would then be sold as slaves or in the case of white captives, used as sacrifices to the cult's god. All was going well for the sect; membership grew as like-minded individuals found themselves drawn to its teachings. Then six months ago, Henry Allen arrived in the area.

Henry controlled a sect of the cult in Georgia. Henry fled the hangmen's noose when his crimes were uncovered in Savannah, Georgia. The acts of cannibalism, murder, and the other heinous acts Henry and his followers practice are. Cultists too slow to flee found themselves quickly tried and publicly executed. Henry and a chosen few managed to elude capture, fleeing north.

Arriving in the John Peak's Creek region Henry, much to Jedediah's dismay, took control of the sect. Within a few short months, the slave trade was once again active and the cult stronger than ever. Henry found himself once again enjoying a position of power. Not everyone was overjoyed with the turn of events, however — most notably Jedediah. Unhappy with his lowered status and lack of power, he watched in dismay as the group he'd fostered on secrecy became more public.

Before Henry, Jedediah and his men would stay away from large settlements and contented themselves with living in remote regions. Now, with Henry in power, the cultists are venturing closer to settlements as well as occasionally visiting nearby villages. Were they as close lipped as in Jedediah's day, this would not be an insurmountable problem, but under Henry's leadership, the cultists have grown bold. They talk too openly and no longer seek to keep their allegiance a secret.

Rumors of these strange men and women have rapidly spread throughout the region, and all the secrecy Jedediah had attained has begun to slowly evaporate. To make matters worse, the kidnappings have begun.

Though the cult had always made a living in the slave trade, they had always been careful in obtaining their slaves. Under Jedediah's leadership his sect kidnapped an occasional lone traveler, or people living on the fringes of Colonial society. By doing this, they kept others from suspecting what was going on. The disappearances were passed off as nothing unusual, part of the trials and tribulations of life in the wilds of the Colonies.

With Henry's arrival, however, this changed, and over the past four months the cult has branched out, not only kidnapping people traveling through the woods, but farmers working in the fields and villagers right out of the town. These actions have drawn attention to the crimes, which are now being labeled as kidnappings, and the cult itself. With the kidnapping of the four Peekskill children, the entire area is alarmed and Jedediah fears it is only a matter of time before the cult is discovered.

The Cult of the Beast

When the world was young and new, the gods fought amongst themselves over who would control the life flourishing in the world. While most gods worked to amass power, worshipers or dominance, there were some whose interests laid elsewhere. One of these gods was The Great Beast.

Emerging from the shadows, a figure of immense strength and power appeared. His body was of a bear, his tail of a weasel, while his head was that of a fox. Where he walked, the earth quaked. When he roared, the heavens thundered. The Great Beast lusted for power. Feeling that the only role for the weak was that of fodder for the hunt, he sent out his call. To his side came worshipers who were not only physically powerful, but mentally strong as well. It did not matter to The Great Beast who they were as long, only that they were strong. Among the tribes of Gaul, worshipers flocked to this God, and rampaged throughout Europe.

The Great Beast and his followers took to the wild and begun hunting. To aid them in preparing their kill, and performing the manual labor needed to survive, they also took slaves - many slaves. Nothing stood in the way of The Great Beast and his loyal hunters, and to this day he leads his worshipers and pushes them to be the strongest they can be. Through the years, the philosophy of the early founders of his sect has been refined and codified, evolving into The Cult of the Beast.

The Cult of the Beast follows the teachings of The Great Beast as it relates to strength and power. Anyone, regardless of race or sex can join the Cult. The only requirement is that potential members must be strong, and skilled in both hunting and tracking. To show their skills, potential cultists must successfully track and hunt down a member of the same race. By doing this, the cultists demonstrate their skills while perpetuating one of the cult's tenets. Those refusing to do this, or who are caught in the process of committing their hunt, are denied membership and are themselves hunted down by the cult.

The Great Beast is the enemy of all lesser creatures, and believes it his right to prey on the weak. The Beast loves destruction and killing for the simple pleasure of killing. He takes whatever he wants, and requires his followers to be the strongest they can. There is no place for weaklings or cowards in the Cult of the Beast, and those who are, find themselves hunted by other members of the cult.

The Cult of the Beast reveres the bear, the fox and the weasel. Revered for its strength and heart is the bear, and all who seek a position of leadership within the cult must kill one to prove their worth. Wearing a bear's pelt shows all within the cult the bearer's status of strength and power. Fox and weasel pelts are also held in esteem in the cult, with members prized for their cunning wearing fox pelts and those who are especially stealthy wearing those of the weasel.

In the early days of the cult, members were hunters, poachers and woodsmen. Now as society progresses, those who make a living within cities are finding acceptance within the cult. Might, for the Great Beast, is found everywhere. From the docks of a ship, to the halls of trade, anyone exhibiting their strength in dominating others is a potential member of the cult and a worshiper of the Great Beast. Shrines dedicated to The Great Beast still are hidden deep within the forest, however. Cultists worship their god during the nighttime, when all fear is at its height. The symbol of the cult is a black fang, which adorns all relics. Members often tattoo it on their body, as well.

Few within the cult are aware of the details of its history. Some believe the cult has always existed, and the well read know that mentions of it have been found dating back to the time of Julius Caesar's conquest of Gaul. The cult and their worship of their dark god remained hidden in the shadows for centuries, however, and little to no organization of the cult took place until 1600.

It was then that a small book was uncovered in the Netherlands dealing with the supposed teachings of the Great Beast, discovered by Constantijn te Kolste. He modified the teachings and created a small group dedicated to the god. Growing in reputation, this cult quickly spread throughout the Netherlands and found members from all facets of life. When the Dutch still controlled the area, a small sect took root, and began working in secret. The cult in the colonies is small, but traces their origins back to the 1650s.

Players Introduction

Read the following to the players:

Sworn to protect and defend against the creatures of the occult and supernatural, The Society for the Promotion of Knowledge is one of the few groups who knows of the evil haunting the land.

Rumors have reached you about strange happenings in the small village of Peekskill, located in New York, about 0-miles north of New York City. Traveling via hired schooner from Provincetown, Rhode Island, you sailed to New York, and then made your way up the Hudson River. You do not know what you will face, but you know that people are disappearing and, if rumors are true, there is something supernatural behind this.

Adding credence to this belief is the fact that strange men and women wearing furs and avoiding civilized society have been spotted in the surrounding woods. It is your sworn duty, as members of the Society to bring those with evil in their heart to justice. Your mission is simple: discover what is going on in Peekskill and bring whatever threat that exists to an end.

The ship approaches the small docks of Peekskill. Soon you will get to the bottom of things.

Starting the Adventure

The secret society known as the Society for the Promotion of Knowledge have heard of the recent events. Using their network of informants, a group of investigators have been sent from Rhode Island to look into the matter. This group of investigators is the players.

Peekskill

Arriving at the docks, the first thing the Heroes notice is that the area is not as busy as might be expected. There are a few small boats docked here, which are either being loaded or unloaded, but the busy riverside dock that Peekskill is so well known for does not seem to be existent.

Seeing the Heroes get off the boat, those working on the docks look at them very warily. Heroes attempting to talk with those found here need to make a successful Difficulty 10 Diplomacy skill check in order to have anyone say anything to them. Failing this skill check, the Hero is shunned and avoided, told in no uncertain terms that: "strangers are not welcomed here." Succeeding the Diplomacy skill check eases tensions and the Heroes are told that things are not good right now. Children are

missing and everyone is on edge.

The docks are located two miles west of the village and a small road connects the dock area to the village. Since the Heroes have no horses, and no coach or carriage is available to hire, they must walk. As they make their way along the road, they easily notice how thick and imposing the woods are. A Difficulty 15 Notice skill check also allows the Heroes to discover that the woods are very quiet, and not even birds are heard to be chirping.

Arriving in the village, the Heroes see it is like most rural villages found in the colonies. It is mid-day when the Heroes arrive and the villagers are about doing their daily duties. Since the Heroes are strangers, the villagers watch them warily, avoiding contact and trying to get out of their way as fast as they can.

With the recent disappearances of four children, and the arrival of strangers, the Heroes are seen by some as suspects. This can be played any way the Narrator desires, and depending on how difficult he wants to make life for his players, Narrators are encouraged to have the Heroes answer numerous questions about their motivations and reasons for being not only in the village but the area altogether.

By asking around the village and making successful Gather Information skill checks, the Heroes can learn a number of interesting rumors and tidbits about the recent troubles. What follows is a summary Narrators can use to weave into role-playing encounters with villagers. To learn any one of the following requires a successful Difficulty 10 Gather Information check.

- Within the last four months, Peekskill and other villages in the area have experienced an increased number of disappearances.
- Disappearances have always plagued the area. Every few months it seems as if a woodsmen or lone traveler disappears without a trace.
- Villagers have begun to disappear, and last month in fact, a farmer disappeared from his barn while milking his cows.
- The latest disappearance occurred three days ago. Four children disappeared from their beds during the night without a trace. The children are from four different families and not related in any way.
- Over the past year or so, strangers occasionally have been seen roaming the woods. All wear fur and they keep to themselves.

A regular in the village, Jedediah Cornwell, has not been seen in over a month. He is a local hunter living north of the village, and was a regular presence in town, delivering game to the local inn and bringing furs to sell at the local trading

post. No one knows what happened to him. All who have visited his cabin have found it empty.

There is one tavern in the village, known as the Drunken Fox. Located in the village center next to the church, the tavern is seen by many to be the focal point of Peekskill social life. A favorite of travelers and merchants, this tavern has a reputation of being one of the better run establishments in the region.

Owned and operated by Wallace Cronkite, the tavern opened in 1768. Three stories tall, the tavern is a large and imposing building. Like most taverns, travelers can get a space in a bed (which means they are sharing it with two others) for 6 shillings. For shillings, a traveler can get space in a semi-private bed (shared with only one person). A few private rooms are available and prices for these are £1 15s per night.

Besides serving as a place to sleep, the Drunken Fox is also a post station. It takes typically three weeks for a letter to make its way to New York City, however. It is faster to send posts via boat down the Hudson and most people who can afford to do this, do so.

Getting rooms is easy, although Wallace tries to increase the prices by 50% for the strangers. Heroes making a successful Difficulty 15 Diplomacy skill check can get the price lowered back down to the normal rates. Room prices do not include food or drink. Refreshment prices are fair, however, with a mug of cider costing shillings, and a plate of roasted beef and some boiled vegetables costing 9 shillings 4 pence.

The tavern is not crowded, and the Heroes stand out. As on the docks and in the village, many here will try to avoid them, but successful Difficulty 10 Diplomacy check helps to ease tensions. Heroes who have not learned enough, or have been unlucky in their earlier attempts to investigate can try and talk with those in the tavern. To put someone at ease requires a successful Diplomacy check. To learn any of the following requires the Hero to make a successful Difficulty 10 Diplomacy check.

- The children were kidnapped two nights ago. (True)
- The houses showed no signs of being entered. The doors were closed, as were the windows. (True)
- Strange things? No, every thing is fine in the village. Peekskill has seen nothing amiss. (False)
- There is something strange going on. The woods are filled with strange men and women. (True)
- Search parties have been scouring the woods for two days. So far they have found nothing. (True)

• **Jebediah?** Jebediah Cornwall? He is a local trapper and wood carver. He lives in the woods in a small cabin. He is a loner, but has been a pillar of this community for close to fifteen years now. (Partly true, Jebediah stays to himself, there was one another Jebediah, Jebediah Crocket but he passed away last winter)

While in the tavern asking questions, a Difficulty 10 Notice check can allow a Hero spot someone sitting by himself observing everything. The person is dressed as a frontiersman, with buckskin breaches, a long sleeved woolen shirt and deerskin moccasins, but is wearing a fur coat. A musket is propped against the wall and a plate of food rests on the table in front of him. If approached, the man makes no effort to talk, and if pressed, he gets up and leaves. Heroes, if they ask someone in the tavern, learn that the silent man's name is Nathan Wallace. Although he is not overly personable, he has been helping with the searching for the missing children for the past two days.

The rest of the evening passes simply and by the time the clock chimes seven, many have retired to their beds.

Midnight Attack

During the evening, after the Heroes have retired to their beds, they will be woken by shouting and the smell of smoke. The tavern is on fire! Getting out of the tavern unharmed requires a Difficulty 15 Reflex save, (The Difficulty increases to 17 for anyone who tries to go back and grab their possessions). Failing the Reflex save means that the Heroes have gotten out, but they have suffered +2 damage from heat and smoke inhalation, and risk suffocation if they remain inside the building (see **Suffocation in Chapter 6 of True20 Adventure Roleplaying**).

Once outside of the tavern, the Heroes notice that everyone has gotten out and a water brigade as started. Heroes who are not pressed into the brigade must make a Difficulty 15 Notice check and, if successful, spot Nathan watching the scene. Nathan stands off from the group and is shrouded in shadows. As soon as he is noticed, Nathan disappears into the shadows. How does he do this? Play up the drama - maybe a group of people run in front of him, maybe a cloud of smoke obscures his disappearance, but when whatever blocks the Heroes' view clears, Nathan is no longer there.

While observing the fire, (and after making a successful Difficulty 10 Notice check) the Heroes see that only the roof is burning. None of the rooms have smoke coming from them. Unless the fire is put out in ten minutes, however, the rest of the tavern will be ablaze. If the fire is not put out within 1 minute (10 rounds), everything inside the tavern will be destroyed, including the Heroes' possessions.

Once the fire is out, the Heroes are free to search for answers, and if they spotted Nathan earlier, they can look for signs as to where he disappeared to. Anyone with the Track feat can make a Difficulty 15 Survival skill check (the high Difficulty due to the light the amount of people in the area) reveals the direction he went. Remember that other heroes can Aid the tracker with a Difficulty 10 Survival check. Upon finding the trail, the Heroes have a choice - follow it now while it is still dark, or wait till first light. If they go now, they suffer a penalty to their Tracking checks in the darkness, but there is a good chance they can catch up to Nathan. If they wait for first light, the Tracks are still fairly fresh and the tracker would suffer no penalty for bad lighting, but Nathan might well get away.

The Clearing

Whether they decide to follow immediately, or wait for dawn, the Heroes eventually find themselves traveling through the woods heading northeast. Nathan's trail leads the Heroes through the woods. A successful Difficulty 15 Survival check made by anyone with the Track feat allows the Heroes to notice that although Nathan is traveling fast, he is still working to cover his tracks.

Depending on when they left, it is either morning or afternoon when the trail simply disappears. No matter how close they look or how long they search, they cannot find any sign of it. Heroes with the Land Reader Advantage do sense that the person traveled northwest. A Difficulty 10 Notice check allows the Heroes to see a plume of smoke rising to the northwest. There is no way to tell if the smoke is from a campfire, or from a chimney, but it is steady and the only interesting sight they have seen all day. Following the smoke, they reach a clearing. In the center stands a small crudely built log cabin and shed. The cabin looks lived in, but no one appears home. Looking for the smoke and making another successful Difficulty 10 Notice check allows the Heroes to see that another plume is in the air, coming directly from the north. This plume is thicker, and comes from somewhere deep in the woods.

Approaching the cabin, the Heroes notice two windows near the door. In front of the cabin, they see four racks, with animal pelts stretched tightly on them, standing near it. Examining the pelts, and making a successful Difficulty 10 Knowledge (life sciences) or Survival skill check, the Heroes recognize one of the pelts as a bear's, and the other three as belonging to deer. A small shed with its door opened is located a few yards behind the cabin.

Looking through the windows into the cabin, the Heroes see the building has only one room. A pile of pelts lay on the right side of the cabin, while a simple cot is on the left. Directly in front of the door is a stone fireplace with a single

chair and table in front of it. Examining the door reveals no lock, and the fact that it swings easily on well-oiled hinges. If they enter the cabin, the Heroes see numerous animal traps hanging from pegs near the door. Also hanging from pegs are two full quivers of arrows, and a bow propped next to them.

There is no sign of the owner in the clearing or in the cabin. A careful search of the cabin (with a successful Difficulty 10 Search skill check) uncovers a bear skull hanging above the door. Examining the skull, the Heroes notice a black fang carved into the forehead. Even stranger is the fact that the bear's teeth have been silver-plated. A successful Difficulty 10 Knowledge (supernatural) skill check reveals that the skull has some occult importance. As to the significance of the silver teeth, and bear skull, the Heroes have no clue. A successful Difficulty 15 Intelligence check has the Hero realize the skull might have some occult importance, but as to what, they do not know.

Searching the cabin for more than two Rounds, combined with a successful Difficulty 15 Search check, leads to the discovery of a small chest underneath the bed. The chest is locked with a poor lock (Difficulty 10 to open). Once unlocked, looking inside reveals one small pouch and a 10 pieces of deer antler ivory scattering the chest's bottom. The pouch contains £1, 10 shillings and 1 Spanish Doubloon. The ivory can fetch up to £5. Everything else in the cabin is mundane and poor quality. The bow is poorly constructed and looks like it would break if used. The pelts (beaver, rabbit and deer) number a total of 15, and they could fetch up to a £2 each if sold. All in all this treasure should be enough to provide the heroes with a +1 bonus to their wealth scores.

Searching the shed, the Heroes find a well-cared-for mule and a few tools. A successful Difficulty 15 Notice or Search check lets the Heroes notice the shed appears smaller from the inside than from the outside. Searching the shed, and making a successful Difficulty 15 Search check, turns up a concealed door near the rear. Opening the door reveals a small room with eight cages, some of which appear to have been recently occupied. A set of keys hang near the door, and next to them, are eight pegs. Hanging from four of the pegs are shackles.

Examining the ground, along with a successful Difficulty 10 Survival skill check made by anyone with the Track feat, reveals three sets of tracks heading north into the forest. Examining the tracks for more than a minute, the Heroes may notice that four of the tracks have been made by children, while the fifth belongs to an adult wearing a pair of soft boots.

During the Heroes' search of the clearing and the two buildings, the Narrator should secretly make a Difficulty 10

Notice check for each Hero. Any Heroes succeeding the Notice check hear a high-pitched scream coming from the forest to the north. Either by following the scream or the tracks, the Heroes head north into the forest.

A Dark Gathering

Traveling through the forest, the Heroes notice it is very quiet, and as they go deeper into the forest they may well notice a strange orange glow coming from the north. The glow looks to be a fire and it stands out in the blackness of the surrounding woods. As they draw nearer, they find the glow does come from a large fire burning in the middle of a small clearing, near a large flat rock. Standing near the fire are five fur-clad figures preparing for a ceremony.

One man standing the near rock chants while sharpening a long silver knife. Wearing a large bear pelt, he uses the head for a hood. Looking closer at him, the Heroes see that his beard and hair hangs in a shaggy black unkempt mass. The other four figures, two men and two women, wear combinations of fox and weasel pelts. They stand next to four small, frightened children dressed in rags. The four adults taunt the children and laugh as they cry and beg for mercy. A Difficulty 10 Notice check allows the Heroes to make out the words of one of the men telling the children that their friends' suffering is going to be easy compared to what they will soon be experiencing. One of the men tells the children that their blood will flow, and the men laugh as the children begin to cry louder.

Minions: Beast Cultist (2)

Type: 1st Level Warriors

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int -1, Wis +0, Cha +1

Skills: Intimidate 4 (+5), Knowledge (theology and philosophy) 4 (+3), Search 4 (+3), Stealth 4 (+5), Survival 4 (+4)

Feats: Connected (cult), Firearms Training, Point Blank Shot, Track, Weapon Training

Traits: Human Background Traits

Combat: Attack +2 (+1 base, +1 Dex), Damage +4 (hatchet) or +5 (musket), Defense: Dodge/Parry +2/+4 (+1 base, +1 Dex/+3 Str), Initiative +1

Saving Throws: Toughness +2 (+2 Con), Fortitude +4 (+2 base, +2 Con), Reflex +1 (+1 Dex), Will +0

Gear: Musket, Hatchet, Buckskin Pants, Loose Shirt, Hunting Bag, Powdered Horn

*Joe: Jebediah Cornwall***Type:** 2nd Level Warrior**Size:** Medium**Speed:** 30 ft.**Abilities:** Str +2, Dex +0, Con +2, Int +1, Wis +1, Cha +0**Skills:** Craft (tanner) 5 (+6), Intimidate 5 (+5), Knowledge (theology and philosophy) 5 (+6), Stealth 5 (+5), Survival 5 (+6)**Feats:** Attack Focus (hatchet), Attack Focus (knife), Firearms Training, Track, Two-weapon Fighting, Weapon Training**Traits:** Human Background Traits**Combat:** Attack +2 (+2 base) (+3 w knife or hatchet), Damage +3 (hatchet or knife) or +4 (flintlock pistol), Defense: Dodge/Parry +2/+4 (+2 base, +0 Dex/+2 Str), Initiative +1**Saving Throws:** Toughness +4 (+2 Con, +2 hide armor), Fortitude +5 (+3 base, +2 Con), Reflex +0, Will +1 (+1 Wis)**Conviction:** 3**Gear:** Bear Hide, Flintlock Pistol, Hatchet, Knife, Buckskin Pants, Loose Shirt, Hunting Bag, Powdered Horn*Darkness Lurks*

By now the Heroes may be moving to rescue the children. If they do, they will surprise the five cultists. Jebediah (in the bear pelt) is standing by the altar. He spots the Heroes and screams out, ordering the others to attack. Jebediah favors his hatchet and knife, but will use his pistol if need to. The four cultists try to overwhelm the Heroes, making sure that the children do not run away.

The cultists fight until either Jebediah is dead, or until only two remain. Once either happens, the remaining cultists will need to make a Difficulty 10 Will save. If they fail, they flee into the woods frightened. Heroes attempting to pursue them need to succeed at an opposed Dexterity check as they dodge through the trees after the cultists. Failing the ability check allows the cultists to get away. Jebediah does not flee, nor does he back down in the fight. He taunts that the Great Beast is too strong and does not yield, while fighting to the death, unless subdued.

Capturing any of the cultists allow the Heroes to question them and potentially learn that the adults gathered are members of the Cult of the Beast, gathered to perform the monthly ceremony for their god. The children are going to be their sacrifice. Capturing Jebediah, the Heroes

learn that he is only a humble assistant to the head of the cult, Henry Allen. Obviously, Jebediah is lying about this, and Heroes who make an successful Sense Motive check (opposed by Jebediah's Bluff check) can tell that he is lying. Calling him on his lie, Jebediah begins to laugh and threaten that the Heroes will meet their doom.

A successful Difficulty 15 Diplomacy or Intimidate skill check lets the Heroes learn that the rest of the cult is preparing for the sacrifice to the "Great Bear," an avatar of the Great Beast himself. These children will feed the bear and appease him (and his god) for another month. If asked where the bear is located, the cultists refuse to answer. Another successful Diplomacy or Intimidation check may convince a cultist to give the information. The cultist points to a small path west that it leads to the Cave of the Great Bear.

Examining the children shows they have nothing more than a few scrapes and bruises, although they are obviously frightened. Shackles snugly bind their feet allowing them to only shuffle slowly about. The Heroes' arrival frightens the children even more, and they cry, begging for their mothers. Heroes that look mean, or do not treat the children kindly, make them cry again. Women Heroes, or Heroes treating them kindly, are able to calm the children down and talk with them.

Kenneth, Glory, Samantha, and Lori are from Peekskill, and do not know how they got here. They went to bed one night, and when they woke up, they were locked in cages. The children are talkative, quickly relating that a "bad man" kept them caged. They do not believe Jebediah kidnapped them, but say he was the one who kept them in the cages. The children say the "bad man" was big and looked like a bear. The children also say that the "bad man" left the clearing with many men, to get ready for a ceremony. As to which way the group went, the children point to the west with conflicting numbers of six, twelve, or twenty men (the children cannot agree).

With the children out of danger, the Heroes have a dilemma.

The kidnapers are still on the loose, and if they are not stopped, there is no way to know if the area is safe. The Heroes might be tempted to take the children back to the village, alerting the villagers of the cult and coming back with a larger force to deal with the rest of the group. This, however, means that there is a high chance the kidnapers get away. Alternately, the Heroes might leave the children alone and go after the kidnapers. The children, however, refuse to be left on their own, and doing so causes them to scream and cry in fear. The Heroes soon find that they have little choice but to take the children with them while they search for the rest of the kidnapers.

If Heroes return back to the village with the kids, go to the Aftermath section.

The Great Bear

The trail the cultists took is nothing more than a small footpath rarely deviating from a westerly course. After a half hour of walking, Heroes making a successful Difficulty 10 Notice check can hear deep-voiced chanting coming from up ahead. Heroes not succeeding the check hear nothing and stumble into a clearing, interrupting the cultist's ceremony. In this case, both groups are surprised and no one gains an advantage. Heroes hearing the chanting might want to use Stealth and investigate what is going on, rather than forging ahead blindly. They can do this easily, but need to remember the children are with them. Once again, the children refuse to be alone, and they are not skilled at moving silently. Sneaking up to where the chanting is taking place is difficult, but not extremely so.

The cultists are busy preparing for their ceremony and are not paying attention to anything going on around them. Heroes wishing to sneak up need to successfully make a Stealth skill check (the cultists are at -5 to their opposed Notice check since they are distracted) with success allowing them to approach the perimeter of the large clearing undetected. Around the clearing, small fires and torches illuminate a large rock outcropping at the northwestern end. Standing near the outcropping in a semicircle are six

figures wearing furs. The men are about fifty-yards away from where the footpath the Heroes have been following enters the clearing.

A successful Difficulty 10 Notice check lets the Heroes notice that one of the figures is a man wearing a cloak made out of a large bear pelt, as well as wearing the pelts of numerous foxes and weasels. Also among the group is Nathan Wallace, the one who the Heroes were tracking most of the day. Heroes watching the clearing from hiding hear the deep hurried voice of the man. His chants become louder and more rushed, as if he is reaching the end of them. Suddenly he slices his left hand with a silver knife, which serves as the exclamation point for his chanting. His blood dripping to the ground, a low rumble comes from deep within the cave. Heroes who do not act within two Rounds see a large bear stalk out of the cave growling.

Minions: Beast Cultist (2)

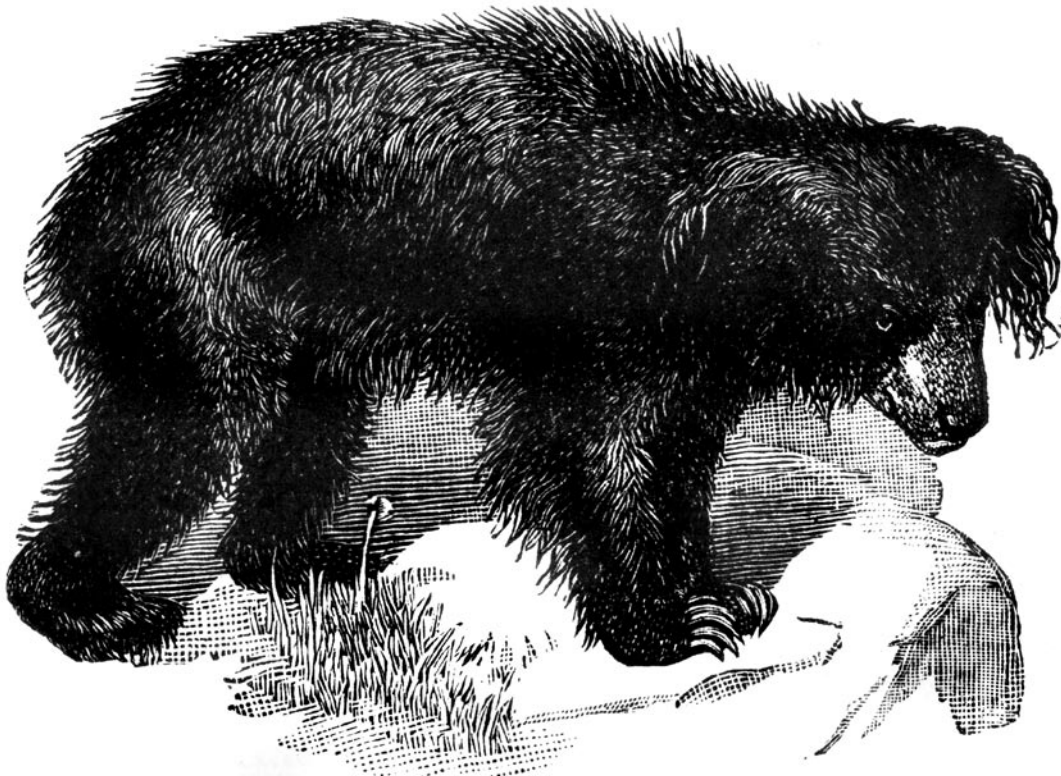
Type: 1st Level Warriors

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +2, Int -1, Wis +0, Cha +1

Skills: Intimidate 4 (+5), Knowledge (theology and philosophy) 4 (+3), Search 4 (+3), Stealth 4 (+5), Survival 4 (+4)



Feats: Connected (cult), Firearms Training, Point Blank Shot, Track, Weapon Training

Traits: Human Background Traits

Combat: Attack +2 (+1 base, +1 Dex), Damage +4 (hatchet) or +5 (musket), Defense: Dodge/Parry +2/+4 (+1 base, +1 Dex/+3 Str), Initiative +1

Saving Throws: Toughness +2 (+2 Con), Fortitude +4 (+2 base, +2 Con), Reflex +1 (+1 Dex), Will +0

Gear: Musket, Hatchet, Buckskin Pants, Loose Shirt, Hunting Bag, Powdered Horn

Fee: Nathan Wallace

Type: 3rd Level Adept

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +0, Cha +5

Skills: Knowledge (theology and philosophy) 6 (+7), Knowledge (supernatural) 6 (+7), Notice 6 (+6), Search 6 (+7), Survival 6 (+6)

Feats: Dodge Focus, Firearms Training, Power, Ritual (Conceal), Ritual (Strike True), Track, Weapon Training

Traits: Human Background Traits, Powers (rank 6, Cha, Difficulty 17; Second Sight +11)

Combat: Attack +1 (+1 base), Damage +1 (hatchet) or +5 (musket), Defense: Dodge/Parry +2/+1 (+1 base, +1 Dodge Focus/+0 Str), Initiative +0

Saving Throws: Toughness +2 (+2 hide armor), Fortitude +1 (+1 base), Reflex +1 (+1 base), Will +3 (+3 base)

Conviction: 4

Gear: Musket, Hatchet, Buckskin Pants, Loose Shirt, Hunting Bag, Powdered Horn

Fee: Henry Allen

Type: 2nd Level Warrior

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +0, Con +2, Int -1, Wis +2, Cha +0

Skills: Intimidate 5 (+5), Knowledge (supernatural) 5 (+4), Knowledge (theology and philosophy) 5 (+4), Stealth 5 (+5), Survival 5 (+7)

Feats: Attack Focus (hatchet), Dodge Focus, Firearms Training, Track, Two-weapon Fighting, Weapon Training

Traits: Human Background Traits

Combat: Attack +2 (+2 base) (+3 w hatchet), Damage +4 (hatchet) or +5 (musket), Defense: Dodge/Parry +3/+5 (+2 base, +1 Dodge Focus/+3 Str), Initiative +0

Saving Throws: Toughness +2 (+2 Con), Fortitude +5 (+3 base, +2 Con), Reflex +0, Will +2 (+2 Wis)

Conviction: 3

Gear: Musket, 2 Hatchets, Buckskin Pants, Loose Shirt, Hunting Bag, Powdered Horn

Fee: The Great Bear

Type: 6th Level Animal

Size: Large

Speed: 40 ft.

Abilities: Str +8, Dex +1, Con +4, Int -4, Wis +1, Cha -2

Skills: Climb 0 (+8), Notice 9 (+10), Swim 0 (+12)

Feats: Double Strike, Endurance, Improved Grab^B, Night Vision^B, Run, Track^B

Traits: Scent

Combat: Attack +4 (+1 Dex, -1 size), Damage +8 (unarmed), Defense +4 (+1 Dex, -1 size), Initiative +1

Saving Throws: Toughness +6, Fortitude +9, Reflex +6, Will +3

Fear Level: +6, Difficulty 21

Skills: A bear has a +4 bonus on Swim checks.

By now, the Heroes should be moving into action, and if hidden, have the advantage of surprise. Nathan enjoys fighting with both hatchets, and he closes on the nearest Hero to fight him. Henry and his followers go all out in combat and try to finish off the Heroes as quickly as possible. He may not be cautious, but Henry is no fool, and if combat is going against him, he attempts to escape into the woods. For this to happen Henry must make two successful Stealth checks opposed by the heroes Notice checks. If successful, he escapes during the confusion of the fighting.

If the Heroes kill Henry, the remaining cultists must make a Difficulty 10 Will save. If they fail the save, the cultists to lose their nerve and flee into the woods. Heroes can try to catch them but it requires a successful opposed Dexterity check to dodge through the trees after them. If the Heroes fail the opposed check, the cultists make a clean get away. If the Heroes kill the bear, the remaining cultists become enraged and attempt to overwhelm the Heroes.

Aftermath

Subduing the cultists is possible. Henry is strong, but the Heroes might be able to capture him by knocking him out or by overpowering him. Capturing the cultists allows the Heroes to question them. The group has been in the area for a few years, but when their new leader, Henry, arrived, they became more public. Henry reorganized the existing cult giving them a new focus.

Talking with Henry, if he is still alive, the Heroes learn that he arrived to reorganize the cult in the John's Peaks Creek region, after his forced flight from the south. Henry also brags a new age of darkness is soon to be ushered into the area thanks to his work. He tells the Heroes that although they have stopped him, the Great Beast is untamable and soon his vengeance will be unleashed on all. If Nathan is questioned about why he set the tavern on fire, he responds simply that he had hoped to kill the Heroes.

Epilogue

The Heroes should be ready to head back to Peekskill with the children. The trip back can be as easy—or difficult—as you wish to make it. The children are tired and ready to return home. They also need food, water, and frequent rest. The Heroes may find it difficult convincing the children to

walk faster, or to not stop. Adding to the complications is the possibility that the Heroes might have captured some cultists. Heroes need to keep an eye on them to ensure that they do not escape. In addition, the children are frightened of the cultists. The Heroes need to be on constant guard, which includes rest stops, and if they camp for the night. Narrators who want to add a little more action to the events can have the cultists attempt to overpower the Heroes, or sneak away. The details of this are left up to the Narrator.

It takes no more than a day to make it to the village. Arriving in Peekskill, the Heroes are spotted with the missing children in tow. Soon the church bells ring and villagers joyously mob the group. If the Heroes have captured brought any captured cultists with them, the villagers thank the Heroes and tell them 'the cultists will pay for their crimes.' The families of the kidnapped children also thank the Heroes and ask how they can repay them. Heroes looking for a monetary reward may have their wealth score increased by +1.

If the Heroes return to Peekskill with the children before they track down Henry, they find the clearing and the cave, but no sign of the cultists. Learning what happened, Henry and the remaining cultists flee further north in hopes of relocating and establishing a new hideout. Narrators can follow up on this plot, and perhaps have the cultists come back to haunt the village again. After all, a good villain is one who comes back for revenge.

*Some say no evil thing that walks by night, In fog or fire, by
lake or moorish fen, Blue meagre hag, or stubborn unlaid
ghost That breaks his magic chains at curfew time,*

*No goblin, or swart fairy of the mine, Hath hurtful power
o'er true virginity.*

- John Milton

Appendixes

Appendix A: Timeline

Numerous events have transpired since the “discovery” of the New World. In particular the Colonies, have seen its’ fair share of trials and tribulations. All of this has affected the growth and development of the Colonies. These events have shaped the colonists, and are the impetus of setting them on their current path of Revolution. By no means is this timeline exhaustive, but it provides the key dates and can be used as a springboard for a Narrators plots.

1585. Roanoke the first English colony is established in Virginia.

1590. The Roanoke colony disappears.

1610. 150 English settlers arrive in Virginia, and establish the new colony of Jamestown.

1609. Hendrick Hudson explores the Hudson River and New York.

1620. The Mayflower lands at Plymouth and the Pilgrims found their colony.

1622. Indians massacre 300 colonists in a series of raids throughout Virginia.

1623. Captain John Mason founds the colony of New Hampshire.

1626. The Dutch buy Manhattan Island and establish settlements.

1629. The first Puritans arrive in Massachusetts and found the Salem Colony.

1630. A new group of Puritans arrive at Salem, and relocate to Charlestown, Massachusetts.

1633. Baltimore settled, and both the Dutch and English settle in the lands of Connecticut.

1634. Colonist arrive in Maryland, and found the colony.

1636. Roger Williams leaves Massachusetts and settles new land he dubs Rhode Island.

1637. The war with the Pequot leaves Connecticut safe for new settlements.

1638. Anne Hutchinson flees Massachusetts Bay and settles in Rhode Island. Also in this year the colony of New Sweden is founded.

1653. The lands of Delaware are settled by colonist from New Sweden.

1655. The Dutch take control of all of New Sweden.

1663. The colony of Carolina is founded.

1664. England takes control of New York and all Dutch holdings in the New World.

1671. The southern portion of Carolina Colony is settled.

1675-76. King Philip’s War.

1681. The charter for the colony of Pennsylvania is signed.

1691. Massachusetts Bay Colony and Plymouth Colony merge.

1692. Salem Witch Trials.

1712. The Carolina colony is split into North Carolina and South Carolina.

1732. The colony of Georgia is established.

1738. The colony of New Jersey is established.

1754. The French and Indian War begins.

1763. The French and Indian War Ends. King George III signs The Proclamation of 1763, prohibiting any settlement west of the Appalachian mountains. This also requires anyone living in the region to return east.

1764. The Sugar Act is enacted.

1764. The Currency Act is enacted.

1765. The Stamp Act and The Quartering Act is enacted.

1766. Stamp Act repealed. The Declaratory Act.

1767. The Townshend Revenue Acts.

March 5, 1770. The Boston Massacre.

April, 1770. The Townshend Acts are repealed. The Quartering Act is not renewed.

May 10, 1773. The Tea Act goes into effect.

March, 1774. English Parliament passes the first of the Coercive Acts, The Boston Port Bill which closed the port to all ship traffic.

May 20, 1774. The second and third Coercive Act, the Massachusetts Regulating Act and the Government Act, are enacted ending all Massachusetts self rule.

June 1774. Quartering Act is enacted by the English Parliament.

September 5 to October 26, 1774. First Continental Congress meets in Philadelphia.

March 30, 1775. The New England Restraining Act is endorsed by King George III. This act required all New England colonies to trade exclusively with England, and fishing is banned in the North Atlantic.

April 18, 1775. General Gage orders 700 British soldiers to Concord.

April 19, 1775. 70 Massachusetts militiamen engage the British at Lexington.

April 23, 1775. Siege of Boston begins.

May 10, 1775. Led by Ethan Allen and Benedict Arnold, colonial militia capture Fort Ticonderoga in New York.

June 17, 1775. The Battle of Bunker Hill.

July 3, 1775. George Washington takes command of the Continental Army which now has about 17,000 men.

July 26, 1775. The first Post Office is established, with Ben Franklin as Postmaster General.

November 28, 1775. Congress establishes the American Navy.

November 29, 1775. Congress appoints a secret

committee charged with the mission of seeking help from other European nations.

January 9, 1776. Thomas Paine's "Common Sense" is published.

March 4-17, 1776. American forces capture Dorchester Heights, with the aid of captured British artillery from Fort Ticonderoga, and the siege of Boston is lifted. General Washington rushes to New York to set up defenses.

April 12, 1776. North Carolina empowers Continental Congress delegates to vote for independence.

May 2, 1776. King Louis XVI of France commits one million dollars in arms and munitions. Spain promises support as well.

May 10, 1776. The Continental Congress authorizes each of the 13 colonies to form local (provincial) governments.



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Appendix C: Converting Between 12° and True20

This appendix provides some notes on converting material from 12° to True20 and back. These conversion notes are merely loose guidelines rather than hard and fast rules. Always use your own judgment and common sense when doing conversions and go with whatever option feels right to you.

Level of Experience

A character's True20 level is equal to their 12° experience point total divided by 5.

12° Advancement Type	12° Character Points	True20 Level
Beginning	45	1-2
Experienced	55	3-4
Seasoned	65	5-6
Veteran	75	7-8
Legendary	85	9-10

Background Conversion

Backgrounds exist in both True20 and 12° and are dealt with in **Chapter 1** of this book. Simply select a new background for the character you are converting that corresponds to their old background as much as possible.

Heroic Roles

True20 divides characters into three heroic roles. If a 12° character is mostly combat oriented, most of their True20 levels will be in the Warrior role. If they have spent most of their experience points on non-combat skills, most of their True20 levels will be in the Expert role. If the 12° character knew one or more rituals, or possessed any occult skills they will most likely have one or more levels in the Adept role.

Ability Score Conversion

Strength/Might: Subtract 10 from the creature's 12° Might score to obtain their True20 Strength score.

Dexterity/Nimble: Subtract 10 from the creature's 12° Nimble score to obtain their True20 Dexterity score.

Constitution/Vigor: Subtract 10 from the creature's 12° Vigor score to obtain their True20 Constitution score.

Intelligence/Reason: Subtract 10 from the creature's 12° Reason score to obtain their True20 Intelligence score.

Wisdom/Resolution: Subtract 10 from the creature's 12° Resolution score to obtain their True20 Wisdom score.

Charisma: 12° has no equivalent to True20's Charisma score so simply pick a Charisma score that seems appropriate given the character's description.

Note that if you are converting a player character from 12° to True20 the Narrator may require you to adjust your ability point total up or down to equal a total of 6 ability points plus one per 6 character levels.

Skill and Feat Conversion

The following table shows which 12° skills correspond with which True20 skills, feats or powers.

12° Skill	True20 Skill, Feat, or Power
Archery	Attack Focus (bow)
Astrology	Knowledge (astrology)
Brawl	Improved Strike
Defend	Dodge Focus
Divination	Divination
Dodge	Dodge Focus
Heal	Medicine
Language	Language
Lore	Knowledge (supernatural)
Melee	Attack Focus (any melee weapon)
Observe	Notice or Search
Profession (artistry)	Craft (artist)
Profession (brewing)	Craft (brewer)

Skill and Feat Conversion cont.	
12° Skill	True20 Skill, Feat, or Power
Profession (cooking)	Craft (cook)
Profession (entertaining)	Perform (any)
Profession (midwifery)	Medicine
Profession (sewing)	Craft (tailor)
Profession (tracking)	Survival and Track
Profession (weaponsmaking)	Craft (blacksmith)
Profession (woodworking)	Craft (carpenter)
Resist	Iron Will or Mind Shield Power
Rituals	Knowledge (supernatural) or Ritual Knowledge
Sense	Second Sight Power
Shoot	Attack Focus (pistol or rifle)
Stealth	Stealth
Study (anatomy)	Knowledge (life sciences)
Study (botany)	Knowledge (life sciences)
Study (history)	Knowledge (history)
Study (Native Indian tribes)	Knowledge (local)
Study (law)	Knowledge (civics)
Study (tactics)	Knowledge (tactics)
Study (theology)	Knowledge (theology and philosophy)
Study (mapping)	Knowledge (Earth Sciences)
Study (weather)	Knowledge (Physical Sciences)
Survival	Survival
Trade (Farming)	Knowledge (life sciences)
Trade (Husbandry)	Handle Animal
Trade (Leatherworking)	Craft (tanner)
Trade (Metalworking)	Craft (blacksmith)
Trade (Repair)	Craft (any)

Damage Conversion

To convert the damage for a weapon or creature between 12° and True20 there is no direct numerical conversion so simply find a comparable weapon or creature attack in the system you are converting to and use that value. Make sure you are converting the base damage for the weapon or attack without any damage bonuses from Strength or Might added in. These damage bonuses should be added back in separately using the new system after the base damage for the weapon or attack has been determined.

We mutually pledge to each other our lives, our fortunes, and our sacred honor.

-Thomas Jefferson,

The Declaration of Independence

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