

Weird Campaign for Traditional Tabletop Fantasy Games



TIMES THAT FRY MEN'S SOULS

by Seann McAnally

“...NOW STORMING FURY ROSE,
And clamour such as heard in heaven till now
Was never; arms on armors clashing bray’d
Horrible discord, and the madding wheels
Of brazen chariots rag’d, dire was the noise
Of conflict; over head the dismal hiss
Of fiery darts in flaming volleys flew,
And flying, vaulted either host with fire.
So under fiery cope together rush’d
Both battles main, with ruinous assault
And inextinguishable rage; all heaven
Resounded...”

- from *Paradise Lost, Book VI*

John Milton



TIMES THAT FRY MEN'S SOULS



BEING A WEIRD HISTORY CAMPAIGN DURING
THE AMERICAN REVOLUTION, FOR USE WITH
OLD-SCHOOL FANTASY ROLEPLAYING GAMES.

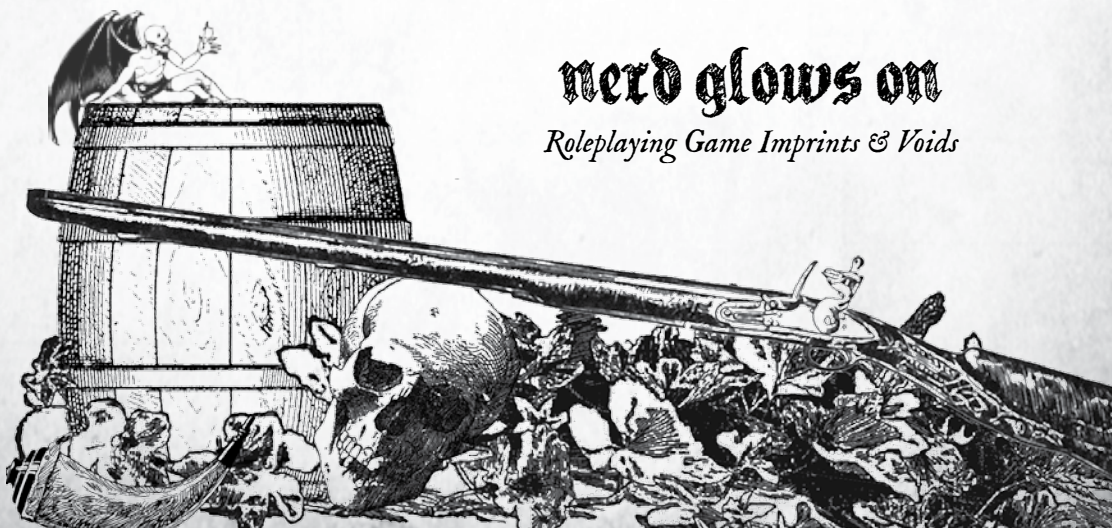
Featuring

80 MAP HEXES & 185 ENCOUNTERS

with WAR, SPIES, CRIME, NATURE, & ODDITIES.

Including

10 SCENARIOS OF THE SUPERNATURAL
& TABLES OF USEFUL INFORMATION



nerd glows on

Roleplaying Game Imprints & Voids



Writing, layout & design by
SEANN McANALLY

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PLAYTESTING & FEEDBACK:

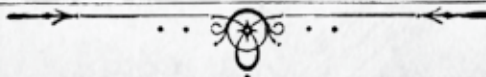
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SPECIAL THANKS / THEMATIC INSPIRATION

Andrew Dawson • Shawn Geabhart • Dennis Lewis • Dave Mitchell
Randall Munden...and of course all the originators of the hobby,
and the (very) old-school illustrators whose work is respectfully altered here.

Illustrations are mash-ups of public domain images from these sources:

Des Barres, *A sketch of the operations of His Majesty's fleet and army: under the command of Vice Admiral the Rt. Hble. Lord Viscount Howe and Genl. Sr. Wm. Howe, K^t.B., in 1776*, from 1864 Valentine's Manual of New York; *The Spirit of '76*, Willard and Dorothy Straight Collection, Toledo: The Ohio Litho. Co., 1917; *Museum of Antiquity* L.W. Yaggy and T.L. Haines (Standard Publishing House, New York 1882); Mary Mapes Dodge, *St. Nicholas an Illustrated Magazine for Young People* XXVII: Part 2: 718; Arthur C. Perry *American History* (New York, NY: American Book Company, 1913); E. C. Hartwell, *Story Hour Readings, Seventh Year* (New York: American Book Company, 1921) 90; Hazlitt Alva Cuppy PH.D., Editor *Beauties and Wonders of Land and Sea* (Springfield, OH: Mast, Crowell & Kirkpatrick, 1895); Worthington Hooker, *Natural History* (New York: Harper & Brothers, 1882) 96; *Wark's Modern Educator* (New York: Henry Wark, 1904) 993; H. G. Cutter and L. W. Yaggy, *Panorama of Nations* (Chicago: J. V. F. Company, 1892) 3; F. S. Meyer, *Handbook of Ornament* (New York: The Bruno Hessling Company, 1917) 108; Wilbur F. Gordy, *A History of the United States for Schools* (New York: Charles Scribner's Sons) 168; William Dwight Whitney *The Century Dictionary and Cyclopaedia: A Lexicon of the English Language* (New York, NY: The Century Co., 1889)



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WHAT'S IN THIS BOOK?

TIMES THAT FRY MEN'S SOULS is a hex-based adventure locale for use with traditional tabletop fantasy game rules. Statistics are in a generic short-hand that makes it compatible with almost all versions of the world's most popular roleplaying game and its legion of retro-clones. *

There is no "background" material or information about life in Colonial America - this is all subsumed into the hex descriptions and tables.

The bulk of the book has descriptions of the areas on the map (see the back cover), which features 80 hexes with 180+ encounters. With several exceptions, these are "mundane" encounters in that they deal with war, espionage, drama and exploration, and don't specifically reference the supernatural or fantastic.

The next part of the book contains 10 supernatural scenarios that can be placed on the hex map wherever the Referee wishes.

The final part of the book provides a variety of tables for the ease of the Referee, including names, character background details, periodicals, books, a bunch of NPCs, typical locations, meals, and other elements to help set the tone of the Colonial American period - at least in lower New England.

OTHER WAYS TO USE THIS BOOK

Even if gaming in the American Revolution is not your cup of highly taxed tea, there are still several ways to use this book.

- Steal the odd encounter or scenario from this book and adapt it for your own setting. The information in the tables on pages 118-135 should be useful for any quasi-historical campaign.
- You can play it as a "straight" history campaign by ignoring the fantastic horror scenarios on the black-bordered pages. There are plenty of great storytelling and adventuring opportunities even without the supernatural.
- Perhaps the PCs in your traditional (or non-traditional) fantasy campaign are sent to a strange new world through a curse or teleportation spell. This is it. If so, I suggest hex 705 or the mirror in the scenario "The Cat Lady's Mirror" on page 106 as a way home - or, if the Referee is cruel, a way to Carcosa.
- By changing names and flipping the map upside-down or on its side, you can use this book as a stand-in for any setting in which a protracted and costly war provides the backdrop. There's nothing here that is distinctly "American" to the exclusion of any other possibility. For example, change "British" to "Mahjahparian," or "French" to "Elves," or "New York" to "Greater Poomballah," or "Algonquin" to "Halflings." You get the idea.



HISTORICAL ACCURACY

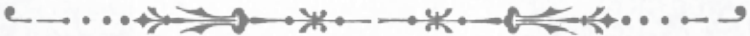
The book must not be considered an accurate portrayal of history. Many complex situations and ideas have been greatly simplified, both due to my own ignorance and for playability. Most of what I know about it comes from the books in the bibliography on page 136.

MONEY, WEAPONS & EQUIPMENT

To keep coinage compatible with most rules systems, this book ignores the actual denominations used in Colonial America. Instead a simple gold (sovereign), silver (shilling) and copper (penny) system is used. The only money that matters is coin, especially British coin. There's plenty of lot of paper American money, but no one wants it.

When weapons appear in the hex descriptions, they're always listed with their damage die type. If an NPC gets a bonus to hit or damage or something, that's listed, too. If that differs from your preferred system, you can easily ignore it. If you want a list of weapons with more details (range, reload times, etc.) you can find one on page 127, but it's really just there for flavor and convenience.

Whatever system you're using likely has a list of gear that will be fine for this setting. Things like lanterns, rope, and 10-foot poles aren't really all that different between the late medieval period and the late 1700s. It's OK to let the players suggest that they might plausibly have some item you didn't think of stocking at the local general store, but rare or luxurious items should require a trip to a town. Where equipment is introduced in the hex descriptions, any rules associated with it are described there. A table on page 126 has a bunch of random items that give a better window into the "feel" of the period.



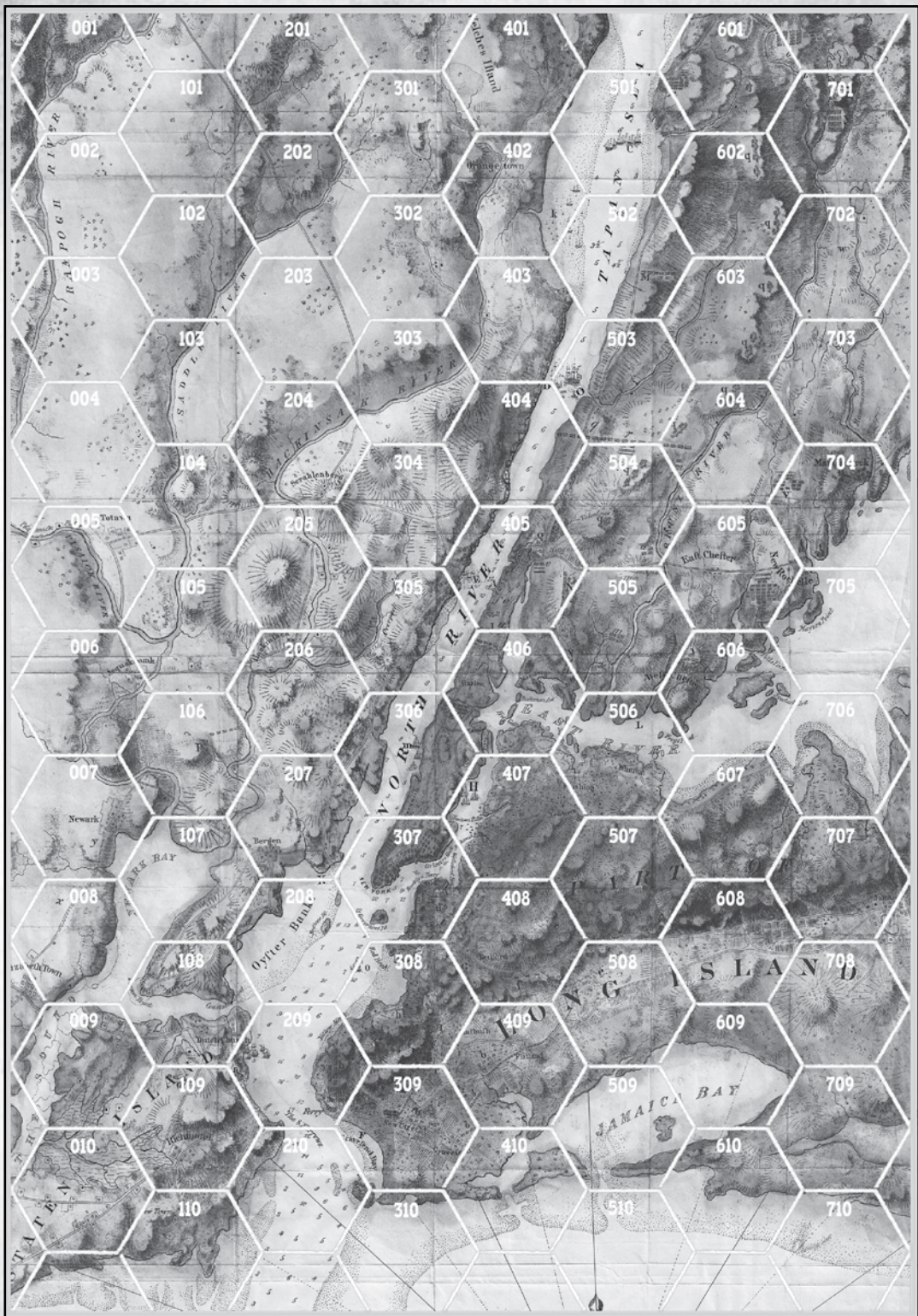
** In this book, I've used the same generic stat format you see in many old-school games. Some interpretation may be required, depending on what system you're using. For example, we say AC "as chain" instead of supplying a number. Whatever chain would be in your favored system, use that. Similarly, if a "save" or "roll" is suggested, use the closest equivalent. Roll high, roll low. Whatever works for you.*





ENCOUNTER DESCRIPTIONS







REFEREE'S CONTROL MAP

A full-color player's map is on the back cover of this book. The Referee can keep track of the party's progress, place scenarios, and make other notes on the "control map" to the left - it's probably best to mark right on it.

A NOTE ON PLACE NAMES

The encounter descriptions use archaic place-names, both for flavor and to make them match the map. In some cases they are spelled differently than they are today, and in other cases are different names entirely, especially in the case of rivers and islands.

ENCOUNTER TIMING AND DISTANCE

Certain encounters are about armies on the go. In particular, there's a sweep by the British across the Hudson river at hex 306. It's probably best to trigger these as the PCs approach them. Once that happens, the Referee can start keeping track of where things are (the same could be said of any recurring NPC). Many encounters would result in gunfire that could be heard from many hexes away. It's probably best to describe the more-or-less constant background noise of artillery, random hunter's shots, and so on from the beginning of the game. This is America. Someone's always shooting off a gun somewhere, so PCs should have little occasion for alarm.

TRAVEL SPEED

It's quite possible to storm across this map in a few days, if that's all the PCs are doing. Each hex is about five miles across the middle, with each side measuring about two and a half miles (that's *slightly* larger than the real thing, if anyone cares). In this rugged environment, healthy people can walk about 20 miles a day. On flat hexes, hurried travelers can push this to 30, but they'd be exhausted at the end of it. For the PCs, assuming they're traveling at a lieisurely pace and stopping to actually encounter things, 10 or 15 miles a day is not unrealistic. Most average NPCs don't want to walk more than 10 miles.

Mounted characters will not go much faster, but 30 miles a day isn't unreasonable for a horse. In the hilly hexes, a horse can't be expected to safely go more than 20 or 25 miles in day.

Boats can go about 30 or 40 miles a day down river (north to south), and about 10 or 20 in the opposite direction.

The "Typical Weather" and "Travel Conditions" tables on the next page offer some extra detail and challenges that can affect travel.

TYPICAL WEATHER

In general, this region was cooler in the late 1700s than it is now, with most winter days dipping below freezing, and mid-summer temperatures often averaging out at about 72 degrees Fahrenheit. It's probably best to run this campaign in spring or autumn, but these tables provide days for each season, with higher results meaning worse weather.

SPRING	AUTUMN
1. Cold, clear, calm.	1. Warm, partly cloudy, breezy.
2. Cool, clear, breezy.	2. Cool, partly cloudy, breezy.
3. Cool, partly cloudy, windy.	3. Cool, clear, calm.
4. Cool, clear, calm.	4. Cool, partly cloudy, windy.
5. Warm, clear, calm.	5. Cool, overcast, calm.
6. Warm, clear, breezy.	6. Cool, overcast, windy.
7. Warm, light rain, calm.	7. Cool, light rain, breezy.
8. Warm, light rain, breezy.	8. Cool, heavy rain, windy.
9. Warm, light rain, windy.	9. Cold, light rain, calm.
10. Intense spring thunderstorm.	10. Mother of all autumn storms.

SUMMER	WINTER
1. Warm, clear, calm.	1. Cool, partly cloudy, breezy.
2. Warm, partly cloudy, breezy.	2. Cool, overcast, calm.
3. Warm, partly cloudy, windy.	3. Cold, clear, calm.
4. Warm, overcast, calm.	4. Cold, clear, breezy.
5. Hot, clear, calm.	5. Cold, light freezing rain, calm.
6. Hot, clear, breezy.	6. Cold, heavy freezing rain, windy.
7. Hot, overcast, calm.	7. Cold, light snow, calm.
8. Hot, light rain, breezy.	8. Cold, heavy snow, breezy.
9. Hot, heavy rain, windy.	9. Cold, heavy snow, windy.
10. Miserable and muggy.	10. Terrible blizzard.

TRAVEL CONDITIONS

1. There is no road here and plenty of grass to prevent mud. No effect.
2. The road is a dirt track with deep ruts. Muddy (-2 mile/day) after rain.
3. The path is uneven, with loose rocks that can (1 in 6) get into hooves.
4. The road is blocked by a large obstacle (fallen tree, huge rock, etc.).
5. The road is in good condition, covered with cobblestones. No effect.
6. The road is heavy with the traffic of an animal herd (-1 mile/day).
7. A creek runs across the road, and a small bridge across it is broken.
8. A road near a river floods after heavy rains and becomes impassable.

STORY THREADS

Each hex has a corresponding numbered entry on the following pages. As the PCs wander around, they'll encounter things that will probably give them some direction and purpose. For the convenience of the Referee, here is a list of hexes connected by stories or items.

The American Spy Ring - 007, 106, 109, 110, 203, 205, 209, 307, 407, 508

The British Spy Ring - 006, 008, 106, 307, 404, 506, 609, 704

The Algonquin Pig Thieves vs. the Odd Farmer - 001, 101

Escort A Young Physician to Newark - 003, 007

The Skinner Captain's Hidden Treasure - 001, 202, 205, 401

Find a Home for the Baby - 004, 005, 006, 204, 206

Young Runaways vs. the Wicked Uncle - 103, 104, 204, 304

Reward for the Killer Catamount - 107, 108

Find and Return Caesar the Spaniel - 201, 502

Investigate the "Ghost Schooner" - 208, 309

Escort a Patriotic Writer to the Continental Army - 008, 305

Foil or Aid the Plans of the Mad Poisoner - 307, 605, 702

Follow a Poem to Buried Treasure - 310, 410, 509

Find the Patriot Weapons Caches - 403, 404, 406, 602

Deliver Justice to the British Officer - 405, 504

Help or Hinder the Wayward British Officer - 304, 407

Rescue or Kill the Captured Whaleboat Captain - 406, 706

Find the Lost Boy of Long Island - 408, 409, 506

Avoid or Take Part in Privateer Action - 110, 310, 410

Learn the Mad Patriot's Secrets - 107, 402, 406, 503, 702

The Unruly Hessians vs. The Angry Women - 603, 604

Expose or Destroy Politically Embarrassing Letters - 505, 605

Talk Some Sense into Misguided Kidnappers - 608, 707

Hidden Treasures & Secrets: 001, 202, 205, 310, 401, 402, 509, 606, 705, 706

Encounters with Animals: 003, 103, 107, 201, 203, 210, 303, 402, 403, 410, 508, 602, 603, 610, 701, 703

Plants & Herbs with Game Effects: 004, 009, 101, 102, 109, 204, 301, 509, 601, 604, 606, 608, 609, 702, 708

Encounters with Military Forces: 002, 006, 008, 009, 010, 106, 108, 201, 205, 206, 207, 209, 210, 303, 305, 306, 405, 406, 501, 502, 504, 505, 605, 701, 706

Weird Stuff & Monsters: 003, 103, 105, 203, 204, 302, 401, 403, 409, 502, 602, 606, 607, 609, 610, 702, 705, 709, plus the scenarios on pages 94-113.

001

FOUR YOUNG MEN of the Munsee Delaware tribe are in the forested peaks north of the river. They have stolen two pigs from a nearby farmer (see hex 101). They will attempt to hide from any large (4+) party but there is a 4 in 6 chance the pigs will grunt or squeal and give them away. They can be convinced to parley and live and let live, but their distrust of the Colonists requires a Charisma roll to overcome. If they are threatened, they will try to flee to the woods. If they evade the PCs they'll stalk them and shoot arrows at the party for a few hours before they get bored and retreat north into the mountains. If they are deprived of the pigs, they'll return to the farm in hex 101 in d4 days to raid the same farmer and take two more pigs. They're determined about this.

All four men are obviously young and relatively inexperienced. They are not inclined to violence but can be rash if their pride is hurt.

Young Munsee Delaware Warriors: AC as leather +1 Dex; MV 120; HD 2; attack and save as 2nd level fighters/rangers/barbarians, using bows (d6) or tomahawks (d6+1).



THE ILL-CONCEALED REMAINS of a small campsite lie at the base of a low bluff just east of the river. PCs may notice a large flat rock has been moved a few feet. Two characters can move it together with Strength rolls. Buried beneath the rock is a glass jar containing 3d6 gold sovereigns. This is a stash for the Skinners who operate out of hex 202.



A HERD OF WHITE-TAILED DEER lives in this area. If the PCs successfully hunt them, a giant (280 pound) wolverine will approach at night and try to scavenge whatever is left.

Giant Wolverine: AC as leather +1 Dex, MV 120, HD 3, attack twice with claws for d4+1 and once with bite for d6+1.

FOUR DESERTERS from the Royal Welsh Fusiliers make a temporary camp here in a half-ruined cabin in the hills just west of the Rampoch river. They ran from their regiment to avoid the lash for discipline, and have no particular Colonial sympathies. The youngest, a stripling of 17, regrets his decision to throw in with the others. If the PCs discover or interact with the deserters, the lad will seek to come away with the PCs, whatever the outcome. The deserters are hungry and desperate and will attack travelers if they think they have a reasonable chance of success. They are out of powder and shot, but are adept with bayonets. Either the Continental or British armies will pay a bounty to anyone who captures these fugitives and returns them to New York—no questions asked.

If there is trouble and the youngest is killed, before he dies he pathetically urges the PCs to take a locket to his sainted mother in Cardiff, Wales. If anyone actually makes this journey someday, reward them with 1,000 acres of land and a bride.

Deserters: AC as leather. MV 120. HD 3. Attack and save as 3rd level fighters, using bayonets (d6+2).

A BOULDER OVERLOOKS A SMALL INLET of the river. It makes an excellent spot for trout fishing. PCs who try their luck here get a bonus to survival/bushcraft/similar checks, if applicable. If a check isn't necessary, anyone who fishes here makes a particularly good haul, and the fish are excellent.

A PATCH OF WHITE DWARF KIDNEY BEANS surrounds an abandoned log cabin. The PCs can harvest about a bushel with a days' work. They are normally served with bacon (or at least hot bacon grease). In jars, they keep long enough to be considered iron rations.

003

A **PACK OF DOGS** patrols here, occasionally retiring to take cover in the stands of trees that dapple the plain. There are 4d4 dogs present—the Referee may of course adjust the amount. What the dogs all have in common is that they are former house dogs who have gone feral due to the local turmoil. The dogs will hunt and attack any weak-looking prey. The alpha male is a massive (65 pound) bulldog. Regardless of whether the PCs encounter the pack, a small Pomeranian will sniff out the PCs hoping for a handout. If shown even the slightest trace of affection, the Pomeranian will befriend the PCs for life. It is an effective if irritating guard dog.

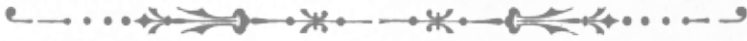
Overlarge Bulldog: AC as leather +2 Dex, Mv 140, HD 2, bites for 1d4+2. The bulldog will not attack children.

The Pack: AC as leather, Mv 140, HD 1, bite for 1d3.

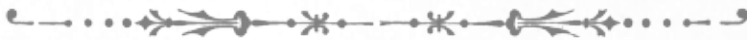
A **YOUNG DOCTOR** hides in a tree from a “pack of rabid wolves” he swears is nearby. He is on his way to Newark (hex 007) to offer his services to the Continental Army. If the PCs agree to escort him there, he promises his aunt, a prominent Presbyterian, will give them a reward (a gold sovereign each). If the PCs rob him, he will not fight back, but begs to keep his medical bag (by far the most valuable thing he owns). He also has a tinderbox worth 2d10 silver shillings and a fine pair of boots.

AN AREA IS COVERED WITH SCALE-SHAPED STONES. They were shed from the Stonecoat in hex 103, and might be worth quite a bit as curios to the right collector. It’s also likely the PCs won’t recognize these for what they are, unless one of them is a native. Large footprints lead to a cave in hex 103, unless the weather is very dry.

A NATIVE MOHAWK WOMAN walks southeast across the country. She carries a white baby boy with a cleft lip and palette (hair-lip). She is walking to the village of Totawa (hex 005) to give the baby to Colonists, but will attempt to give him to the first white people she sees. If possible, she explains the baby was abandoned by Colonist farmers to the west (off the map) and that her husband will not allow her to keep the boy because of his cleft lip and palette (considered unlucky in their culture). If the PCs take the baby, they discover that no one in Totawa wants him. The PCs can find loving adoptive parents for the boy in Acquakinunk (hex 006), Hacksinsack (hex 206) or Scrahlenberg (hex 204). The adopted parents will give the baby the name of whatever PC cared most for him during his travels.



WILD PARSLEY AND SAGE grow in profusion along a creek bed. If harvested, the parsley can be used as a health tonic (restores 1 hp if brewed as tea) or can be used as a green dye. The sage is useful as an anti-inflammatory and to soothe sore throats. It can also restore 1 hp of burn damage if mixed with butter or cream and applied to the wound. The herbs can be sold to an apothecary for a modest sum.



AN ABANDONED WAGON contains six large glass jars of pickled pork. There is enough here to feed a party of four for a month, as long as it's supplemented with other food. There is no sign of the wagon's owner, but the horse that pulled it can be found a half-mile away, quietly munching grass. It is old, but docile and hard-working.

THE VILLAGE OF TOTAWA lies on the northern banks of the Pasaick river. Some half-dozen houses are full of folk made dour and cynical by the war. They keep their political sensibilities to themselves and provide the bare minimum of hospitality to strangers. There is an inn, but it has been closed for some time. Strangers would be better off seeking the hospitality of one of the gentleman farmers on the river.

The villagers have good reason to be so exclusive. In the cellar of a house at the north end of the village is a captured child-killer. The residents are slowly torturing him to death in an act of vigilantism. If the PCs linger in Totawa for several hours or more, they may hear the man's cries. If pressed, the villagers will tell the PCs the truth and warn them not to interfere. They will react to vulgar displays of power with fear, but they are numerous and committed. In any conflict, the women of the village take part, and more than a dozen strong adults can be summoned at short notice.

Village Vigilantes: AC as leather, Mv 120, HD 1, attack and save as 1st level characters with improvised weapons (d4+1).

The Ringleader: AC as leather +1 Dex, Mv 120, HD 2, attacks and saves as 2nd level fighter with pistol (d8) and knife (d4+1).

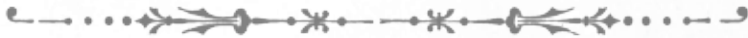
A PLEASANT FARMHOUSE nestles between the cliffs and the south bank of the river. Here an elderly planter who has outlived his family lingers on with the aid of trusted servants. He is known to be completely neutral in his politics, and perhaps slightly mad. He enjoys offering hospitality to strangers and regaling them with tales of his youthful adventures in Europe.

At the Referee's discretion, the old man is the real child killer of Totowa. He is too old to fight an adult, and his servants will run at the first sign of trouble.

THE STEEPLE OF A MODEST CHURCH overlooks the village of Acquakinunk. A bridge has been constructed here for the conveyance of Continental Army troops to and from Fort Constitution (hex 305). A dozen Continentals are quartered in a nearby barn. The men are not crack troops, but keep a constant eye out for potential saboteurs who might destroy the bridge. The villagers are mostly members of the Dutch Reform Church—serious folk who want no nonsense or trouble.

Continental Troops: AC as leather +1 Dex, MV 120, HD 1, attack and save as 1st level fighters with rifles at range (d10) or as clubs (d6+1).

Continental Officer: AC as leather +1 Dex, MV 120, HD 3, attacks and saves as a 3rd level fighter with pistol (d8) and saber (d6+2).



A MIDDLE-AGED NATURAL HISTORIAN searches for new plants. He does not care what he discovers as long as it is new to Europeans. He carries light gardening equipment, a small sketchbook, and makeshift charcoal pencil. Uninterested in anything but his hobby, he is happy to discuss it (and little else). He is in poor health and is a non-combatant.

At the Referee's discretion, the man is a British spy making notes on the location and disposition of Continental troops. He cleverly encodes his notes in botanical drawings. He reports to the British spymaster in New York (hex 307).



A STRIPED SKUNK LIVES IN A HOLLOW LOG. It will spray its foul odor if anyone comes near, which will linger on the PCs until they bathe thoroughly. If the skunk is killed before spraying, it provides tasty, tender meat (according to any native). The coat can fetch a good price in New York (hex 307).

007

THE TOWN OF NEWARK lies on high ground above Newark Bay. In a fine brick house lives a wealthy Presbyterian matron who has locked a Hessian (German mercenary for the British) in her ice-house. He was separated from his troops, snooping for food, and she slammed the door on him and barred it. Now, she waits for Continental troops in hex 008 to send men to retrieve him. She will reward with a fine home-cooked meal anyone who lends a hand in guarding him. The Hessian is still armed, and growing desperate. Should he get loose, it will be difficult to stop the citizens from mobbing and killing him.

The matron's nephew, a doctor, is traveling to Newark. She frets for him. He has been delayed and is currently in hex 003. If the PCs have already met him and escorted him here, she rewards each with a gold sovereign, and a prayerbook for the group.

Wayward Hessian: AC as leather +2 Dex, Mv 120, HD 3, attacks and saves as 3rd level fighter with musket (d8) and bayonet (d6+1).



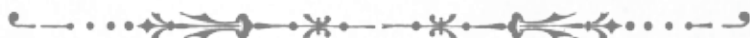
A LARGE PRESBYTERIAN CHURCH overlooks the town. The church address is written in a Bible found with a corpse in hex 203. The Reverend is a fervent patriot. He is also a member of the Continental spy ring and serves as the cypher-master for the group. The cypher key consists of a grid containing letters from the Bible verses Isaiah 31:4, Isaiah 42:13, Revelation 10:3, Numbers 24:9, Amos 3:8, and Zechariah 12:8 (see page 134). The reverend will induct any willing PCs he can trust into the spy ring and teach them to use the cypher. If the PCs are here to capture or kill him, his religious scruples do not prevent him from defending himself. The Referee may use the grid to construct a substitution cypher of his or her own design.

Reverend Cyphermaster: AC as none +1 Dex, Mv 120, HD 4, attacks and saves as 4th level thief/rogue/specialist with pistol (d8) and dagger (d4+1).

NINE THOUSAND MEN of the Continental Army are encamped in the fields between Newark and Elizabethtown. The command staff, including several generals and the Commander-in-Chief, are headquartered in manor houses nearby. The camps are unsanitary, despite the best efforts of the command staff to encourage cleanliness. PCs who spend much time here have a 1 in 6 chance per week of catching dysentery. The camp is surrounded by merchant suppliers, camp women, and other hangers-on.

An American general feels slighted by the Continental Congress and wants to desert to the British. Secret messages have already passed between him and the British spymaster in New York (hex 307). He awaits a personal contact from an undercover agent. If the PCs arrive, happen to meet the general, and act at all strangely, he will assume they are the promised contacts and ask what plans they have for his extraction. Once this happens, his fate will be up to the PCs. Whether they turn him in or help him escape to New York, they are likely to be rewarded by one side or the other.

Turncoat General: AC as leather +2, Mv 120, HD 6, attacks and saves as a 6th level fighter with pistol (d8) or saber (d6+2). If out and about, he will likely be mounted on a horse with AC as leather, Mv 180 and 3 HD. It kicks twice for 1d4+2.



THE VILLAGE OF ELIZABETHTOWN commands the entrance to the Staten Island Sound from Newark Bay. Once fine and prosperous, the settlement has been attacked several times by the British forces in hex 109, and is now mostly abandoned. The presence of the Continental Army has yet to encourage folk to return. Those who remain are mostly concerned with hosting army suppliers and other merchants. Off-duty soldiers and militiamen frequent the town's lone tavern. Some of those merchants may be willing to purchase items the PCs have collected during their travels. Individual soldiers will certainly attempt to purchase any food, drink or comfort items the PCs may have. Money-making opportunities abound.

A BRITISH OBSERVATION POST is on the high ground east of the river, at the extreme west end of the road to Dutch Church. A half-dozen Queen's Rangers are quartered here in the farm house of a Loyalist family. They use spyglasses to keep a constant eye on the Continental Army across the Staten Island Sound. The rangers will notice any conspicuous large-scale activity in hex 008, at least during the day.

The eldest daughter of the family the troops are quartered with is an avid, but secret, Patriot. She has made her feelings known to the youngest of the Rangers, with whom she has a passionate (but so far chaste) affair. She is quite eloquent and has almost convinced the young man to run away with her to Pennsylvania's Wyoming Valley, a place she thinks is beyond the range of anyone who would come looking for them. Both the Ranger's superior officer and the girl's father will be furious if the affair comes to light. In fact, the father is already suspicious. PCs with Continental sympathies might be able to play on the young Ranger's feelings to persuade him to ignore or alter the intelligence he reports.

A STAND OF SWEETFLAG grows in the lowland marshes south of the British observation post. PCs who make an Intelligence roll (no roll necessary for natives) know the plant as a mild stimulant that helps stomach and bowel complaints (a bonus to Constitution or other rolls to recover from dysentery). The natives also consider sweetflag an aphrodisiac.

DWARF WEDGE MUSSELS LIE IN ABUNDANCE at the bottom of a shallow stream. They are a tasty delicacy and can fetch a half-shilling apiece in New York (hex 307) or any other town where British officers can be found (Colonists are used to these and mostly harvest for export).

A WORK DETAIL OF 500 BRITISH REGULARS cut down scores of trees just east of the marshlands. Most of them are Irish conscripts put to hard labor as part of a disciplinary action. The lumber is earmarked for ship repairs and firewood. At the rate they are going, they are in danger of deforesting the entire southwest of Staten Island. Two young Irishmen, embittered by their experiences, intend to desert to the Continental Army. They will attempt to cross the Sound at its narrowest point, waiting until the next cloudy night to avoid detection by the British observation post in hex 009. The Irishmen intend to surrender to the Continental forces in hex 008, offering information about the locations and dispositions of British troops, including the house occupied by the Lord-Admiral and his mistress (see below).

Irish Deserters: AC as leather +1 Dex, MV 120, HD 2, attack as 2nd level thief/rogue/specialists with unfixed bayonets (d6+1). They abandon their muskets before swimming the Sound.



A FINE OLD DUTCH FARMHOUSE is on the road to Richmond in hex 109. The Lord-Admiral of the British fleet is here with his Bostonian mistress. A guard of a dozen Queen's Rangers surrounds the house. The Lord-Admiral is ostensibly here to see if the house is a suitable place to conduct a peace conference with Continental leaders (but frankly, that ship has sailed). He is actually here to quietly dally with his mistress, the wife of a prominent but hapless Loyalist. If the PCs learn of this from the Irish deserters (see above) the house makes a good location for an assassination or kidnapping attempt on the Lord-Admiral.

British Lord-Admiral: AC as leather, MV 120, HD 6, attacks and saves as 6th level fighter with pistol (d8) and saber (d6+2).

Queen's Rangers: AC as leather +2 Dex, MV 120, HD 3, attack and save as 3rd level fighters/rangers with musket (d8) and bayonet (d6+1).

101

A DILAPIDATED OLD FARM HOUSE and barn sit in the midst of several fallow fields. The buildings are surrounded by a rude palisade of sharpened sticks, which also enclose a limp vegetable patch and a pen with six pigs. A demented farmer is the only person here. He is likely to fire his musket indiscriminately at anyone he notices approaching the palisade. He will only converse with the PCs if someone makes a reaction/Charisma roll. If they do get him talking, he'll tell how he was swindled by some young "savages" (see hex 001) who stole his prize pigs. He offers a reward of 15 silver shillings and can be extorted out of as much as 4 gold sovereigns if the hogs are already in the PC's possession.

The farmer punctuates his conversations with asides to a person who isn't there—the memory-ghost of his wife, who he strangled and partially ate during a recent hard winter. He fed the rest of her to the ancestor of these pigs.

He carries a musket and a knife. Aside from the pigs there is nothing of significant monetary value on the property except for a secret cache of six gold sovereigns sewn into the straw mattress. The coins are wrapped in a discharge commission from the New Jersey Frontier Guard.

Mad Farmer: AC as none +2 Dex. MV 120. HD 4. Attacks and saves as a fourth-level thief/rogue/specialist, using the musket at range (d8) or in melee as a club (d6). In a pinch, he will use his knife (d4).

A GROUP OF ELDERBERRY SHRUBS grows in a wet area near the creek. With an Intelligence roll, PCs know how to make the elderberries into a refreshing beverage or tasty fritters. At this moment, a rare elderberry borer beetle rests on one of the stems. The iridescent beetle would be of great interest to the Natural Historian in hex 006 or the Fellow of the Royal Society in hex 210.

A CAVE MOUTH is in the low cliffs that fall to the Saddle River. It is concealed by heavy vines but observant PCs may notice it. The cave mouth is some 20' up the cliff side, requiring a climb or Dexterirty roll to reach it. Inside is an irregular cavern with just enough room to stand up in. Numerous cracks and crevasses lead into deeper, darker parts of the cavern. Hidden in one of them is a renegade sachem of the Seneca tribe. He was banished from his community for unwholesome and unorthodox religious practices and has since lost his mind.

The main cavern includes his bedding, a small cask of maple sap, and a leather wallet of dried strawberries. The sachem stays hidden until someone approaches his hiding place (a shallow crack) or someone gets into the sap or strawberries, at which point he attacks wearing a grotesque wooden mask. If he is slain and the PCs take the mask, any native of the regional tribes will regard them with repulsion if it is openly carried. Exactly what the mask represents is left to the imagination of the Referee.

A veteran of Pontiac's Rebellion against the British, the sachem speaks broken English and Algonquin. As he fights, he will accost the PCs with a barely coherent monologue about the holiness of maple sap and strawberries.

Further exploration of the cave requires torturous contortions and crawling. It is connected to the lair of Skinners in hex 202.

Renegade Sachem: AC as leather +1 Dex, MV 120, HD 3, attacks and saves as a 3rd-level cleric/druid with tomahawk (d6+1). He has a bow and arrows, but does not have room to use them inside the cave.



A STAND OF TREES grows out of the high plain. Under the trees grows a bed of spikenard. If made into a tea, the aromatic plant works as a pain reliever, restoring 1 hp to the drinker. If harvested, the spikenard can be sold to an apothecary for a modest sum.

103

TWO ADOLESCENT COLONISTS clumsily attempt to hide in the bushes on the east bank of the Saddle river. If fished out, they remain sullen until cajoled or threatened. The younger, a nine-year-old boy, is more trusting than his cynical 11-year-old sister. If treated kindly, they'll admit they are runaways. Their wicked uncle in Scrahlenberg (hex 204) underfeeds and overworks them, and worse. The children have a vague plan to "go to Virginia" but are probably better off with a kindly local couple. Their uncle, however, is actively seeking them. At the time of this encounter, he has agents in hexes 104 and 304.

At the Referee's discretion, one or both of the children may know a terrible secret about the uncle. This could be political, criminal, perverse, or just embarrassing.

The Referee may also wish to have the children tell the PCs they were also hiding from a "giant" they saw the previous evening (see below).



A 15' TALL STONE GIANT lies down in a well-concealed cave, trying to fall into a century-long nap after waking recently to shed its scales and feed. It will not attack if left alone, as it is full - but it will make an exception if anyone is foolish enough to wander into its lair.

Stonecoat (Ronongwaca): AC as plate (stone scales), Mv 90, HD 6, attacks twice with stone fists for 2d6 or bites once for 3d6. On an attack roll of natural 20 it bites a random limb off an opponent.



A RAFTER OF LEAN TURKEYS grazes and roosts west of the Saddle River. Hungry PCs will find this gang of turkeys particularly stupid and aggressive.

Wild Turkeys: AC as leather +3 Dex, Mv 180, HD 1, peck for d4.

A RUSTIC CABIN is on a hilltop overlooking the Saddle river. Here lives an elderly Mohican man who long ago embraced white culture and became a Quaker. He is currently hard at work attempting to translate the Book of Psalms into the Algonquin tongue. This is especially challenging, as he is first obliged to create an alphabet to render Algonquin in written form. He is happy to offer hospitality to anyone, regardless of their affiliations. He particularly enjoys Biblical commentary, comparing and contrasting Old Testament stories to native legends. In his reading, he is stuck on a difficult passage (Psalm 25). If a PC with literary or theological leanings (or a high Intelligence) helps him, he will be overjoyed and present the PCs with a jar of pickles (or, at the Referee's discretion, something more useful).

From his hilltop, the Mohican has a fine view of the surrounding country. Although he is a pacifist he can be persuaded to provide intelligence about what he has seen. He is also a skilled healer, should the PCs need one. If attacked, he falls to his knees in prayer and refuses to fight back.



A SINISTER AGENT seeks two runaway children (see hex 103). She works for a wicked uncle in Schralenberg (hex 204). She poses as a concerned nanny, but is utterly without scruples.

Sinister Agent: AC as leather +2 Dex, HD 3, attacks and saves as 3rd level thief/rogue/specialist with pistol (d8) and dagger (d4+1).



A STAND OF SASSAFRAS TREES overlooks a small pond. The bark and the tissue in the stems can be used to make a concoction that gives a bonus to Constitution to recover from dysentery. The aromatic wood is commonly used to make toothbrushes; when it is burned, it acts as a fungicide.

A PROSPEROUS SMALL FARM lies on the road between Acquikinunk (006) and Hackinsack (206). The farmer, his wife and two boys are standoffish and offer little hospitality to strangers. The farmer is entirely disinterested in the war. Observant PCs may notice signs of disturbed earth under the trees near the farmhouse. If they arrive at night they will find the farmer and his boys in the act of digging. Sympathetic questioning or threats of violence will convince the farmer to admit that he is hiding the bulk of his produce from the year's harvest. He is not so much concerned about British raiders, Skinners or Cowboys, but the purchasing agents of the Continental Army, who are authorized to confiscate the produce for the army's use. The farmer does not believe the Continental Army will triumph, and has no faith in the receipts issued by the agents. If the PCs interfere with his scheme he will complain loudly and bitterly, but will not resort to combat. He may be encouraged to part with some food in exchange for silence about the discovery.



A SMALL CAVERN is well-concealed by brush on a steep hillside. Within the cavern are the remnants of what appears to be a blasphemous sabbath or Satanic ritual. The trace of a painted pentacle is barely visible on the cave floor. A goat's skull sits atop a pile of stones in the cavern's rear. The place is sinister but appears to have been abandoned for many years, if not decades. It makes a good hiding place, should the PCs need one.

At the Referee's discretion, two devil worshippers may be present.

Devil Worshippers: AC as leather + 1 Dex, MV 120, HD 2, attack and save as 2nd level thief/rogue/specialists with poison daggers (d4 + Con save or lose d4 Str for d4 days and suffer disturbing religious hallucinations.

SIX HUNDRED MEN OF THE CONTINENTAL ARMY hold a ford over the Hackinsack River. They occupy high ground between the river and a bald hill. From this position they can prevent a much larger force from fording the river. The commander of the force, a Maryland General, is aware of the British force in hex 306 and sorely needs accurate intelligence of its strength and disposition. The General will, through subordinates, pay the PCs well if they provide this information (“well” being relative—the Army is cash-strapped). Of course, the British Lord-General in hex 306 would also pay for the same information about the Continentals arrayed here.

Maryland General: AC as leather, Mv 120, HD 5, attacks and saves as a 5th level fighter with pistol (d8) and saber (d6+2). When possible he rides a HD 3 horse that attacks with two kicks as d4+3.

Continental Troops: AC as leather +1 Dex, Mv 120, HD 1, attack and save as 1st level fighters with rifles at range (d10) or as clubs (d6+1). For every 20 troops there is an HD 2 sergeant; for every 100 troops there is an HD 3 officer.

AN ISOLATED COTTAGE sits inside a sharp bend of the river. The occupant is a pedlar who is well-known around the countryside. He is actually a cynical spy who sells information to both sides. He is currently making notes on the Continental Army regiment beyond the river (see above). The spy will fight to the death rather than be captured, but will first attempt to flee. Behind a loose brick in the cottage fireplace is a purse containing 22 gold sovereigns—the spy’s ill-gotten gains.

Cynical Spy: AC as leather +2 Dex, Mv 120, HD 4, attacks and saves as 4th level thief/rogue/specialist with brace of pistols (d8) and dagger (d4+2).

A FINE HOUSE SITS UPON A HILL north of Newark Bay. A Scots-Irish inventor works here, guarded by a half-dozen Continental soldiers disguised as Quakers. Here the inventor experiments with a prototype for a submersible boat. He does so with the secret blessing of the Commander-in-Chief of the Continental Army. The hilltop house is connected to a dock on the bay by a tunnel that opens into the house's root cellar. The other end of the tunnel emerges inside a shed by the dock. The shed houses the inventor's pride and joy—a prototype one-man submersible. If the PCs become aware of the craft, they could sell the information to the British, help the Continentals guard it, or steal it for their own use. The ultimate effectiveness of the submersible is left to the Referee.

Inventor: AC as leather, Mv 120, HD 3, attacks and saves as 3rd level thief/rogue/specialist with large hammer (d6+1) or knife (d4+1).

Disguised Soldiers: AC as leather +1 Dex, Mv 120, HD 1, attack and save as 1st level fighters with rifles at range (d10) or as clubs (d6+1).

A LINE OF COLUMNAR CLIFFS emerges on the west coast of the Bergen Neck and marches off to the north to become the Palisades. A large catamount (cougar) lairs in caves on the cliff-face. He is an old cat known to the local folk as a great killer of livestock. The war has made the beast anxious and hungry. It has never been a confirmed man-killer, but these are desperate times.

Catamount: AC as leather +3 Dex, Mv 240, HD 5, attacks with two claws (d4+4) and one bite (d6+4).

A GROUP OF COLONISTS pray in the ruins of a burned church. The wooden, hexagonal Dutch Reformed Church foundations are still intact, but it was destroyed by the British due to the minister's pro-patriot leanings. Now, British soldiers are cutting down trees and pulling down fences and outbuildings of the Anglican Church—generally pro-British—to obtain firewood. Some 60 British regulars serve as laborers. All are on some form of punishment duty. A dozen outraged members of the Anglican communion stand by in horror. They expected the Church of England, at least, to be sacrosanct. The crowd grows steadily. Soon non-Anglicans join the group. The mood grows ugly as they hurl verbal abuse at the soldiers. They may be incited to action by charismatic PCs (who might instead convince them to disperse). The crowd grows at a pace determined by the Referee, but will not exceed 40. Though the quality of these British troops is not top-notch, Staten Island is completely occupied and reinforcements are nearby (hex 109).

Outraged Anglicans (and assorted Dutch Reformers, patriots and opportunistic riff-raff): AC as leather, Mv 120, HD 1, attack and save as 1st level fighters. Of the 40, four are HD 2 fighters.

British Punishment Detail: AC as leather, Mv 120, HD 2, attack and save as 2nd level fighters with muskets (d8) and bayonets (d6). Of the 60 men, six are HD 3 sergeant overseers.



A RESORT HOUSE ON BERGEN POINT has been commandeered by a British officer. He is distraught because his personal servant or “batman,” a childhood friend who followed him into the army, has been killed by a large catamount (cougar). He is willing to pay 20 gold sovereigns to anyone who brings him proof of the catamount's death. Locals believe it lairs in the cliffs (see hex 107).

At the Referee's discretion, the officer himself killed his batman in a tragic quarrel years in the making. He staged the murder to look like the work of a beast. Proving this, however, may be difficult. The only witness was a slave whose testimony will be doubted. The details are left to the Referee.

THE TOWN OF RICHMOND is crawling with British troops. Some 1200 of them are camped nearby, and many officers are quartered in town with local families. Most residents welcome them—the town has a history of being staunchly Loyalist.

One prominent family poses as Loyalists and often entertains high-ranking British officers. The family is actually a integral part of the Continental spy ring. The family patriarch actually serves as a local law enforcement official, in which capacity he is able to gather intelligence without suspicion. His wife and daughters do the same socially at their sumptuous entertainments. The eldest child, a grown son, secretly ferries the intelligence—written in invisible ink—to his accomplice on Long Island. The family is beyond reproach in the Loyalist community and are perfectly placed to gather vital intelligence. Thus their fall from grace, if it occurs, will go hard indeed. Their weak link is the rejected suitor of the family's eldest daughter. He is a fervent patriot and is unlikely to betray the secret, but he is also bitter and vengeful about the rejection, and has turned to hard drink to numb his feelings. In a confrontation, the patriarch is pragmatic and prefers capture to death. Both he and his son will deny the complicity of the charming wife and daughters, which the authorities are all too happy to believe. The ladies will continue the espionage regardless of their menfolk's fate.

The Patriarch Spy: AC as leather, Mv 120, HD 5, attacks and saves as a 5th level fighter with pistol (d8) and knife (d4).

His Eldest Son: AC as leather +1 Dex, Mv 120, HD 4, attacks and saves as 4th level thief/rogue/specialist with seaman's pistol (d8) and large dagger (d6+1).

A GREAT SALT MARSH LIES WEST OF RICHMOND. Here is a vast quantity of high-tide bush. With an Intelligence roll (not necessary for natives), a PC knows the oil of the leaves can be extracted to soothe the cough and irritated eyes; it can also be used as an ointment for wounds and insect bites (+1 hp). The leaves can be brewed to make a tea to treat colds and fever (bonus to Constitution rolls to overcome).

AN AMERICAN PRIVATEER SCHOONER approaches from the south. It seeks to slip around Staten Island under cover of darkness and deliver its cargo to the Continental Army in hex 008. The crew, all men of New Hampshire, recently captured and sunk a larger British ship (see hex 310). It carries booty including a half-ton of munitions, a ton of sugar, 40 gallons of rum, and 100 gold sovereigns. The privateers have also captured an officer of the British merchant marine, who sits in fetters below decks. Unknown to the privateers, they are being pursued (see hex 209). The privateer captain is unfamiliar with the local waters. He hails any fishermen or other obviously American water travelers in the hope of finding a pilot to guide him to the New Jersey coast along Staten Island. If this ship is captured or the British commander rescued and returned to the British, the authorities will pay handsomely.

Privateer Captain: AC as leather +2 Dex, Mv 120, HD 4, attacks and saves as a 4th level fighter with seaman's pistol (d8) and cutlass (d6+2).

New Hampshire Privateers: AC as leather, Mv 120, HD 1, attack and save as 1st level fighters with shortened muskets (d8) or cutlasses (d6+1) or the ship's guns (d6 shp). Four men are HD 2 officers.

Captured British Officer: AC as leather +1, Mv 120 (when unfettered), HD 5, attacks and saves as 5th level fighter. Unarmed.



A SMALL FISHING BOAT has run aground on the rocky peninsulas of southeast Staten Island. Its Long Island crew makes hurried repairs, hoping to be away before being spotted by British patrols from hex 109. The crew has an excellent haul of blue crab and striped bass. They'll gladly split it with anyone who helps them. If they are stopped by the British, they intend to masquerade as Loyalists and attempt to sell their catch to the soldiers camped outside Richmond (109). One boatman, however, is a cousin of a Long Island spy. If captured and interrogated, he will inform on the Long Island portions of the Contintal spy network.

201

TWO EXPERIENCED MEN OF THE QUEEN'S RANGERS camp here in the lee of an escarpment near the creek. Their mission is to check for movement of Continental troops along the road. They are scouts, not spies, and are wearing the distinctive green jackets and skin leggings of the Rangers. If anyone spots them or tracks them, the Rangers will attack to kill—even assaulting a larger party if it appears to be soft or inexperienced. If they encounter a larger, more experienced party, they split up and flee north, planning to regroup elsewhere. Otherwise, they do everything they can to remain unseen, and won't go looking for trouble. Whatever happens, the Rangers will not parley—though they might surrender to a uniformed member of the Continental Army or a respectable looking militia. In a fight with civilians, they'll fight to the death. Driving them away from this position would aid the efforts of the Colonial cause.

Queen's Rangers: AC as leather +2 Dex, Mv 120, HD 6, attack and save as 6th-level fighters/rangers with musket (d8) and bayonet (d6+2).

CAESAR, A LOST SPANIEL from the farm in hex 502 has somehow made his way all the way here, and is utterly lost. In the unlikely event that a PC knows his name, Caesar will follow the PC and stay, if fed. Otherwise it takes much cajoling—or food—to make a friend of the spaniel. If left to his own devices, Caesar will eventually join up with the pack in hex 003.

Caesar the Spaniel: AC as none +2 Dex, Mv 140, HD 2, bites for d6+1, but only as a last resort.

A BAND OF A DOZEN SKINNERS, led by a renegade Continental officer, lairs in a large cave on a woodland bluff overlooking a creek. Once members of the New Jersey Volunteers, this group of irregular cavalry now attack and rob anyone they can. They pretend to work for either the British or Colonial cause, depending on who they're interacting with at the moment. The Skinners will attack, or do business with, either side. They are heavily armed and mounted. The cave is large enough to shelter both the Skinners and their horses. Some 30 gold sovereigns' worth of assorted loot is in an old powder barrel in the cave. The renegade captain also has hidden stashes of booty in hexes 001, 205, and 401. The others do not know about them. The Skinners are responsible for a wide variety of atrocious acts in the surrounding region. They keep three men on watch at all times.

There are three female captives in the cave—a mother and two girls. They have been taken from the burned-out farm in this hex. Only the mother has been brutalized. They will obviously be incredibly grateful if they are rescued.

Skinner Captain: AC as leather +2 Dex, Mv 120, HD 4, attacks and saves as a 4th level fighter/ranger with pistol (d8) or saber (d6+2). HD₂ horse makes two kick attacks for d4+3, Mv 240.

Skinners: AC as leather +1 Dex, Mv 120, HD 2, attack and save as 2nd level fighters/rangers with muskets (d8+1) and/or bayonets (d6+1). HD₂ horses make two kick attacks for d4+3, Mv 240.

A BURNED-OUT FARMHOUSE is alongside the road. The corpse of a man hangs on a tree with the word "TORY" carved into his forehead. There is no one else present—the man's family has been carried off by the Skinners in this hex. Beneath the floor of the burned barn is buried a small cask containing 3d10 Spanish gold doubloons. If the women are rescued and returned here, they'll give the doubloons as a reward.

A DEAD BODY LIES IN THE WOODS to the west of the road. It has been here for several days and nature has begun to do its grisly work. Investigation shows the man died from a blow to the skull. His shoes and coat are missing. A few feet away is a sling bag. Anything of value in the bag has been taken, but a tattered old King James Bible, slightly water-damaged, remains. The following verses in the Bible are underlined: Isaiah 31:4, Isaiah 42:13, Revelation 10:3, Numbers 24:9, Hosea 11:10, Amos 3:8, and Zechariah 12:8. Scrawled on the back endpaper is a Newark address (hex 007). Further investigation of the scene reveals the man was killed by mounted men whose tracks lead off to hex 202.



A SCOUTING PARTY OF THE CONTINENTAL ARMY views the lands to the east from a ridge. The officer in charge is secretly possessed by the demon Hyrkojamirrr, who intends to sow seeds of doubt and mischief - he doesn't care about the outcome of the war, only that it be extended as long as possible. He is only recognizable in his true form (a man with the head of a ram) in a mirror, so he never lets his servants shave him.

Hyrkojamirrr, Demon of Deception: AC as leather +4 Dex, Mv 120, HD 8, attack twice with extendable claws for 2d4 or once with petrifying gaze (turns subject to stone for a year and a day; save avoids).



A LARGE MALE BLACK BEAR has ranged too far from the mountains in hex 101 and is in an irritable mood. He will attack if threatened, and once he starts he won't let up.

Black Bear: AC as chain, HD 5, Mv 90, two attacks at +5 with claws (1d4+4) or one bite at +5 for 1d6+4. If the bear hits with both claws, it hugs for an additional 1d8.

THE VILLAGE OF SCRAHLENBERG lies at a crossroads. Twin hills overlook the eastern road into the settlement. A small detachment (two dozen men) of the New Jersey Volunteers have two field guns atop the hills. They question everyone coming and going on the road. They are, however, undisciplined and fairly lenient. Local PCs might know some of these men.

The village is just a cluster of country homes hugging the hills. The inhabitants are mostly of Dutch descent. As a crossroads village, it supports a respectable tavern. The patrons and villagers all openly espouse Colonial sentiments.

A wicked uncle lives in Scrahlenberg. The children in hex 103 are running from him. He has employed agents to track them down. The agents are in hexes 104 and 304 at the time of this encounter (unless the PCs have already encountered them). The uncle is a man of means and is willing to spend money to retrieve the children. At the Referee's discretion, the uncle may be hunting the children because they know a secret about him: political, criminal, perverse, or just embarrassing.



AN ABUNDANT CLUSTER OF SKUNK CABBAGE lies between a low cliff and the western banks of the Hackensack River. Natives, ranger-types, or those who make appropriate skill or Intelligence rolls know the dried rootstalks of this plant can be ground into flour. It is a serviceable and nutritious substitute for wheat flour, but emits a foul and unpleasant odor during the crushing process. Uncouth folk call the plant Polecat Weed.

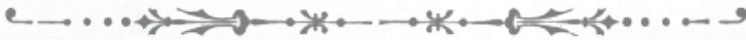


A MAD OLD MOHICAN RAVES BY THE ROADSIDE. He is utterly incoherent, rocking back and forth hugging his knees and screaming "Hyrkojamirrr is here!" in Algonquin and French (this is the name of the demon in hex 203).

A HALF-DOZEN BRITISH DRAGOONS of the Royal Welsh Fusiliers are temporarily stopped on a high hill overlooking the Hackensack River. They are as well-concealed as mounted men can be, and the leader is using a spyglass to reconnoiter the ground between here and New York City (hex 307), their destination. The dragoons have captured a farmer who has been working as part of a Colonial spy network. They are returning him to British spymasters in New York for interrogation. The spy is part of the overall Continental spy ring. The farmer is brave but physically weak, and will not stand up long under interrogation. Should the dragoons get him to New York the spy network will be irretrievably compromised. It is obvious to a casual observer that the man is a captive. If the dragoons realize they have been discovered, they will either flee or attack and attempt to kill the PCs, at the Referee's discretion. If the spy is freed, he will beg to be conducted to the safety of hex 108, where he has friends. He promises a reward of 10 gold sovereigns if patriotism is not reward enough.

Dragoon Officer: AC as leather +1 Dex, Mv 120, HD 3, attacks and saves as a 3rd level fighter with pistol (d8) or saber (d6+1). HD2 horse makes two kick attacks for d4+3, Mv 240.

Dragoons: AC as leather, Mv 120, HD 1, attack and save as 1st level fighters with pistols (d8) and sabers (d6). HD2 horses make two kick attacks for d4+3, Mv 240.



A SMALL INLET is on the eastern shore of the river. Under 1 foot of water is a flat rock—a good place to stand for fishing. If a PC does so, the rock will tilt, possibly causing the PC to fall and get wet. Luckily, this also reveals a half-buried jar that contains d12+6 gold sovereigns. This is a secret stash of the band of Skinners in hex 202.

TWO DRAGOONS OF THE CONTINENTAL ARMY flee from an advance force of mounted Queen's Rangers. The dragoons carry warning of the invading British force in hex 306. The dragoons aim for the southwest, where they will soon fall under the protection of the Continental force in hex 106. If the rangers kill the dragoons, the British force can strike into New Jersey with little warning. If the PCs are here, they have a chance to play a fateful part in the struggle to come.

Continental Dragoons: AC as leather +1 (helmet), Mv 120 (240 mounted), HD 3, attack and save as 3rd level fighters with shortened muskets (d8) and saber (d6+2). Each rides a horse (HD 3, Mv 240) that kicks twice for d4+3.

Queen's Rangers: AC as leather +1 Dex, Mv 120 (240 mounted), HD 4, attack and save as 4th level fighters with pistols (d8) and sabers (d6+1). HD₂ horse makes two kick attacks for d4+3, Mv 240.



THE VILLAGE OF HACKINSACK is in an uproar. Word of the British invasion in hex 306 has reached the village. Fervent patriots begin preparations for flight. Residents busily bury foodstuffs and valuables in secret places. A young messenger rides off to hex 106 to spread the alarm. Meanwhile, Loyalists of the village are not quite ready to come out and rejoice in the streets, but prepare to assist British troops in any way, should they suddenly appear. The village is a good place for buying goods at low prices from fleeing citizens, looting, robbing, or otherwise taking advantage of the turmoil. Strangers may be viewed as advance British agents and set upon by panicky villagers.

Panicky Villagers: AC as leather, Mv 120, HD 1, attack and save as 1st level thief/rogue/specialists with improvised weapons (d4).

ENGINEERS OF THE CONTINENTAL ARMY hastily dismantle a bridge just west of the town of Bergen. They expect a British advance, but are as yet unaware of the invasion force in hex 306. A platoon of 34 Continental troops and 40 men of the Bergen County Militia stand guard during the bridge deconstruction. Their orders are to destroy the bridge and retreat to Newark (007). The militia are particularly volatile and may (2 in 6 chance) fire at approaching strangers. This in turn may (1 in 6 chance) provoke a knee-jerk fusillade from the entire militia, which lasts d4 rounds until cooler heads among the Continental troops can prevail. Throughout, a Continental officer of a literary bent sits calmly, using a drum-head for a desk, writing a patriotic treatise. He will be more than happy to read bits of it to the PCs and solicit feedback.

Continental Troops: AC as leather +1 Dex, MV 120, HD 2, attack and save as 2nd level fighters with muskets (d8) and bayonets (d6+1). The force includes three HD 3 officers.

Bergen County Militia: AC as leather, MV 120, HD 1, attack and save as 1st level fighters with rifles (d10).

THE TOWN OF BERGEN has a bustling market square. The prime emporium of the Hackensack river valley is in an uproar at news of an impending British invasion. Dozens of merchants from Bergen and nearby towns hurry to sell goods before fleeing home. This can result in some “fire sale” bargains for PCs. Assume list price for goods is cut in half, and the bargaining starts from there. The merchants will balk at obviously extortionist or ridiculous offers, but can be pressed to sell items at cost, especially large items. Ironically, none of the patriotic merchants want to be paid in Continental paper bills—it’s gold sovereigns or nothing.

A CENTURY-OLD DUTCH LIGHTHOUSE and cottage adorn Bledsoe's Island. Nearby are the ruins of several large structures, burned to the ground some months ago. They were intended to house refugee Loyalists who wished to flee to Canada or England. Now, the island is uninhabited but for abundant waterfowl, rabbits and birds. It would make an excellent hideout or base of operations for a group like the PCs, were it not in direct view of Governor's Island (hex 307). In fact Bledsoe's Island is so visible it makes the perfect site for a fort or, perhaps one day, a monumental statue.

At the Referee's discretion, the lighthouse cottage is secretly inhabited by a violent Liverpoolian, on the run from British authorities for his unspeakable crimes at home. Hiding in the ranks of the British Navy, he was part of the Lord-Admiral's invasion of New York. By chance he was identified and fled here. If he is returned to the British, his captors have good reason to expect a reward, special treatment, or some other favor. If the Liverpoolian escapes, he will eventually settle in South Carolina and become a leading citizen (while, of course, secretly continuing his career as a serial killer).

Violent Liverpoolian: AC as leather +2 Dex, MV 120, HD 4, attacks and saves as a 4th level assassin/thief/rogue/specialist with an infantry sword (d6+2)



THE EAST COAST OF THE BERGEN NECK is home to excellent oyster beds. Despite the nearby hostilities, men and boys still gather oysters here, hopeful to sell them to soldiers of either side. These oyster-folk are good sources of information, whether or not they always realize it. They are in a good position to take note of all local water traffic. Lately, some have noticed the nocturnal jaunts of a "ghost schooner." This is the eccentric French observer now in hex 309. The oyster folk don't know that he is French or eccentric, and are all too quick to attribute supernatural qualities to the observer.

A BRITISH EARTHWORK FORT overlooks the Narrows just south of Yellow Hook. Some 1200 British regulars are stationed at the fort or encamped around it. The soldiers spend most of their time in the nearby villages of Gravesend and New Utrecht (see hex 309). A young British officer is second-in-command of the fort. He has squandered his not-inconsiderable inheritance on gaming and dissolute living in New York (hex 307) and has had no opportunity to make up his losses with loot. The officer is in desperate straits, and is ready to sell the one commodity he has plenty of—intelligence. How word gets out about this is left to the Referee, but the likeliest point of contact would be in the villages of hex 309, through the agency of the officer's trusted batman (servant), who has been promised a percentage of any ill-gotten gains. The officer is knowledgeable about troop movements, positions and dispositions. He also knows the current location of the British Lord-Admiral (see hex 110). The officer is taking a big risk and won't sell the information cheaply—he'll want hard coin or easily transported valuables such as gold and silver plate.

Traitorous British Officer: AC as leather, Mv 120, HD 4, attacks and saves as 4th level fighter with pistol (d8) and saber (d6+1).

His Batman: AC as leather +1, Mv 120, HD 4, attacks and saves as 4th level thief/rogue/specialist with musket (d8) and bayonet (d6).

A FLOTILLA OF BRITISH SHIPS is docked off Staten Island near Dutch Church. Most are 28-gun frigates; one is a 74-gun man-of-war. At the Referee's discretion, one or more of these ships is in pursuit of the privateer in hex 110. The ships will attack and seize any Continental vessel they encounter, despite orders to be circumspect. They will scuttle any colonial ship after taking cargo and prisoners, which will be delivered to New York (hex 307).

A DOZEN OFF-DUTY BRITISH TROOPS escort a natural historian on a hiking trip across Coney Island. Their whale boat is moored on the east coast of the island. The historian is a Fellow of the Royal Society of London on his first visit to America. He is interested in naming conventions and has become obsessed with the mystery of how Coney Island got its name. Specifically, he searches for evidence of an overlarge rabbit population, signs of former habitation by the Dutch family Conyn, or sites of ancient settlements by the native Konoh tribe. He has offered to pay the soldiers a gold sovereign per day for a three-day excursion. He has foolishly brought the money—and more—with him, and two of the soldiers consider arranging for the historian to “accidentally” drown, so they can pocket the money. They have yet to broach this topic to the other four soldiers. Whether they go along with the plan is up to the Referee. If the historian is molested and the PCs intervene, he will befriend them for life, regardless of their political affiliations. If, in the future, they are arrested by British authorities, the influential historian will pull strings to help them.

Fellow of the Royal Society: AC as leather, Mv 90 (cane), HD 6, attacks and saves as a 6th level magic-user with a brace of pistols (d8).

Shifty British Regulars: AC as leather +1, Mv 120, HD 2, attack and save as 2nd level fighters with musket (d8) and bayonet (d6).



A WANDERING GREAT WHITE SHARK is far from home. It feeds in the Narrows, usually along the submerged sandbars. Most great whites are not disposed to attack humans, but this one is. It attacks any vessel the size of a whale boat or smaller.

Great White Shark: AC as chain (tough skin), Mv 240 (swim), HD 7, attacks with a bite for 2d6+4. If it attacks with a natural 20 it swallows its prey whole.

AN ISOLATED FARMHOUSE sits by the fork of a creek. The house is surrounded by a low wooden palisade. A terrible ammonia smell emanates from the property. A tanner and his wife live here. Both are thorough Loyalists, and have already suffered at the hands of their neighbors. The tanner has developed a new form of leather body armor with which he hopes to clothe British regulars. This is essentially a boiled leather undercoat that protects the torso and adds 1 AC. He hopes for a Royal contract, but alas, his letters to the British authorities in New York (hex 307) have gone unanswered. The tanner and his wife will happily offer hospitality if strangers can convince the couple they are loyal to the King and Parliament. The tanner will show off his leather coats and can be persuaded to part with them for a handful of gold sovereigns (he'll make a pretense of negotiating, but coin is scarce). If the PCs agree to take another letter to New York for him, he will be grateful. If the PCs deliver the letter, the British quartermaster in New York pays them five gold sovereigns. If, instead, the PCs report the tanner to the Continental Army or the New Jersey Volunteers, they will be offered a commission to arrest the tanner. Neither he nor his wife will go peacefully.

Loyalist Tanner: AC as leather +1 (the coat), MV 120, HD 2, attacks and saves as 2nd level fighter with long rifle (d10) or knife (d4).

The Tanner's Wife: AC as leather +1 (the coat), MV 120, HD 1, attacks and saves as 1st level thief/rogue/specialist with pistol (d8) and knife (d4).

A SMALL WOODED AREA is across the creek from the tanner's house (see above). The trees are predominately white cedar and balsam poplars. They host a large collection of so-called oyster mushrooms growing on their trunks. The white flesh of the mushrooms is not only edible, but tasty. They are a prime ingredient in a soup popular in New York taverns, but the war has seriously reduced the city's supply. British quartermasters will pay a shilling per dozen for these treats, but if they are smuggled into the city, wealthy individuals will pay twice that or more.

A BAND OF COWBOYS is encamped in the ruins of a burned Dutch-style barn. These guerrilla fighters are Loyalists and Canadians who have banded together for easy pickings. They are ostensibly on the side of the British, but like their Colonial counterparts the Skinners, they will attack almost anyone who is poorly defended and has worthwhile loot. The gang is currently recovering from a clash with the rowdy militia in hex 303. Once fully rested, they intend to raid the village of Orangetown (hex 402). There are a dozen members of the gang, but they only have eight horses. The footmen serve as scouts. The self-styled Captain is friendly with the tanner in hex 301 and wears one of his special leather undercoats. The members of the gang are hungry and ill-tempered, and will attack any party with smaller numbers.

Cowboy Fighters (7): AC as leather, Mv 120, HD 1, attack and save as 1st level fighters with muskets (d8) and bayonets (d6+1). HD₂ horses make two kick attacks for d4+3, Mv 240.

Cowboy Scouts (4): AC as leather +1 Dex, Mv 120, HD 2, attack and save as 2nd level thief/rogue/specialists with rifles (d10) and knives (d4+1).

Cowboy Captain: AC as leather +1 Dex, +1 bonus (undercoat), Mv 120, HD 3, attacks and saves as 3rd level fighter with two pistols (d8) and saber (d6+1). HD₂ horse makes two kick attacks for d4+3, Mv 240.



A LARGE TORTOISE SHELL IS BURIED in the muddy banks of the creek. The shell's occupant is long dead. A design is drawn in fading paint on the tortoise shell. Natives will recognize it as the work of the Lenape (roll Intelligence for non-natives to realize this). If the PCs closely examine the shell, they realize it is an abstract map. Further study coupled with significant area knowledge allows the PCs to follow the map to an extensive cave system in hex 601.

A LARGE MILITIA occupies the high ground south of the Hackinsack River. Their mission is to patrol the river valley in search of British rangers and spies. The New Jersey Volunteers are generally well-intentioned, but have weak elected officers. The band can become boistrous and over-zealous. It is in a somewhat abashed mood after accidentally burning down a house (see hex 304). The volunteers have 80 footmen and an ad-hoc cavalry of 20. Their leader is a colonel who fought in the French and Indian War. He has since fallen into drink. He is the only member of the militia with a proper uniform. The Volunteers have heard rumors of the Cowboys in hex 302, and would love to get their hands on them. PCs who can point the way will be much appreciated. The Volunteers have no monetary reward to offer, but the colonel will offer a much-annotated copy of Milton's *Paradise Lost*. On the other hand, the Volunteers will initially be suspicious of the PCs, asking their business, origin, destination, and so on. Belligerent PCs are likely to provoke a tussle.

Volunteers (100): AC as leather, Mv 120, HD 1, attack and save as 1st level fighters with long rifles (d10) and knives (d4+1). For every 10 Volunteers there is an elected sergeant with HD 2. Twenty are ad-hoc cavalry with AC as leather, Mv 120 (240 mounted), HD 2, attack and save as 2nd level fighters with pistols (d8) and sabers (d6). HD2 horses make two kick attacks for d4+3, Mv 240.

The Colonel: AC as leather, Mv 120, HD 4, attacks and saves as a 4th level fighter with pistol (d8) and saber (d6+1). He is mounted (see above).

AN IMMENSE 30-POUND BASS swims in this river. Unlike its more docile brethren, this fish will attack its captors if at all possible. The fish is a legend among local folks, who joke that it is possessed by Satan.

Unholy Bass: AC as leather +2 Dex, Mv 240 in water, flops on land. HD 4. Bites for d6+3 damage. It can survive four rounds on land before dying. It provides enough meat to make a huge feast.

A COUNTRY MANOR IS ON FIRE about a half-mile north of the road. The lawn contains most of the house's furniture, as well as the aged Patriarch, a spinster aunt, and two lovely daughters. The Patriarch's two fiercely loyal black servants will defend the group to the death, if need be. With a good reaction/Charisma roll, the family opens up to the PCs. They are neutral in the conflict but the Patriarch's son is an American-born officer in the British Army. A band of New Jersey Volunteers (now in hex 303) searched the house for the officer, who they believed was secretly visiting the family. In the process, the volunteers knocked over a lamp and accidentally started the fire. The volunteers got what furniture they could out of the house, apologized, and left. The family must now live in the servant's quarters or barn, which were spared. All members of the family are non-combatants who sink to their knees in prayer if attacked, except for the youngest daughter and the black servants.

At the Referee's discretion, consider the Fierce Daughter to be a witch, able to cast spells as a 3rd level magic-user.

Fierce Daughter: AC as leather +2 Dex, HD 2, attacks and saves as 2nd level thief/rogue/specialist with concealed knitting needle (d4).

Dedicated Servants: AC as leather +1 Dex, HD 2, attack and save as 2nd level fighters with improvised clubs (d4+2).



A SINISTER AGENT seeks two runaway children (see hex 103). He works for a wicked uncle in Schralenberg (hex 204). He is aggressive and will stop at nothing to recover the children.

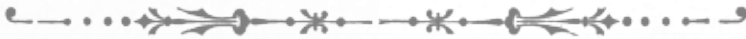
Sinister Agent: AC as leather +2 Dex, HD 3, attacks and saves as 3rd level fighter with carbine (d8) and dagger (d4+1).

FORT CONSTITUTION rises above the North river. The Continental Army has abandoned the fort, leaving a large store of supplies. About 600 British regulars are systematically removing supplies, which include food, cannon, and ammunition. The jubilant British force that occupied the fort has pressed on to the south (see hex 306). Numerous Colonial suppliers and hopeful Loyalists have flocked to the fort's vicinity. Here they attempt to ingratiate themselves with the British or profit from the situation.

A corrupt British quartermaster is eager to enrich himself by under-reporting the fort's inventory and surreptitiously selling the rest. The British Lord-General (hex 306) would have the man up on charges for this, and would likely reward the PCs if they offered proof. On the other hand, PCs of a Colonial persuasion could go undercover to buy back the lost booty of Fort Constitution.

Corrupt Quartermaster: AC as leather, Mv 120, HD 3, attacks and save as 3rd level thief/rogue/specialist with pistol (d8) or knife (d4+1).

British Regulars: AC as leather, Mv 120, HD 1, attack and save as 1st level fighters using muskets (d8) and bayonets (d6+1).



TWIN HILLS overlook a deserted crossroads tavern. A prominent Patriot writer hides in the attic. He fled here in a panic from the British force in hex 306. Fearful some of their scouts are in the area, he has yet to reveal himself. He may think the PCs are scouts. If he realizes they mean him no harm, he will ask to be escorted to the Continental Army (hex 008). He has little reward other than a promise to eulogize them as heroes in the Philadelphia newspapers.

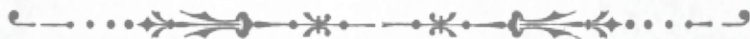
A BRITISH ARMY FORCE under the command of the Lord-General rests here along the road to Bergen. A small British force (1200 footmen and 200 dragoons) is bolstered by a thousand Hessian mercenaries from Germany and 12 large cannon with associated animals and equipment. They are not equipped for long-range operations. The Lord-General has occupied a charming riverside farmhouse, where he is busy issuing orders to consolidate, move forward and establish supply lines. On his orders, British regulars are scouring the countryside for food. He is well-defended by at least 12 regulars within call at all times. Nevertheless, if his presence is known, it makes a good opportunity for a kidnapping or assassination attempt.

British Lord-General: AC as leather +2 Dex, Mv 120, HD 7, attacks and saves as 7th level fighter with brace of pistols (d8) and saber (d6+3). Rides an HD 3, Mv 240 horse that attacks twice for d4+3.

British Regulars: AC as leather +1 Dex, Mv 120, HD 2, attack and save as 2nd level fighters with musket (d8) and bayonet (d6+1).

British Dragoons: AC as leather, Mv 120 (240 mounted), HD 3, attack and save as 3rd level fighters with pistol (d8) and saber (d6+2). They are mounted (see above).

Hessians: AC as leather +1 (helmet), Mv 120, HD 4, attack and save as 4th level fighters with musket (d8) and nasty bayonet (d8+1). For every 20 Hessians there is a 5th level commander. For every 100 Hessians is a 6th level captain.



A PLATOON OF 20 HESSIANS (see above) commits outrages upon a local family at a hillside farm. The renegade platoon is absent without orders from the main army. When the PCs arrive they are beating up the men in the yard and accosting the women in the barn. In broken English they ask the men the location of buried goods. The Hessians clearly intend to murder everyone with this is over. Some of them are unloading the family plate, candlesticks, a mattress, and other valuables from the house.

THE CITY OF NEW YORK is occupied by British forces. Most ardent patriots fled the city, which is now a haven for Loyalists. It is the most important British position in the region and is ultimately the base for all operations. The Referee is encouraged to flesh out the city.

The British spymaster secretly holds court in opulent surroundings somewhere on Church Street. He coordinates the British spy ring throughout the campaign area. He is accompanied at all times by a mute henchman of exceptional strength who obeys the spymaster to the death. No soldiers guard his residence, for it is secret even from most British. The spymaster is a well-known British lord who poses as a foppish and ineffectual dilettante.

Across town, the Sons of Liberty maintain a small cell in a nondescript warehouse somewhere on Cherry Street. Here a half-dozen colonial spies plot against British rule. They favor acts of sabotage and assassination. This is the hub of the overall Continental spy ring.

British Spymaster: AC as leather +2 Dex, Mv 120, HD 8, attacks and saves as an 8th level thief/rogue/specialist with small pistol (d6) and rapier (d6+1, +1 initiative).

Mute Henchman: AC as leather, Mv 120, HD 6, attacks and saves as a 6th level fighter/monk with bare hands for 2d4 damage.

Sons of Liberty: AC as leather, Mv 120, HD 6, attack and save as 6th level thief/rogue/specialists with pistols (d8) and heavy daggers (d6).



A DISTILLERY IS ON THE WATERFRONT south of the Brooklyn Ferry. It employs some dozen locals and does brisk business with British quartermasters. One of the distillery workers is a poisoner who plans a mass murder of British soldiers. He believes if others die in the process, it is for the greater good. The poisoner was once an assistant to the alchemist in hex 702. A hundred hogsheads of liquor are already poisoned and await delivery. Only one other person knows of the plot - a heartbroken girl in East Chester (see hex 605).

Mad Poisoner: AC as leather, Mv 120, HD 4, attacks and saves as a 4th level thief/rogue/specialist with acidic spray-bottle (2d4, two uses).

A LUXURIOUS OLD DUTCH MANSION has been commandeered by the British. Inside the mansion is a captured American general, who has suffered several stab wounds. A sympathetic British officer awaits a surgeon to amputate the captive's arm, but the physician has been delayed (see hex 408). The British will reward any PC who can properly amputate the general's arm and save his life. This is partly due to officers' camaraderie, but also because the general could be used in a high-level prisoner exchange. In fact, the men of the 78th Highlanders, who captured the general, have been disciplined for their rough handling of him.

At the Referee's discretion, the general may already be dead. The British allowed the general's wife to be at his bedside—now they seek someone to escort her and the general's body back to their home in Jamaica (hex 707). PCs may or may not be offended by the 78th Highlanders, who have gathered in a nearby tavern to celebrate the general's death.

78th Highlanders: AC as leather +1, Mv 120, HD 3, attack and save as 3rd level fighters with carbines (d8) and bayonets (d6+1).

A MEMBER OF THE QUEEN'S COUNTY MILITIA hides in a small cave in the hills. He is half-starved and suffers from minor wounds. He'll fight to defend himself but is so weak as to be considered a non-combatant. He awaits an opportunity to escape to the west, but cannot do so alone. He is grateful for any aid the PCs can provide. The militiaman has spent his free time observing British troops as best as he is able. He is also aware of the fate and location of a captured American general (see above). If the PCs manage to convey him (or his intelligence) to the Continental Army (see hex 008), they will be awarded with a fine ham.

AN ECCENTRIC FRENCH OBSERVER is secretly based in the salt marsh wetlands of Gravesend Bay. He operates a one-man sloop with a removable mast. During the day, he will be here with the mast down, resting. At night he reconnoiters the surrounding area, making general observations about the war. He is not a member of the French military, but is a spy working directly for the King of France. The King trusts this man's judgment and wants a report on the American situation independent of those he gets from the French military observers. The observer avoids contact with others at all costs. If approached, he claims to be from Quebec (PCs with a Canadian or French background will know his accent isn't quite right). He will not surrender to British troops unless he thinks he has a reasonable chance of a prompt escape. If he is confronted by Colonial forces he will only attack if threatened. He would rather surrender (to Americans) than shed overmuch blood. He's aware that if Americans do take him, he can rely on the relatively good relations between France and the colonies. He will only speak frankly to the Commander-in-Chief (hex 008) or a recognizable member of the Continental Congress about his true mission and master.

Eccentric French Observer: AC as leather +2 Dex, MV 120, HD 8, attacks and saves as 8th level thief/rogue/specialist with seaman's pistol (d8) and saber (d6+2). He has a spyglass and a one-man sloop.

THE VILLAGES OF NEW UTRECHT AND GRAVESEND are overrun with British soldiers from the fort in hex 209. The landowners here attempt to walk a fine line between defying the British or being branded as Loyalists by their Patriot neighbors (who are mostly impotent right now, anyway). There is only minor trouble between soldiers and the locals, who go about business as usual as best as they're able. Nevertheless the atmosphere is highly charged, with Long Islanders and British troops sharing space. The locale is ideal for spies.

A HULLED BRITISH CARGO VESSEL is half-submerged in 17 feet of water off the coast of Long Island. The ship was attacked and looted by the American privateer in hex 110. The British crew has abandoned the remains of the ship and gone north for succor (see hex 410). However, remaining in the ship is its captain, who is in the grip of a deadly fever and refuses to leave the vessel. The privateers captured his second-in-command and are still holding him. The captain is locked in his cabin, which is half-full with salt water. If the PCs encounter him, he is delirious and speaks in sing-song riddles about a buried treasure. It seems to be typical seaman's doggerel:

*On the island of Jamaica I buried all my loot
Nine-and-twenty perfect pearls hidden in my boot.*

The PCs may realize the captain refers not to the Caribbean island, but an island in the nearby Jamaica Bay of Long Island. It has two marshy islands (see 410 and 509), which the PCs may feel inspired to search for buried treasure. The captain can be rescued and healed, but only if he is promptly taken to a proper physician. There is a 2 in 6 chance he dies during the journey.

SOME TEN THOUSAND BANANAS float here in the Atlantic Ocean. They are from a cargo that was partially jettisoned by a French vessel sailing from St. Vincent in the Caribbean to Europe. It was blown far off course in a storm and badly damaged. The bananas will be perfectly edible if collected. Gathering 2d100 with a fishing net requires a Dexterity roll. The most likely buyer for the bananas is the British Navy.

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THE REMAINS OF A WHALEBOAT are half-hidden on the western banks of the North river. The boat has been there for some months. There are no crewmen nearby. There are two hand-lances here, useful for whaling but also as polearms in a pinch (d10). Everything else of value seems to be missing. Under the elevated forward platform is a small storage hold. Hidden here is a dead body that seems undisturbed. Inside his left boot is a blank piece of paper. It actually features a detailed map of the British troop positions in Quebec as of a few months ago, but this is drawn in human urine and will not show up unless the paper is heated. Even though the information isn't completely fresh, the Continental Army would still like to have it, and might be inclined to pay a small (d4 gold sovereigns) reward.



A LARGE STONE lies about 20 feet up a high bluff deep in the woods. Upon casual inspection, the stone seems to be out of place. The stone can easily be moved, revealing a small hole. Inside is a biscuit tin that contains 3d10 gold sovereigns. This is a secret stash of the captain of the Skinners who operate out of hex 202.



A MONSTROUS MAN-EATER LURKS HERE. It resembles a huge bear with no fur and an overlarge head. Algonquin-speaking natives call it Nyah-Gwaheh, the Naked Bear. It is utterly evil and very hungry, but a native PC who makes an Intelligence roll knows it has a fatal weakness - arrows shot into the soles of its feet.

Naked Bear (Nyah-Gwaheh): AC as chain (thick skin), Mv 120, HD 5, attack twice with claws for d8+1. A natural attack roll of 20 indicates the target is grabbed and bitten for 2d6+1. If a PC manages to strike the bottom of its foot with an arrow (and nothing else), the strike does quadruple damage.

A MAJESTIC RED-BRICK DUTCH REFORMED CHURCH dominates the Orangetown area. It was the site of a recent trial of a British major, who was subsequently hanged for espionage. Consequently, it has become the center of a morbid Loyalist congregation who venerate the fallen major as a sort of secular saint. The elderly minister, a Patriot, keeps his opinions to himself. He has another secret: until recently the church steeple was the hiding place of a historical artifact: a broadsword used by Redbad, King of the Frisians, in the 5th century AD in his wars with Charlemagne. Carried to America by a weird sect of early Dutch settlers 125 years ago, the sword became the focal point of a small and somewhat unhealthy cult. Today, the elderly minister views the sword as a totem and good-luck charm that protects his flock. Fearing it would become a trophy of the British if it were discovered, the minister has hidden the sword in a nearby cave (see below). A few others know of the sword, including the mad patriot in hex 503. If recovered, the sword could prove to be a powerful symbolic talisman for the Colonial cause. It is guarded by two fanatical zealots.

Dutch Zealots: AC as leather +1 Dex, Mv 120, HD 4, attack and save as 4th level thief/rogue/assassins with daggers (d4) and garrotes.



A RED SANDSTONE QUARRY is in the hills west of Orangetown. No serious work has been done here since the outbreak of hostilities. With minimal effort (using levers to widen natural cracks), enterprising PCs can obtain several large blocks of red sandstone before the Orangetown proprietors notice and become indignant. PCs who thoroughly investigate the quarry will find a block of stone hiding a crawl-space into a twisting natural cavern. Inside is the temporary hiding place of the Sword of Redbad (see above). A rabid wolf was accidentally shut up in the cave. Having eaten all the snakes, lizards, and other edibles, it is on its last legs when (and if) the PCs enter.

Rabid Wolf: AC as leather +2, Mv 180, HD 2, attack twice with claws (d6+1) or once with bite (2d4). Whoever is bitten by the wolf must make a Constitution roll or contract rabies.

A LONELY FARMHOUSE sits on the eastern banks of the Hackinsack River. At first glance the farmhouse appears to be deserted. A small barn behind it has burned down. The farmhouse roof is damaged but can still provide shelter. Squatting in the house, however, is an old hermit who fires at anyone who approaches the building. He is very low on powder and only has enough for two shots. If the hermit is subdued, he tells a horrific tale about the house involving cannibalism, incest, and other horrors. The punchline of the story is that the house is haunted by violent and vengeful spirits. The hermit made all of this up. He only poses as a quasi-madman. In truth his purpose here is to guard a cache of two dozen Pennsylvania long rifles buried under the floor of the fruit cellar. These were stored here for later pickup by a band of roving patriots (see hex 404). The hermit only reveals this if he is convincingly threatened with violence. Unfortunately, there is no powder or shot here for the rifles—these were hidden on the other side of the Tappan Sea (a swelling of the North River) in a cave (hex 602).

Old Hermit: AC as leather, Mv 90 (old), HD 3, attacks and saves as 3rd level thief/rogue/specialist with long rifle (d10, two shots only) and knife (d4).

A LARGE SCHOOL OF STRIPERS (striped bass) makes it way up the Hackinsack River to spawn. The river is so thick with stripers here that it is virtually impossible not to catch some (a critical failure). Anyone who successfully fishes here has a 1 in 20 chance of catching a 70-pound striper that has swallowed a garnet ring worth 20 gold sovereigns.

A ROMAN CATHOLIC PRIEST from Maryland is here on obscure business of his own. He will bless any weapon for a small offering. From that point forward, the weapon is considered to be magical (but gains no bonus).

A DOZEN RADICAL PATRIOTS have a hidden camp between the hills. They have slowly gathered here over the last few weeks with the aim of penetrating behind British lines to conduct sabotage. For now, they content themselves with sniper fire on the British work-gangs trying to remove the hulled ships blocking the North river in hex 503. The patriots await a few more members before going to collect supplies hidden in hexes 403 and 602, though they have waited overlong and accessing the supplies in 602 will prove difficult. The radicals are easily led and impulsive. Should a PC with patriotic convictions and a high (15+) charisma ask for their aid or propose a plan of action (the more violent and dramatic, the better), the radicals will cheerfully become the PC's followers. On the other hand, if the PCs exhibit British sympathies the radicals will attack. Unfortunately they currently have access to only two rifles, which they use for sniper fire.

Radical Patriots: AC as leather +1, Mv 120, HD 2, attack and save as 2nd level fighters with long rifles (d10, only 2 guns) and daggers (d4+2).



AN ITINERANT PEDLAR walks south on the clifftop road overlooking the river. He carries a case of small glass bottles containing a miracle cure for all ailments. Its only actual effect is that of a violent purgative. The pedlar rails against the evils of “scholarly medicine,” which he believes is no better than butchery, and warns that someday, the medical establishment will drive out herbalists. He is also a firm believer that immobilizing and violently shaking the mentally ill can cure them of their psychoses, and he will be all too happy to demonstrate this on anyone the PCs care to nominate.

At the Referee's discretion, the pedlar is actually a British spy, following rumors of a hidden band of radical patriots (see above). If so, he may assume the PCs are the people he's looking for, and report their likenesses to the British spymaster in New York (hex 307).

THE RUINS OF FORT INDEPENDENCE command the North river from the eastern bank. Constructed by the Continental Army, it was burned during a recent retreat. Now the British occupy the structure and are working to rebuild it. Some 600 regulars are stationed here.

A British officer here recently committed an outrage on the daughter of a prominent local miller (see hex 504). The officer believes himself beyond retribution. He is fond of taking the night air and a pipe of tobacco along the riverbank each evening – a fact that gossip or observation may reveal. On any given night there is a 1 in 6 chance a small band led by the outraged girl's brothers will accost the officer, unless the PCs themselves have already undertaken to do so. Should the PCs instead defend the officer, he will grant them an official pass into the city of New York.

Outrageous Officer: AC as leather +1 Dex, Mv 120, HD 3, attacks and saves as 3rd level fighter with pistol (d8) and saber (d6+1). He may (2 in 6 chance) be accompanied by two regulars.

British Regulars: AC as leather, Mv 120, HD 1, attack and save as first-level fighters with musket (d8) and bayonet (d6+1).



A WAYWARD BRITISH OFFICER hides among the wrecks of large ships in the river. Placed here by Colonial forces in a failed attempt to block British shipping, they are scattered in the western side of the river. Crouched in a half-submerged schooner, the officer waits for a good way to cross the river and return to his regiment in New York (hex 307). He is American-born, the son of the ousted Patriarch in hex 304. He took a grave risk in visiting his family, and has been delayed. If he makes it back to his regiment he will face discipline. The officer may be convinced to desert, especially if he knows of the desperate condition of his family in hex 304.

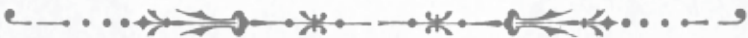
A FINE MANOR HOUSE IN MORISANIA has been turned into a hospital for British officers. Some two dozen officers convalesce here. The manor was until recently the home of a prominent Patriot, who has since removed to safer quarters in Philadelphia. However, in his haste to escape, he was obliged to leave a ton of gunpowder behind. This is hidden behind a false brick wall in the manor's cellar, along with some emergency rainy-day provisions he never got to use. At the Referee's discretion, Colonial spies know about the cache, as does the mad patriot in hex 503. The manor house is thus an excellent, if somewhat dishonorable, target for sabotage-minded PCs.



A SLOOP FULL OF TWO DOZEN QUEEN'S RANGERS approaches Buchanan's Island. They have captured the captain of the Colonial whaleboat raiders in hex 706 and are taking him to a small British station on the island for interrogation. If the PCs have already encountered the whaleboat raiders, they may be in pursuit to rescue the captain. If not, the sloop nevertheless appears to be on shifty business. If the PCs rescue the captain, he befriends them for life.

Queen's Rangers: AC as leather +1 Dex, Mv 120, HD 2, attack and save as 2nd level fighters/rangers with muskets (d8) and bayonets (d6+1).

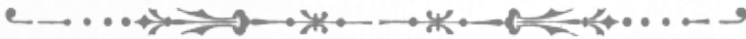
Whaleboat Raider Captain: AC as leather +2 Dex, Mv 90 (limps), HD 4, attacks and saves as a 4th level fighter with whatever weapon he can get his hands on.



AMERICAN WORMSEED GROWS IN ABUNDANCE along the riverbank. The dried ripe fruit can be used as a flavoring (it tastes vaguely like oregano and goes well with black beans). Natives will know the plant can also be used to expel parasites such as hookworm in humans or roundworm in horses.

AN ABANDONED, DILAPIDATED COTTAGE is nestled among the trees in a wooded creek valley. Half the roof has fallen in, making the old living area useless, but the kitchen can still provide comfort. One of the bricks in the kitchen fireplace is loose. Inside is a message written in cypher. In the unlikely event that the PCs can decypher it (a really hard Intelligence or appropriate skill roll), it mentions that the housekeeper on the British Lord-General's staff in New York is willing to pass along and receive sensitive information. The cottage is, in fact, a dead drop for Continental spies to pass messages. If the PCs wait d_4 hours, a man will come to collect the letter. He will not approach if it is obvious the ruins are occupied. If accosted, he will attempt to ascertain if the PC's sympathies lie with the British or the Colonial cause. If it is the latter, he will reveal who he is and ask for their help—or at least that they let him continue his mission without molestation. He is part of the overall Continental spy network. His role is to ferry messages back and forth from Long Island to New York City using his whaleboat, which is hidden nearby. He has a safe harbor in Manhattan. At the Referee's discretion, the spy may attempt to enlist the PCs in the spy ring, or offer them secret access to British-occupied New York.

The Spy: AC as leather +2 Dex, Mv 120, HD 3, attacks and saves as 3rd level thief/troge/specialist with musket (d_8+1) or hunting knife (d_4+2).



A BRITISH MAN-OF-WAR, three frigates and a sloop are at anchor in the East River just above the Newton Inlet. Their guns threaten both Manhattan and parts of the Long Island coast. There is a 4 in 6 chance one of the frigates is patrolling the river between hexes 307 and 406. The sloop has specific orders to stop and search any vessel approaching Manhattan from Long Island, but at night this is virtually impossible. The man-of-war and frigates have full magazines and make an excellent, if challenging, target for sabotage. The crews of all the ships are large enough that sneaking aboard one to gather intelligence or commit sabotage is possible if the PCs have obtained British navy uniforms.

A TRIO OF COLONIAL ROBBERS are on a path through the highlands, where they hold a British physician at gunpoint and gleefully strip him of all he possesses. The physician is in the service of the British Army. He was on his way from his post in the village of Bedford to the old Dutch mansion in hex 308. He has been called there to tend to an American general who suffered grievous wounds during his capture by British troops. The robbers are opportunists, not Patriots, and either don't believe or don't care about the physician's story. If the PCs rescue the physician he will reward them with a Christus Medicus medallion worth 10 gold sovereigns. A closet Catholic, he is sick of war and secretly favors the Colonial cause. He fantasizes about settling down in Maryland. If he can be introduced to the priest in hex 403, he'd be eternally grateful, perhaps even to the point of offering free medical care.

British Physician: AC as leather, MV 120, HD 4, attacks and saves as 4th level magic-user with walking stick (d4) and scalpel (d4+1).

Opportunistic Robbers: AC as leather, MV 120, HD 2, attack and save as 2nd level fighters with pistols (d8) and daggers (d4+1).



A LONE CHILD WANDERS IN THE FOOTHILLS east of Bedford. The boy is the child of a patriotic farmer in Flatbush (hex 409). The boy ran away when British soldiers arrested his father. The child has a vague idea that he has an aunt in Flushing (hex 506) and is bravely attempting to reach her. Unfortunately it is highly unlikely that the boy will make it on his own. If the PCs escort the boy to Flushing they will find his aunt, a tavern keeper, to be beautiful, single, and very grateful.

At the Referee's discretion, the boy's father drew plans of the British earthwork fort in hex 209 on the inside back of the boy's shirt. The child is unaware of this.

A HORSE RACE IS ABOUT TO BEGIN in the village of Flatbush. The affair is the doing of a well-intentioned British officer who seeks to win over the hearts and minds of the Long Islanders (most of whom are Loyalists anyway). The entrance fee for the race is 5 silver shillings, which will go toward the upkeep of local widows and orphans. The route is along the relatively straight road from Flatbush to Flatland. The winner will receive a prize of a half a hog and a copy of the General Stud Book, which records the British descendants of Arabian horses. Unfortunately, the officer accidentally left a love letter folded up in the book, which reveals his affair with the wife of a prominent Presbyterian minister. Anxious to avoid ill-feeling with the locals, the officer is likely to submit to blackmail to get the letter back.



A HALF-DOZEN FOLK OF FLATBUSH and two British regulars search the woods and fields for a lost child. The boy's father—his only surviving parent—has been arrested as a spy. The villagers are worried for the boy's safety. They believe he may be headed for Flatland or the north coast of Long Island, where he may have family. The villagers will be grateful for news of the boy. The British regulars with the group are easy-going and may turn a blind eye to any minor infractions the PCs commit, provided they can help with the search.



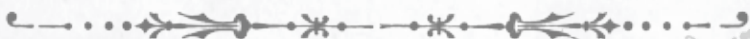
AN ANCIENT GLACIAL BOULDER is scratched with strange symbols. They appear to be of winged, bird-headed men and lightning. A Native will know this is a depiction of the mythical beings known as *Hadivennodagyes*, or "The Thunders." Unfortunately, they're very real, and one is lurking in hex 609.

A BAND OF A DOZEN LONG ISLANDERS has gathered on the Atlantic shore. They are engaged in a bitter debate about the fate of a pod of sea canaries (beluga whales) that are in the midst of a naïve frolic just offshore. Half the colonists want to scrounge up a whaleboat and go after the sea canaries. The other half are against it—some because the British do not allow unsanctioned boat traffic, some because they find the antics of the gregarious animals charming. The PCs can enter the debate if they like, and their opinion will likely break the deadlock. During the argument, one of the sea canaries begins to mimic the loudest member of the crowd—usually grounds for superstitious awe. What effect this has on the debate is up to the Referee. If the whalers win the debate, the sea canaries will not go quietly.

Sea Canaries: AC as chain (thick skin), Mv 240 (swim), HD 9, attacks with a bite (2d6+10) or tail-lash (2d6). Four of the whales are immature non-combatants.



THE BEDRAGGLED CREW of a wrecked British merchant ship (see 310) make their way from the shore toward the village of Gravesend. They carry with them news of the privateer in hex 110. One of the men has a pet monkey that was separated from him in the wreck. It is now sitting in a tree just south of New Utrecht. If the monkey is returned to the seaman he will be eternally grateful, but has no money for a reward. The monkey is well-trained and will adopt any charismatic PC who feeds him. The monkey is an adept thief, with skills equivalent to that of a 2nd level thief/rogue/specialist.



ALONG THE COAST ARE BEDS OF REDDISH SEAWEED, or Irish Moss. When boiled in milk, strained, and mixed with cinnamon or sugar, it makes a tasty pudding or drink. Natives believe it will sooth a sore throat.

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A BATTLE RAGES between two British frigates and three Continental galleys. The galleys have sailed down-river from the north to make a surprise attack. PCs would be well-advised to steer clear of the battle, which seems to strongly favor the British. Nevertheless, savvy PCs may be able to find some way to profit from the situation, as it will likely draw the attention of the nearby British encampment (see below). The Referee should determine the outcome of the battle. If any ships are sunk, quick-thinking PCs with access to a rowboat may be able to take advantage of an opportunity for loot.

A COMPANY OF BRITISH REGULARS is stationed on the eastern shore of the Tappan Sea. Their attention is, at the moment, entirely taken up by the ship battle that rages nearby (see above). The regiment's stores of biscuit, rum and powder, kept in tents at the eastern edge of the camp, are likely to be poorly guarded during the battle. It is also a good opportunity to search the tents of the officers for valuable personal belongings, orders, and other loot.

RIVERSIDE CAVES HOUSE THOUSANDS OF HOARY BATS. At dusk, disturbed by the nearby turmoil (see above), they will descend upon the area in huge swarms, attacking people and animals at random. These hairy brown bats have a 15' wingspan and a wicked bite. Most of these bats are also rabid (a 2 in 6 chance for each "hit" the PC takes). If infected, it won't show for 1-3 months. Then comes headache, anxiety, confusion, paranoia, hallucinations, delerium, coma, and death.

Hoary Bat Swarm. AC as none +4 Dex, Mv 240, HD 3. Together, the swarm automatically hits everyone in a 50x50 area for 1d4 per round. The HD value is abstract and represents the whole swarm. When its "hp" are depleted, it is driven away in a random direction. Smoke deters and directs them, but won't stop them.

LINES OF SCARLET-COATED BRITISH TROOPS are encamped on a ridge above a modest farmhouse. A British officer has taken up residence with the farmhouse family. They are well educated Loyalists and the arrangement was not at first inconvenient. However, the condescending officer has begun to irk the family. Especially distressed is the youngest son, a mere boy. His pet spaniel Caesar snapped at the officer, who kicked it. The dog has since run away and has somehow made it west of the river (see hex 201). The family members have begun to think of ways to oust their unwelcome guest with little or no risk to themselves. They intend to frame him for some ghastly crime, but have yet to work up the nerve to carry out their plan. If the PCs seem to have skills in this area, the family will attempt to recruit them.



THE HEIGHTS here are little patrolled by the British, who feel secure with so many large masses of troops nearby. A handful of abandoned hunting lodges and squatter's shacks are here. Patrols arrive on a 1 in 6 chance any given night, but not on consecutive nights. Thus, the region makes an excellent base for PCs who want to conduct raids into nearby British-held territory.



A WEALTHY DUTCH MERCHANT holds court in a fine house. He has grown fat and content by sending Cowboys to sieze goods and chattels from Patriots and selling them to the British. All of the locals hate him for using his military connections to gain confiscated land. He is actually a demon of gluttony, but this is only apparent if he is viewed in a mirror, where he appears to be a corpulent, slovenly monster.

Gluttony Demon: AC as chain (blubber), Mv 180 (hovers), HD 8, attack with foul breath weapon for 3dx0 (save for half damage). It can only be struck by blessed or magical weapons. Its real name is Guzzithotholes, and if this name is uttered, it returns screaming to Hell.

A MADMAN RAVES ON THE HEIGHTS OF FORDHAM overlooking the North River. He screams quasi-Biblical prophecies about America in perfect hexameter, intermixed with occasionally useful information. For example, the madman knows of the hidden gunpowder in hex 406, the ancient sword in hex 402, the experimental submersible in hex 107, and the Bohemian alchemist in hex 702. The Referee is encouraged to convey other useful information through the mad patriot, always couched in cryptic phrases. The British patrols leave the man alone, but eventually someone will be annoyed enough to push him off the heights. If attacked, however, the mad patriot is a fierce opponent.

Mad Patriot: AC as leather +2 Dex, Mv 120, HD 8, attacks and saves as 8th level thief/monk with bare hands, nails and teeth for 2d4.



SEVERAL SCUTTLED VESSELS lie in the channel of the river. The Continental Army sunk them here to stop British shipping, but the blockage was only partially successful. Now a British-led work crew, including many local Loyalists, engage in the dangerous work of clearing the stoppage. PCs of exceptional (15+) Strength or who can hold their breath for a long time (12+ Con) can find employment here if they are respectful to the overseers. Anyone who appears to be standing around doing nothing watching the work are likely (4 in 6) to be press-ganged into service, without pay, for at least a fortnight—especially if they give sass to the overseers.

British Overseers (6): AC as leather, Mv 120, HD 4, attack and save as 4th level fighters with pistol (d8) and saber (d6). One is an Engineer who attacks as a 4th level thief/rogue/specialist.

TWO BRITISH ARTILLERY BATTERIES command the area between the Brunx River and the Heights of Fordham. The artillerists are bored and have entered into an ongoing high-stakes card game. One very sore loser with the southernmost battery is set to desert, hoping to slip away at night and get across the river. By day, he bitterly complains to his fellows of their unfair treatment of him. In his snowballing despair, he rants that he was been so treated his whole life, and can't get ahead in England. If this hex is encountered at night, the artillerist is already on his way, slinking about in the valley. Either way, the PCs may identify him as a potential collaborator, source of information, or capture him and return him to the British for a reward.

Disgruntled Artillerist: AC as leather, Mv 120, HD 3, attacks and saves as a 3rd level fighter with pistol (d8) and blade (d6+1).



A ONCE-PROSPEROUS WATER MILL is surrounded by a half-dozen angry young Patriots. Their sister was outraged by the officer of the British garrison at the ruins of Fort Independence (see hex 405). The men plan to raid the garrison, kidnap the officer, and make him face their own particular justice with a set of sheeping shears. They are millers, however, not fighting-men or even hunters, and are not up to the task. It's obvious to the PCs they will likely be captured or killed. If the PCs interact with these young men, they'll tell the story of their dishonored sister and ask for help. If the PCs successfully assist them, the miller will swear his undying friendship and assistance.

Angry Young Patriots: AC as leather, Mv 120, HD 1, attack and save as 1st level fighters with long rifles (d10) and knives (d4).

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A RAVAGED FARM sits on the eastern banks of the Brunx River. It was once the home of a prominent patriot and member of the Continental Congress, who was forced to flee when British troops entered the region. His home, barns, beehives and other operations have all been looted by Loyalist citizens. The animals have been removed, the fields lie fallow, and the buildings are partially destroyed. There are currently two British soldiers here enjoying a bonfire of Continental paper money. One of them has stolen a medal from his commanding officer (see below). It is secured in his boot. Hidden in the rafters of the barn is a packet containing secret correspondence between the patriot and a sympathetic member of the House of Lords. This secret is known to the patriot's niece in East Chester (hex 605), but she has not yet worked up the nerve to retrieve the documents.

British Regulars: AC as leather +1 Dex, MV 120, HD 3, attack and save as 3rd level fighters with musket (d8) and bayonet (d6+1).

A REGIMENT OF BRITISH TROOPS is stationed on a hilltop on the east banks of the river. The camp is in a state of turmoil because someone has stolen a medal that belongs to the commander. It is his pride and joy, and he told the story of how he earned it one too many times. In a fit of irritation, his former batman stole it, and intends to keep it hidden and give it to a prominent London prostitute after the war in order to destroy his commander socially. The batman currently guards the ruins of a nearby farmhouse (see above). In the meantime, the commander is forcing his men to turn the camp upside down in search of the medal. If the PCs find and return it, he will be in their debt and owe them a significant favor.

A FISHING COTTAGE IN THE HAMLET OF WHITSTON is home to a fishwife who keeps a close eye on the East River. Mostly active at night, she reports any suspicious movement on the water to a British officer stationed in nearby Flushing (see below). The fishwife was once a patriot, but the unjust death of her husband at the hands of a band of unscrupulous whaleboat raiders (see hex 704) has made her bitter and resentful against the Colonial cause. The woman is tough and resourceful, and as far as her community is concerned, she remains an ardent patriot. She provides aid and sustenance to known Patriots in order to gain their trust and learn their secrets, which she then passes on to her British handler in Flushing. Her ultimate goal is to get revenge on the whaleboat raiders who killed her husband. Under no circumstances will she reveal her true affiliation. When possible, the fishwife sleeps during the day and patrols the coast by night, using a spyglass to seek out lights on the water or shapes moving in the moonlight. Through the British officer in Flushing, the fishwife is part of the British spy network.

Spying Fishwife: AC as leather +1 Dex, Mv 120, HD 3, attacks and saves as 3rd level thief/rogue/specialist with pistol (d8) and knitting needles (d4+1).



A LARGE TAVERN squats in the center of the village of Flushing. The tavern is the temporary home of the British officer who serves as handler to the spying fishwife of Whitston (see above). He meets her each day at dawn during his morning constitutional, which he never misses. One seemingly harmless old derelict who frequents the tavern has noticed that the officer leaves for his walk with a full purse, but comes back with an empty one. The tavern keeper's wife is the aunt of the lost child currently wandering in hex 408. If anyone delivers the child to her, she will reward them with free room and board for a fortnight. This provides an excellent opportunity to become acquainted with the habits of the British officer, if the PCs so desire.

British Officer: AC as leather, Mv 120, HD 4, attacks and saves as 4th level fighter with pistol (d8) and saber (d6+2). In wet weather he will be mounted on an HD 3 horse, Mv 240, kicks twice for d4+3.

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A WINDING ROAD RUNS THROUGH HILL COUNTRY, connecting the north and south portions of Long Island. There are several excellent spots for an ambush, and a group of 12 desperate bandits lies in wait for unwary travelers. The bandits will attack any group they outnumber, without regard to political considerations. They'll take British officers or wealthy citizens captive for ransom, but kill everyone else.

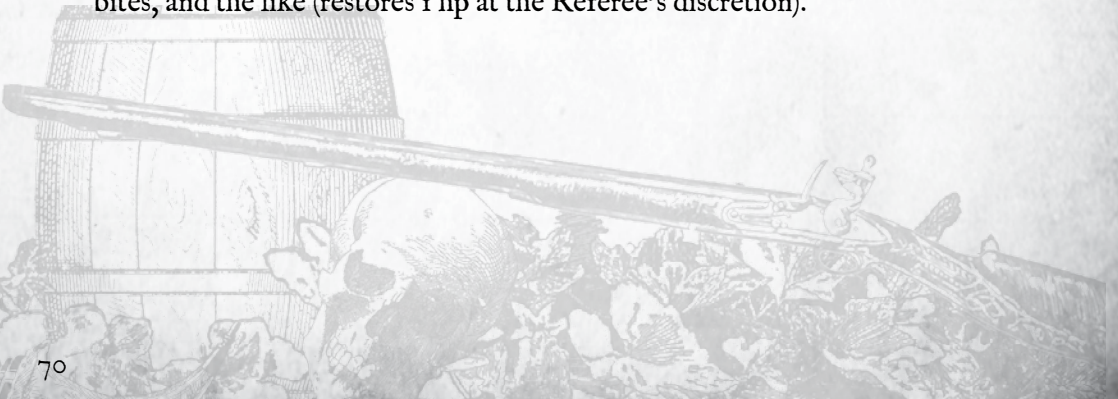
Desperate Bandits: AC as leather, Mv 120, HD 2, attack and save as 2nd level fighters with muskets (d8) and blades (d6). To preserve powder, they'll favor blades.



A LONELY FARMHOUSE sits on another winding hill-road. Here lives an aspiring novelist, hard at work on an epic tale of adventure. He has patriotic leanings, but is not committed enough to take action. The novelist is in a lonely place, both figuratively and literally, and welcomes visitors. He begs the PCs to regail him with tales of their exploits, and offers a bottle of Madeira wine to loosen their tongues. It is possible the PCs will someday find thinly disguised and slightly exaggerated versions of themselves in the annals of American literature.



WITCH-HAZEL BUSHES GROW IN ABUNDANCE HERE. The young twigs of the plant, when distilled, yield an extract that can be used to treat swellings, inflammation, skin disease, poison ivy, insect bites, and the like (restores 1 hp at the Referee's discretion).



A BURNED-DOWN FARMHOUSE sits far from prying eyes off the lonely road. The pile of charred rubble hides the entrance to a fruit cellar, which is still dry, comfortable and functional. This is the secret home of a cabbage farmer-turned-spy, one of the chief observers in the Continental spy ring. He also knows the secret base of the East River whaleboat raiders (see 704) and the secret stash of gunpowder in hex 406. Inside the cellar is a small stockpile of rifles, pistols and blades, a moderate amount of gunpowder, invisible ink and ink reagent, and a codebook that, if studied thoroughly by someone with high (15+) Intelligence will allow the reader to crack the Biblical cypher in use by the spy network (see hex 007). If the spy is surprised in the cellar, he sets it on fire and escapes though a crawl-tunnel that runs a half-mile to the southwest. There is enough gunpowder in the cellar to completely destroy all the evidence of his activities.

Spying Cabbage Farmer: AC as leather +1 Dex, Mv 120, HD 4, attacks and saves as a 4th level thief/rogue/specialist with pistol (d8) and dagger (d6).



A WILD BOAR ROOTS in the wooded hills here. It has taken under its protection three sows that have wandered off from Flatbush, and has already killed the one farmer who came looking for them. The hogs, if butchered and salted down, can provide enough food for a moderately sized family for more than a year. Unfortunately, the boar is constantly irritated and uncommonly aggressive.

Wild Boar: AC as leather +2 Dex, Mv 120, HD 4, gores twice for d6+3. The boar charges on its first attack, adding +2 to hit.

A GRASSY ISLAND MARSH in Jamaica Bay is the site of a hidden treasure. The captain of a British merchant ship buried Caribbean pearls here six months ago. He currently lies dying in a wreck in hex 310, deliriously raving of this treasure. Unfortunately, the island is relatively featureless and there are few landmarks to go by. One of the few recognizable features is a large cluster of Queen Anne's Lace (wild carrot). Observant PCs (or those specifically looking for something out of the ordinary) may notice a round boulder set off-center in the cluster of the white flowers. PCs who make an Intelligence roll realize the rock is not native to the area. Indeed, the rock is the "x" that marks the spot of this buried treasure. Two feet beneath the rock is a small wooden cask. Inside, wrapped in oiled cloth, are two dozen high quality pearls. There is enough here for a frugal man to retire on—but only at the prices these pearls will fetch in Europe.

At the Referee's discretion, there is a 1 in 6 chance the captain's former accomplices also know about the treasure, and have been searching the area for it.

Treasure Hunters: AC as leather, MV 120, HD 3, attack and save as 3rd level fighters with pistols (d8) and daggers (d6).

QUEEN ANNE'S LACE is the flowering part of a wild carrot. The carrots here are an untapped resource because of British restrictions on water travel. If the PCs spend a day here harvesting, they will be set for months, as far as carrots are concerned. The Continental Army quartermasters and British quartermasters would be happy to have them, but the British can pay more (the Referee can determine how much).

A VETERAN CREOLE PIRATE lurks here. He commands 60 men and a 24-gun man-of-war. Originally from the Caribbean region, the pirate has had good pickings in the Chesapeake Bay area during the war. He hopes to do as well in the turmoil of the New York archipelago. The pirate has an elaborate, multi-forked beard. He twists it into fearsome shapes with grease. He will attack any weaker target, regardless of its purpose or nationality. He is a remorseless, conscienceless brigand who urges no restraint upon his pillaging crew of hardened fighters. The pirate takes no sides in the North American conflict—his only interest is gold (and stealing stuff that can be turned into gold). Convincing this weird-bearded pirate to assist one side or the other would be almost hopeless without the promise of a huge reward.

Weird Beard: AC as leather +2 Dex, Mv 120, HD 6, attacks and saves as 6th level fighter with 8 pistols (d8) and serrated cutlass (d6+2).

Pirates: AC as leather +1 Dex, Mv 120, HD 3, attack and save as 3rd level fighters with pistol (d8) and blade (d6+1). Of the 60 pirates, 25 attack and save as 3rd level thief/rogue/specialists, and 5 are colorful non-combatants.



A SOUTHBOUND HOMING PIGEON carries a message on its leg. The message is written in cypher. The pigeon left from hex 702, but there is no way to trace it there. Deciphered, the message remains cryptic, as the communicants use code words and veiled phrases. The gist of it is that the sender has completed an invention, and is ready for the receiver to arrange for delivery. If the pigeon is tracked (virtually impossible), it flies to Virginia.



601

AN EXTENSIVE CAVE lies between the heights along the Tappan Sea and a rapid creek. Inside is half a ton of gunpowder stored in several barrels. It was hidden here by the missing men of a nearby patriotic family, and is now forgotten by everyone except their beleaguered women (see hex 603).

Deeper in the cave is a 30' pit wherein lie about 30 skeletons of men, women and children. Investigating reveals minor artifacts to show the bodies are natives, and an Intelligence roll specifically identifies them as Mohawk. A broken matchlock gun and blade are also here, indicating the natives were probably killed by Dutch settlers at least a generation ago—probably more.

On a ledge in the cave is a family of six wolves. They attack without any provocation whatsoever.

Cave Wolves: AC as leather +2, Mv 180, HD 2, attacks with two claws (d4+2) and one bite (d6+2). The alpha male is HD 3.



BRIGHT RED TOADSTOOLS grow on a narrow shelf of rock along the heights, easily catching the eye from a distance. Any native character will recognize it as the fly agaric mushroom. A colonist can recognize it with an intelligence, bushcraft, etc. roll. Otherwise the toadstools will seem very appetizing to hungry characters. Anyone who eats the mushrooms must make a Constitution test. There is no immediate ill-effect, but after about an hour, those who fail the test suffer from loss of coordination (-4 to rolls), nausea, intense agitation alternating with euphoria, and bizarre hallucinations. Those who pass the Constitution test simply suffer from nausea.

A PARTICULARLY BOLD AND INQUISITIVE GRAY FOX hunts in this area. It is the mortal enemy of the wolves to the north (see hex 601). Fearless, it will attempt to make off with any unsecured food in a campsite. Unlike most canids, it can climb trees. It is especially fond of rabbits. The fox is hungry and will make a brief show of fighting for its food, but flees if wounded or at the sound of a gunshot.

Gray Fox: AC as leather +1 Dex, Mv 180, HD 1, attacks twice with claws (d4+1) or a bite (d6).



A SWIFT STREAM springs from between two hills and flows southwest into the North River. A glacial boulder lies near the source. It would take six men or the aid of beasts to move it, but close inspection reveals it has been moved over the past six months. Beneath the rock is buried a quarter-ton of gunpowder in well-tarred barrels. The stash was placed here for later retrieval by a band of radical patriots (see hex 404). Unfortunately, the spot is within sight of two British batteries on the hills to either side, with guns trained on the river. Even by night, exploring the area without alerting the artillerists is difficult. By day, it is almost impossible.



A HOLE IN THE GROUND is barely noticeable unless one is nearly on top of it. Cool air washes out from within the hole. Characters with a high Wisdom (15+) will hear whispered rumors leading to any of the supernatural scenarios on pages 94-113).

A ONCE-PROSPEROUS FARMHOUSE along the Brunx River is in disrepair. A family of patriots lives here. The men have already been rounded up and arrested, but the women are too stubborn to leave. The two youngest daughters have already been outraged multiple times by the Hessians stationed nearby (see 604). A third daughter has committed suicide in the river as a result. This tragedy has galvanized the mother and elderly aunt to take action. They have booby-trapped the front and rear entrances to the home with a 6-foot-deep pit full of sharpened wooden stakes. The elderly aunt has also experimented with homemade grenades, using old canning supplies, nails, flint, and leftover gunpowder. If anyone (especially the Hessians) attempts to enter the house, she hurls grenades from an upper window.

Angry Mother: AC as leather +1, Mv 120, HD 2, attacks and saves as a 2nd level thief/rogue/specialist with long rifle (d10) and dagger (d4+1)

Angry Aunt: AC as no armor, Mv 60 (elderly), HD 4, attacks and saves as a 4th level thief/rogue/specialist with handmade grenades (2d4+2). She has six.



A HOMELESS GREAT PYRENEES lives under a hillside overhang hidden by a log. It was poorly socialized and treated badly by its master before the war—now it is much worse. It is aggressive and will attack on sight if anyone approaches its self-proclaimed territory. It is no longer afraid of loud noises, so it is unlikely gunfire will scare it away.

Poorly Socialized Great Pyrenees: AC as leather +1, Mv 180, HD 3, attacks with two claws (d6+1) or one bite (d8+2).

A LINE OF HESSIAN MERCENARIES is encamped on the west banks of the Brunx River. They stretch in a long line to the west, all the way to the North River. Designed as a strong bulwark against the neutral ground beyond, the line is extremely difficult to sneak past. The formation also allows for quick relays of news and orders through hexes 604, 503, and 404. About 20 regiments are here under the command of a brigadier general. The men are not above sneaking across the river to pillage in the neutral no man's land, or terrorizing the young female patriots nearby (see hex 603).

Unruly Hessians: AC as leather +1 Dex, Mv 120, HD 2, attack and save as 2nd level fighters with musket (d8) and bayonet (d6+2).

German Brigadier: AC as leather, Mv 120, HD 4, attacks and saves as 4th level fighter with pistol (d8) and cavalry blade (d6+2); mounted on an HD 3 horse, Mv 240, kicks twice for 1d4+2.



A STAND OF BLACK WALNUT TREES provides a shady spot to rest. Some 4d100 black walnuts litter the ground. They are edible and can be mashed into powder to make a stimulating beverage. There is a 4 in 6 chance that anyone who handles the nuts will have greenish stains on their hands for d6 weeks.

At the Referee's discretion, the walnuts have magical properties. Preparing a potion in the correct way by a native or scholar (or someone with an appropriate background) allows the imbiber to have a vision of his own death, and so attempt to avoid it (the PC may later re-roll any failed saving throw or roll that would have caused death; or dodge a killing blow - this only works once).

THE VILLAGE OF EAST CHESTER lies on the road from the Atlantic Ocean to the North River. The village has been ravaged by guerillas on both sides of the conflict, and several houses are now abandoned. The village is home to two sisters, each of whom has a secret. The eldest sister knows of a secret stash of correspondence between her uncle, a prominent patriot, and a sympathetic member of the British House of Lords. If the letters are made public they would be deeply embarrassing for the British. The girl has yet to work up the nerve to leave the village and explore her uncle's ruined farmhouse (see hex 505) for the letters. She seeks a group of reliable, like-minded adventurers to help her.

Her younger sister knows nothing of this. She has her own secret—she knows of a plot to poison the output of a Brooklyn brewery (hex 307). Her former fiance broke off their engagement after he was badly burned in an accident when he worked for the alchemist in hex 702. The lovers kept up their correspondence, however, and she has guessed his intentions. She does not want him to see a gallows. If she meets the PCs, she will take them into her confidence and ask them to stop him.



THE TOWN OF NEW ROCHELLE sits by the Atlantic Ocean. Founded by Huguenots (French Protestants), it still retains much of its Gallic character. PCs who speak French who aren't Canadian or French probably come from here. The town contains a minimal number of British sailors on leave. Otherwise, there is only a small army presence in the town. The sailors are drunk, obnoxious, and boisterous. They are as likely to spill valuable fleet secrets as they are to start a fight.

Shore-Leave Sailors (24): AC as leather, Mv 120, HD 1, attack and save as 1st level fighters with knives (d4+2). There is one mate (a 3rd level fighter) who serves as leader.

AN ORCHARD OF APPLE AND PEAR TREES stands upon Spectacle Island. It is unguarded, and some locals row here to collect fruit, despite the British boating ban. Perceptive (Wisdom 15+) PCs may notice a low mound at the center of the orchard. It is not quite natural. Most locals assume it is a native mound. However, an academic or anyone of Scandinavian origin realizes it is of Viking origin. Excavations here will certainly be noticed, but persistent diggers will uncover a cairn of stone at the center of the mound. Inside is the large skeleton of a Viking warrior with an iron pot helm, ring mail, a spear head and sword blade (no handles) with a stone board game (hnefetafl). No one in the Colonies can pay what these treasures are actually worth, but they will fetch a fine price in Europe. Of course, once excavations begin, the diggers will be besieged by curious onlookers.

If the Referee wishes, the skeleton is that of Hringorl Hellmane, a terrible person in life. He's not at all pleased at being disturbed.

Hringorl Hellmane, Undead Viking: AC as chain, Mv 60, HD 6, attacks with sword for $d8+4$. Hringorl can *cause fear* and con's as undead in all respects. When Hringorl's attacks cause damage, the lost hit points are transferred to Hringorl. If defeated, he returns after 1,000 years if his skull is not destroyed.



TALL GRASSES AND WHITE FLOWERS cover a grassy hillside on a small island. Closer examination of the flowers reveal blue-black berries. An Intelligence or appropriate skill roll identifies the plant as True Solomon's Seal, called by natives "reviver." An unconscious person can be revived if smoke from the burning root is funneled into his or her nostrils. It can also be brewed into tea that can help cure gonorrhea.

A WEATHER-BEATEN FARMHOUSE sits on fine land between the East River and the highlands. A stunningly beautiful young widow lives alone here. Her husband, who had Loyalist sympathies, was killed by the whaleboat raiders in hex 704. The freshness of the tragedy has not deterred several hopeful suitors, for the widow is a prize not only for her looks but for her valuable land. She has no interest in politics, but is understandably resentful about the whaleboat raiders, who she tends to equate with all Colonial patriots. She is also an abolitionist who abhors slavery and she has been aiding and abetting an escaped slave (see below). If a PC can manage to woo and wed her, his financial worries are over. However, she has a fierce and independent spirit, and is unlikely to accept the first proposal that comes her way. If offered any sort of violence, she resists.

Marriageable Widow: AC as none +1 Dex, MV 120, HD 2, attacks and saves as 2nd level thief/rogue/specialist with musket (d8) and knife (d4).

AN ABANDONED HUNTING LODGE is almost completely hidden in a thicket-filled ravine in the highlands overlooking the river. Inside is an escaped slave from Delaware. He has come here hoping to serve the British in exchange for emancipation, but now suffers from a dangerous fever. The nearby widow (see above) has been secretly nursing him back to health. In his current condition he is considered a non-combatant. Any PC with healing skills who can cure the man will have the widow's thanks, and, if the PC has sufficient Charisma (15+), her heart.

At the Referee's discretion, the man is the son of an African witch doctor and knows some mystical lore. He teaches one of the PCs a random 1st level cleric/druid spell (or one of the Refere's choosing, or tells a fortune, or imparts some other supernatural blessing).

FERTILE FARMER'S FIELDS lie at the southern edge of the heights along the Bedford-Jamaica road. The region is home to a few small landholders, all of whom are determined to let the war pass with as little discomfort to themselves as possible. However, seven youths have banded together to take advantage of travelers on the road. Masking their activities behind the cloak of patriotism, they have attacked and robbed a known Loyalist. They are currently holding him for ransom in a half-ruined old Dutch barn. The Loyalist, a roper from Jamaica (hex 707) has good friends among the British. Once news of this clumsy ransom attempt reaches them, it is likely the British will storm through the entire area, making no distinction between the quiet farmers and their misguided offspring. If the PCs encounter the gang, they could warn them of their folly, join them in their endeavor, rescue the merchant, or, of course, do something completely different.

Delinquent Youths: AC as leather, Mv 120, HD 1, attack and save as 1st level fighters with muskets (d8) and knives (d4+1).

Kidnapped Roper: AC as none, Mv 90, HD 2, attacks and saves as 2nd level thief/rogue/specialist with fists (d3).

RED-ORANGE PARROT'S BEAK FLOWERS are sprinkled along the hillside. A native character or born Colonist knows they are not indigenous to New England. Anyone who makes an Intelligence roll or has a background as a sailor realizes they come from the Canary Islands. They have little monetary value, but any botanist or young lady (such as the marriageable widow in hex 607) would appreciate them.

609

A LONE FISHERMAN squats on land here, living in a rugged lean-to against the hillside. He rarely seems to take his boat out, but if observed from afar, he may be seen to view the waters with a spyglass from time to time, especially at night. The fisherman also takes long walks between here, Flatbush and Jamaica. The man hopes to catch secrets, not fish. He is a stout Loyalist from Connecticut, come here to keep a quiet lookout for spies among Long Island's farmers and villagers. He is part of the British spy network.

Loyalist Spy: AC as leather, Mv 120, HD 3, attacks and saves as 3rd level thief/rogue/specialist with carbine pistol (d8) and large dagger (d6).



A BED OF BEE BALM lies south of an abandoned chicken coop. A PC who makes an Intelligence roll (no roll required if the PC is a native) knows the flower can be brewed into a passable substitute for tea. The flower also has medicinal properties and can be used to fight infection (restores 1 hp)



A PRIMORDIAL CREATURE IS HERE, drawn forth by the ceremony in hex 710. It is one of the *Hadiwennodagyes*, or “The Thunders” of Algonquin mythology. This one is lost, mad, and vengeful. It appears as a 12' tall winged man with jet-black skin and the head of a turkey. Its mere gaze causes humans to petrify (save or Constitution roll to avoid) and it can throw a 12-dice fireball every other round. The only way it can be reasoned with is to offer it human flesh.

Thunder-Man: AC as leather +3 Dex; Mv 240, HD 12, attacks twice with a wicked backhand for d8+4. On an unmodified attack of 20, it picks up and hurls its target 30' for 3d6.

A HIDDEN COVE lies on the desolate Atlantic coastline. Rock walls some 18 feet high surround the cove. It is not large enough or deep enough to accommodate ocean-going ships, but small sloops, whaleboats and similar craft fit with ease. It is currently unoccupied.

Beneath an overhang in the rock is a fisherman's cabin camouflaged by driftwood and perpetual near-darkness. It, too, is unoccupied. The area would make an excellent base of operations for PCs who value privacy.

At the Referee's discretion, the cabin hides an entrance to old smuggler's caves that lead to a water-cave in hex 710. This may be stocked with old supplies, a currently operating gang, or something much worse. The Referee is encouraged to flesh out the area as a small "dungeon."



A GIANT SWORDFISH has wandered into these waters. The 16-foot-long monster is the prize of a fisherman's lifetime, but becomes understandably enraged when harpooned. It is fully capable of dragging a rowboat, and can leap up and over a whaleboat or anything smaller.

Giant Swordfish: AC as leather +2 Dex, Mv 240, HD 4, leaps and attacks with sword-snout for 2d6+2 damage. It can only attack every other round when it leaps. It attacks anything in the water once per round.



A WRECKED SLOOP has run aground here. The crew is eerily absent, as are all useful stores. At the Referee's discretion, there is one random weird item (see page 129) hidden in the sloop. It is possible (2 in 6 chance) the sloop can be repaired with d6 weeks of hard work and appropriate tools.

701

A REGIMENT OF BRITISH TROOPS occupies high ground here. The position is easily defended and commands the valley to the south with its guns. Most of the soldiers were recruited from Ireland, and a nest of secret proto-Fenians is among them. A half-dozen Irish rebels intend to blow up the camp's entire stock of powder at once (it is held in several locations), stampede the horses, and cause general mayhem before fleeing to Canada to do more mischief. Two of them have been assigned to picket duty together. If the PCs encounter the camp, it is likely they'll first meet the patrolling pair of Fenians (especially at night). If so, it is possible the PCs and Fenians can work out a mutually beneficial arrangement. The Irish are committed, capable, and utterly ruthless.

Nascent Fenians: AC as leather +1 Dex, MV 120, HD 4, two attack and save as 4th level fighters with muskets (d8) and bayonets (d6+1). Two attack as 4th level thief/rogue/specialists with carbine pistols (d8) and daggers (d6).



A LARGE TIMBER RATTLESNAKE lurks on the hillside. Unlike most rattlesnakes, this one is aggressive. It is extremely difficult to spot. Ironically, it attacks anyone who comes within 6 feet of it, immediately retreating and only then giving its distinctive warning rattle. PCs who are bitten must save or the bitten body part (probably a limb) will swell to twice its normal size, while the victim feels constant pain like a scalding burn, going into shock and eventually unconsciousness and very probably death. If the bitten limb can be amputated, there is a 1 in 6 chance the PC will live (2 in 6 if the amputator actually knows how to do it).

Large Timber Rattlesnake: AC as none +4 Dex, MV 120, HD 1, attacks with +4 bite for d6 damage, plus poison (see above).

AN ISOLATED COTTAGE AND WORKSHOP sits at the source of the Mammaronck river. A Belgian alchemist lives here. He fled to America decades ago when he was prosecuted for unwholesome experimentation. The elderly man lives alone with no servants and is given to slovenliness. His assistant left him after a falling out over a tragic accident, and has moved on to become a Brooklyn poisoner (see hex 307). In his solitude, the alchemist has created an organic nitrate explosive many times more powerful than gunpowder. He has a small quantity of the material in his workshop. It is still in experimental form and is highly unstable. It is the alchemist's intention to offer it to the highest bidder (with the exception of Belgium). But he first must consult with his fellow alchemist, a Virginia planter. They keep homing pigeons to correspond, and there are $d6$ more pigeons left here that will fly directly to a plantation in the Chesapeake Bay region if released. The alchemist values his privacy, and has rigged his property with numerous traps, most using explosives, acidic sprays, and drops into corrosive baths. The alchemist himself is too frail to be an effective combatant. Nevertheless, he will offer to serve the PCs in exchange for his life, if it comes to that. He will, of course, seek to slip away at the earliest opportunity.

If the Referee wishes, the alchemist can make potions or some sort of scroll-analog replicating magic-user or illusionist spells. He is also a good delivery vehicle for any weird information the Referee would like to impart to the PCs.



MANY VARIETIES OF HERBS grow in patches within easy walking distance of the alchemist's cottage (see above). They include spikenard (cures aches, eases coughs), blazing star (reduces swelling), and blue vervain (helps depression), just to name a few. The Referee is encouraged to place other, more esoteric herbs or plants here. If there's one place on this map for something that doesn't belong in New England, this is it.

703

AT A DRAMATIC BEND IN THE MAMMARONECK RIVER, a crudely drawn sign hints at the existence of liquor and prostitutes. A tent sits against the bluffs. The sign is, of course, a trap. If the PCs investigate, the tent is a mere antechamber to a large, round, dry cave. Far from offering alcohol and willing wenches, it is instead occupied by a dozen Skinners hoping to prey on British pleasure-seekers (or anyone else who happens to come along). If the PCs come by here a second time, the operation will have moved on to another river of the Referee's choosing.

Cave Skinners: AC as leather, Mv 120, HD 2, attack and save as 2nd level fighters with pistols (two per man, d8) and daggers (d6+1).



A LARGE CANADIAN LYNX hides in a stand of trees by the river during the day. By night, it is out prowling. Careful and clever, it has slowly worked its way south for the past several months. It is a vicious opponent, but will avoid the PCs entirely unless it can find one of them all alone. The pelt of this lynx would be a fashion sensation in Europe.

Canadian Lynx: AC as leather +2 Dex, Mv 180, HD 2, attacks twice with claws (d4+2) or one bite (d6+2). If the lynx scores a critical hit, it makes two additional attacks with its hind legs for d4+2.



A DEAD MAN lies near the river, concealed behind a log. He has been mauled and partially eaten by a vicious creature (see above). In the corpse's left trouser pocket is a letter implicating the pretty spy in Mammaronneck (hex 704).

A HIDDEN CAVE lies near the mouth of the Mammaronceck river. This is the secret base of two dozen Patriot whaleboat raiders. They intend to raid the coast of Long Island to capture prominent Tories in the hopes of trading them for prisoners or ransom. Unfortunately, their increasingly violent tactics and hazy definition of “Loyalist” has not endeared them to their neighbors, even secret Patriots.

Whaleboat Raiders: AC as leather +1 Dex, Mv 120, HD 3, attack and save as 3rd level fighters with carbine pistols (d8) and cutlasses (d6+1).

A LOVELY BAKER’S DAUGHTER resides in the village of Mammaronceck. The beauty has no shortage of respectable suitors, but much to her Loyalist family’s chagrin, she has fallen for a known patriot who runs with a band of cruel whaleboat raiders (see above). In truth, the girl is a spy for the British, and is a well-connected member of the spy network. Even her own family is not aware of her status as an agent. She is capable and fierce.

Pretty Spy: AC as leather +2 Dex, Mv 120, HD 4, attacks and saves as 4th level thief/rogue/specialist with knife (d4+1).

A DIM-WITTED YOUNG MAN, known to locals as a sweet-natured and harmless fellow, has nonetheless pestered and irritated British soldiers over the last few weeks that they are to the point of beating him unless the PCs intervene on his behalf.

A NARROW INLET separates New Rochelle and Mayer's Point. A cave beneath the latter is only accessible by climbing, and its opening is hidden from view of the water (a sharp observer across the inlet might spot it). This natural cavern leads by many devious twists and turns to a larger chamber in the heart of the hill, clearly finished by the hand of man. Symbols in long-faded paint are barely visible on the walls. A character with an academic background will know enough to realize it is no known language. The find would be of special interest to scholars. At the Referee's discretion, a terrible beast or escaped psychopath dwells here. Further cracks lead away from the chamber, and some are big enough to walk through. The Referee is encouraged to flesh out the area as a small "dungeon," perhaps including artifacts from a heretofore unknown civilization. The renegade scholar in hex 709 would love to hear about this place.



A LONELY SHACK sits on the northern slope of Mayer's Point. Inside is an elderly man who has lived here his entire life. The local people fear him, but some seek his medical advice. He will accept no monetary payment for any such service. He will treat injured or diseased PCs, or anyone else for that matter. He is also completely mad, and claims to be married to a mermaid. She cannot, alas, join them for dinner. Or can she...? At the Referee's discretion, the mermaid is indeed real, and lives in a grotto off Mayer's Point. The mermaid can live outside of water for brief periods of time - long enough to fall in love with any attractive PC. If her attentions are rebuffed, she becomes homicidal.

Homicidal Mermaid: AC as none +2 Dex, MV 120 (land and water), HD 3, attacks with extendible canines for 2d4 or sings a song that acts as *charm person*.

A RED BRICK HOUSE sits on high ground overlooking a sheltered bay. Here lives a taxidermist who has been unhinged by the turmoil and violence of the war. Even he doesn't know why, but he has taken to the disturbing practice of preserving human corpses with his taxidermy skills. He has not murdered anyone – not yet. He procures the bodies of starved deserters, drowning victims that wash up on shore, and the like. A half-dozen fishermen and soldiers sit in silent amity at a perpetual tea-party in the taxidermist's root cellar. When the PCs enter the area, there is a 2 in 6 chance the taxidermist is wheeling home the body of a drowned whaleboat raider. He sees nothing wrong with what he is doing, and will in fact be surprised and offended if anyone objects. One of his "guests," a British officer, carries a commission authorizing him to raise troops from among the Loyalist population, along with personal effects including an affidavit of his identity from a Liverpool judge. The taxidermist will violently resist anyone who disturbs his creations. Among his personal effects is a nice collection of d20 glass eyes.

Unhinged Taxidermist: AC as leather, MV 120 (30 with wheelbarrow), HD 4, attacks and saves as a 4th level thief/rogue/specialist with a collection of saws and knives (d4-d6+1).

A SHIPWRECK lies in the deepest part of the bay. Few deep-water vessels come here, and the wreck is not a hazard to smaller ships. The location is known to some locals, but nothing is known about the vessel. It is actually a centuries-old Swedish ship with a cargo of support to the long-gone colony of New Sweden. Most of the supplies are ruined, but committed divers can collect some 2d100 silver coins over the course of a day.

THE VILLAGE OF JAMAICA hosts a market for local farm produce. Despite the war, the British need for provisions keeps the market open. Twice a week, locals throng to the village in the hopes of selling cabbage, turnips, carrots and potatoes to the British quartermasters. Two dozen members of the Royal Welsh Fusiliers are stationed her to maintain order and keep an eye out for suspicious activity. Nevertheless, with so many locals coming and going, it is a good place for spies to gather information.

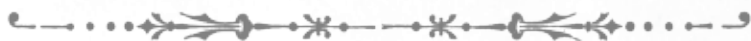
The officer of the Fusiliers has the power to write a letter of passage that will allow freedom of movement throughout Long Island. Rumor has it the commander is a degenerate gambler, but one who always pays his debts. A letter of passage could be extorted from him in lieu of payment.

Royal Welsh Fusiliers: AC as leather, Mv 120, HD 1, attack and save as 1st level fighters with muskets (d8) and bayonets (d6+2).

THE HOME OF A PROMINENT ROPER is in turmoil. The man is missing, and his family and friends have gathered at his fine townhouse to plan and commiserate. The roper is currently held in hex 608 by wayward youths who have hatched an ill-considered plan for ransom. The roper's family has yet to receive a demand, but already suspect foul play. If a ransom note is received, the roper's wife has no intention of paying it. She will instead prevail upon the debt-ridden British commander (see above) to conduct an intense search for her husband, offering to clear his gambling debts to her prominent Loyalist family. If the PCs show up having rescued the roper, they will be rewarded with a fine whaleboat.

A HALF-DOZEN QUEEN'S RANGERS travel from north to south across the area. They are headed for hex 710 to investigate rumors of a cave on the coast. Word has it French smugglers have stored guns, powder, and other war materials in the cave for later pickup by patriot spies. The rumor is false—there is a cave, but it contains something else (see 710). The rangers are irritable and resent being sent on the mission. Consequently, they will be inclined to hostility toward anyone they meet. They attack at the slightest provocation, intending to kill, loot and hide the bodies.

Queen's Rangers: AC as leather +1 Dex, Mv 120, HD 3, attack and save as 3rd level fighters with muskets (d8) and bayonets (d6+1). The leader attacks and saves as a 5th level fighter.



THE WHITE FLOWERS OF THE NEW JERSEY TEA PLANT adorn several acres in this uninhabited area. The plant is in much demand west of the North River, where it is difficult to get proper tea. Most Colonists will be familiar with the plant, because it was a popular substitute for tea when Colonists were boycotting English tea before the war. It is a mild stimulant—anyone who ingests a cup gets a +2/10% bonus to a test within an hour after drinking. If all the acreage is harvested (work that will take at least two weeks), merchants in Newark (007) or Elizabethtown (008) will pay twice its value.

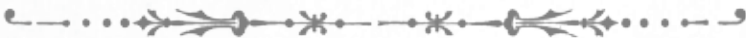


A PERFECTLY GOOD PAIR OF BOOTS hang in a tree here. How and why they are here is a mystery.

A SMALL CAMPSITE sits at the mouth of a slow creek. A renegade scholar from Bohemia lives here in a sturdy frame tent. He is attended by two Moorish boys he adopted in North Africa. They assist the Bohemian in his efforts to discover the lost underwater kingdom of Lyonesse, which he believes is somewhere in the vicinity. He has been here for a year, oblivious to the war (and it to him). He is convinced that the land was much farther west than popularly believed, and is convinced he is on the right track. He has had little success, however, besides some minor evidence of Norse visitation in the late Middle Ages. If he ever heard of the cave symbols in hex 706, he would love to see them. Once he does, he will probably remove his camp to that locale.



A HUGE FOSSILIZED OYSTER has washed up on the shore. It is about ten times the size of a modern oyster. If the PCs crack open the rock shell, they find a pearl some 2 ½ inches in diameter. It is probably the largest pearl in the world. The find could set each of the PCs for life—but only at European prices. Unfortunately, a wandering farmer witnesses the find from afar, and news that the PCs have such a monster will move ahead of them in their travels.



K'TAKAMUNKUS, THE GIANT SQUID, has migrated into these waters for nefarious purposes of his own. He will attack any passing vessel. At the Referee's discretion, K'Takamungus has been summoned by British sorcerers to prey upon Colonial shipping. Otherwise, he attacks any vessel.

K'Takamunkus, the Giant Squid: AC as plate (rubbery hide), Mv 200 (in water) HD 10, attacks exposed crew four times per round with tentacles for 2d4 or knock target overboard. It will also try to upset the vessel by pulling it over, which takes 2 to 10 rounds, depending on the size of the craft.

A WATER ENTRANCE TO A CAVE COMPLEX is well-hidden along the southern coast. Rumor has it the location us used by smugglers, but there is no evidence to support this—just some old, empty crates. Within the cave lives an incredibly ancient Lenape shaman. He has become deranged and set booby traps in the cave entrance (these are left the Referee’s imagination—they should be intended to kill, not capture). The shaman is half-blind and lives on cave fish. As a young man, he was involved in a traumatic atrocity. He came here long ago to work magic to call forth an ancient evil to wipe the white man from the land (excepting Quakers, who he respects). When the PCs encounter him, he has already finished the ritual and the thing he unleashed is loose in the world (see hex 609). The man is too elderly to fight, but if intruders make it past his booby-traps, he flees deeper into the cave system. At the Referee’s discretion, this is a fairly large complex that leads to another water cave in hex 610. The Referee is encouraged to flesh this out as a dungeon, possibly including smugglers, secret supply dumps, cave bears or other dangerous animals, or something much worse.



A MESSAGE IN A BOTTLE floats just off the shore, and will eventually wash up here. Inside is a desperate plea from a Dutch girl who has been imprisoned by a cruel British admiral. The letter has come a long way—it is from the Caribbean island of St. Eustacias. Under the Dutch, the island has been instrumental in supplying French arms to American rebels. It was recently captured and sacked by the British. The girl—the daughter of the island’s Dutch governor—is locked in a tower, treated well but imprisoned until she submits to the unappealing advances of the power-mad admiral. In the letter, she begs to be rescued. The letter is only two months old. PCs may be motivated to save her. If so, they can leave the confines of this book and embark on a new adventure.





PART THE SECOND.

WEIRD TALES OF THE SUPERNATURAL



NINETY-NINE & NINETY

Suggested Locations: If the Referee uses this scenario, the first part should occur fairly early in the campaign, and the second part not until a PC dies. Both parts can occur in any location.

AT THE BEGINNING OF THEIR ADVENTURES, the PCs happen to hear a folk song called *The Devil's Nine Questions*. It could come up any number of ways. Here are a few options:

1. A group of unhealthy looking children skip in a circle, holding hands and singing. At each refrain, they all fall down, then get up and start over.
2. A lonely young woman washes clothes in a swift-running creek. She sings this song as she labors, unaware of the PCs' approach. When she does notice them, she's startled, then mortified, and tries to hurry away.
3. An overweight troubador sings along with his guitar in a tavern, at a market, or some other suitable place. He wears a burlap sack over his face.
4. A work gang of imported Delaware slaves digs a well for their masters (who could be Patriots or Loyalists). They sing as they work.
5. A few wounded soldiers (of either side) lay huddled under a stand of birch trees. Two of them can move, but are waiting for their friend to succumb (he is beyond recovery). He sings this song as he dies.
6. A charismatic Baptist preacher from the frontier ambles down the road. He sings this song as he ambles. He stops to rail against the Church of England, then sings this song as he ambles away.

The Referee should hand out the lyrics to the players (see handout on page 135), or possibly play the song out loud. To hear an appropriate and well-rendered version see "The Devil's Nine Questions/Billy in the Lowground" on YouTube. Other than mentioning the song and making the lyrics available, the Referee should pass on without further incident.

(Hopefully) much later, if and when a PC dies, he or she does not immediately pass into the next world. Instead, the PC is in a random place,

speaking to a random someone. If there is a location or person from the PC's background or experience that would be more suitably ironic and/or macabre, the Referee should use that. Otherwise, roll or pick:

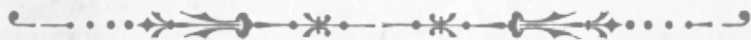
PLACE	SPEAKER
1. A field of flowers at dawn	1. A disturbing nymphette
2. A corn field, at sunset	2. A voluptuous matron
3. Cliffs over the sea at night	3. An elderly hag
4. A fancy ballroom	4. A black serpent
5. A modest church interior	5. A black baboon
6. A large barn interior	6. A black goat
7. Fireside from PC's childhood	7. PC's father or father-figure
8. PC's childhood bedroom/loft	8. PC's mother or mother-figure
9. Woods by childhood home	9. PC's sibling or close cousin
10. A diner in Kansas City, 1933	10. A handsome Man in Black
11. A bubble in Saturn's rings	11. A floating, huge-headed baby
12. The Ninth Dimension	12. A cacophany of insane voices

The speaker asks the PC a random question (see below). If the PC can answer it correctly, he or she returns to life with 1 hp or goes on to whatever Heaven the PC hoped was real. He or she is out of the game.

If the PC answers incorrectly, not at all, or takes too long to answer, the PC goes straight to Hell. The good news is, the PC isn't necessarily out of the game yet. See the scenario "Straight to Hell" on page 112.

The player may or may not remember hearing the song and probably didn't take note of the lyrics. It's up to the Referee whether "close enough" counts in this kind of thing.

QUESTION	ANSWER
What is whiter than milk?	Snow
What is softer than silk?	Down
What is louder than a horn?	Thunder
What is sharper than a thorn?	Death
What is higher than a tree?	Heaven
What is deeper than the sea?	Hell
What is innocenter than a lamb?	A Babe
What is worse than womankind?	The Devil



IGNIS FATUUS, THE SWINE-LIGHT

Suggested Locations: Any lake, riverbank or bog.

LOCAL FOLKS GATHER TO DISCUSS an apparition. They report a pale light floating over the marshes or river. Most witnesses describe it as a ball of light. However, a few witnesses, including the local drunk and an ancient Algonquin nanny say it is swine-shaped. It has been seen off-and-on for years, but anxiety about it is high. Any PCs from this part of the country will have heard of it.

Last night, many people swear they witnessed the phenomenon, and this morning, the rowboat of a beloved old fisherman drifted ashore. The old man was in it—but burnt to a cinder. The local Presbyterian minister has tried to quell fears of a demonic agency, but the old fisherman's grizzly corpse has not helped. People are on the verge of panic.

The minister and a few of the more prominent locals have put together a small reward (d6 gold sovereigns) for someone to go out into the marshes or onto the river and investigate. "Perhaps the thing is just swamp gas," says the helpful minister. As strong-looking strangers who won't be missed if something goes wrong, the PCs are the perfect choice to send on the mission. If they have dealt with supernatural threats before, their reputations may precede them (or they may have been specifically asked to travel here). If they are military-type characters, they may be ordered to investigate by their superior officers. Perhaps the community has much-needed supplies that will only begin to flow again once this threat is dealt with.

A local man will agree to act as guide or boatman, provided he doesn't have to do anything terribly heroic. Going into the marshes or out onto the river at night is dangerous business, even without the possibility of supernatural threats. There are any number of complications. A few are listed on the following table. The Referee can roll or just pick one. Of course, certain entries are more appropriate for a swamp or bog than a riverside or a lake, so adjust accordingly.

DANGERS IN THE WETLANDS

1. **Quaking Bog** - A two-foot-thick mat of sphagnum moss and sedges lies over water, giving the appearance of dry land. The effects are disorienting, and there's a 2 in 6 chance a PC will fall through.

2. **Swarm of Mosquitoes** - A massive swarm of the annoying insects proves they can be more than just irritating. A cloud of millions of mosquitoes causes huge raised welts on the PCs, doing 1 point of damage.

3. **Swamp Gas** - A pocket of swamp gas can cause either 1d6 damage from suffocation OR explodes for 2d8 if an open flame touches it.

4. **Bog Octopus** - If a demonic swine-light isn't weird enough, a giant bog octopus will attack characters as they walk or ride past. AC as chain (thick skin), HD 5, Mv 30, makes 4 attacks with thorny tentacles for 2d4 damage. It can squirt ink, causing temporary *confusion* in the target.

At 3 a.m. the light appears in the distance. If the PCs do not move toward it, it seems to drift aimlessly for exactly 111 minutes, then abruptly disappears. If the PCs move toward it, however stealthily, it turns and advances to meet them. As the thing gets close, it's clear it is indeed swine-shaped. About the size of a horse, it hovers between 8 and 20 feet off the surface.

Once the Ignis Fatuus is aroused, the only way to escape it is to survive for exactly 111 minutes. It then suddenly disappears, regardless of what else is going on. It is incapable of remembering or tracking down the PCs on the next night.

However, for those 111 minutes the swine-light is corporeal, and can be hurt by normal weapons. Blessed weapons do +1 damage. The being also has an ironic weakness—it cannot abide bright light. Shining a directional lantern at it gives it a -2 to attacks and saves. The only person who knows this is the elderly Algonquin nanny, but she only offers this information if she's asked and if the PCs appear to be of good character.

Ignis Fatuus, the Swine-Light: AC as chain +3 Dex, Mv 460, HD 9, ranged attack once per round with *lightning bolt* (damage as cast by 9th level magic-user). Its first action in combat is to emit a hideous squeal, the sound of which will *cause fear*.

REVENGE OF THE DEVIL-CHILD

Suggested Locations: Any small town or village, preferably near woods.

A CROWD OF VIGILANTES has gathered for a lynching. The victim is a woman in her late thirties. She has obviously been ill-treated by the gang. No civil authority is present, but a Baptist preacher leads the vengeful throng. The PCs arrive in the midst of this. When they do, the woman screams for help, promising the PCs great favor with her lord if they free her. The crowd will, of course, violently resist any such attempt.

The Baptist preacher explains to the PCs that this woman has already been shown mercy once before, 22 years ago. At that time she gave birth to an abomination. It had no head, but a face subsumed into its chest. The infant was covered in shiny black fish-scales, had four horns growing from its shoulders, and had the legs and claws of a crow. The woman was suspected of having commerce with the Devil, but the locals could not find it in themselves to punish her too severely, given her young age, worldly inexperience, and sweet nature. It was thought she was the Devil's victim, rather than willing paramour. She was ordered to destroy the child and was banished for seven years. When she returned, most folk kept clear of her, though some secretly visited her for herbal remedies or, some say, abortion potions.

But two months ago, under the light of the full moon, an unspeakably terrible creature was seen at the edge of the village. The witnesses were sober and reliable—and both described a grown form of the very Devil-Child the condemned woman was ordered to destroy 22 years ago. Since that time, several folk have gone missing, and even worse, two have been found dismembered on the steps of the little Baptist church. The most respected village leaders are ardent patriots who are absent fighting for the Colonial army. Without their counsel, the folk have been swayed by the panicked Baptist preacher and have condemned the woman in an ad hoc religious court. Clearly, she never destroyed the child and it has returned for vengeance.

The PCs might be tempted to argue for some leniency for the woman, but at best, the preacher will only agree to imprison her until duly-appointed civil authorities return. But the woman's cry for help and seeming offer of "great favor" to the PCs has convicted her of witchcraft in the minds of almost everyone present. Short of the PCs slaughtering the assembly, it's quite likely the woman will hang.

If the PCs rescue the woman, she takes them to an isolated cave she knows about to introduce them to "her boy." If so, see below.

Indeed, the villagers are right. The woman could not bring herself to destroy the infant long ago, choosing instead to hide it in a nearby woodland cave. Over the years, she has brought it food and given it a rudimentary education. Now it has returned to the area to kill off the populace that rejected it. Regardless of whether the angry mob kills the thing's mother, the beast will return this very night to wreak as much havoc as possible.

The PCs may be asked to track the creature while some daylight hours remain. Tracks are sparse (-2/-10% to notice and follow them), but eventually lead to a cave some two miles into the woods. There, the creature waits. If no one tracks it, it appears at the edge of the settlement at dusk. If offered the Baptist preacher as a sacrifice, it will accept that and go away forever (the preacher won't be too cooperative, though).

The creature can speak, but not very well due to the shape of its mouth and teeth. It is capable of reason, but can only speak backwards. This, plus a general piss-poor attitude, make it problematic to negotiate with.

The Devil-Child: AC as scale +1 Dex, Mv 240, HD 7, attacks twice with claws (d4+2) and once with bite (d6+2), or charges with horns for 2d4+2. It can belch a fireball three times per night (dusk to dawn) as cast by a 7th level magic-user. When reduced to 5 hp or less it *polymorphs* into a toad and attempts to return to its cave, where it regenerates d4 hp each hour until it is fully restored. It will not appear in daylight unless it is inside the cave.

THE ABORTIONIST'S IMP

Suggested Locations: Anywhere down-river from a sizeable town.

A LARGE TRUNK FLOATS DOWN A RIVER. It drifts close enough to the PCs that they can attempt to salvage it. It is a fine trunk, the kind a rich man would have. Inside is the mutilated body of a young woman. Her spine was snapped and she was folded nearly in half to fit inside the trunk. The woman was obviously killed quite recently. At first the wounds point to a sex crime, but an Intelligence roll or academic background indicates the wounds are consistent with a botched abortion. It could have been dumped into the water at any point up-river.

Whatever the PCs do, one of them begins to have dreams of the girl. If one of the PCs was particularly moved by her death, or attempted to bury her, or suggested investigating, the Referee should choose that character. Otherwise, pick the PC with the highest combined Wisdom and Charisma. Whenever the PC sleeps, he or she dreams of slowly approaching a high-gabled house nestled against others on a riverbank. The image is innocuous enough, but the overall feeling of dread and doom is that of the worst nightmare. Over time, the nightmares become worse and more specific, with such images as doctor's tools floating in red water, blood-covered bedding, and other vague but horrific images and sensations.

As it happens, the closest settlement up-river is the actual location of the high-gabled house. If the PCs have already been there, the dreaming PC will remember it. Otherwise, he or she will instantly recognize it (perhaps with a shudder) in waking life, should the PCs later visit the settlement. The house is the home and offices of a young physician. He has returned from a stint with the Continental Army and is well-thought-of by his neighbors. If the PCs ask after a missing woman, folk show a natural suspicion of outsiders and resistance to discuss it. Kind persistence, however, results in a few clues. Almost anyone can tell them a prostitute lived in town for about a year, until she disappeared three days ago. It was widely assumed she'd gone off to attach herself to the army—something she often spoke of doing. If the PCs ask about her regular costumers, the locals clam up.

She was banned from the local tavern some nine months or so ago. The tavern-keeper will not discuss it unless offered money or goods (or if he is threatened). He says he caught the prostitute and the young physician *in flagrante delicto* in one of his rented rooms. He accepted a gold sovereign to keep his mouth shut and preserve the physician's dignity, but made it clear he wouldn't condone such business in his establishment.

The PCs should eventually realize that someone—probably the physician—got the prostitute with child, and that someone—probably the physician—botched an abortion, killing her. What the PCs choose to do about this is up to them, but the PC who dreamed of the house will be hounded by nightmares for a year and a day unless the physician is brought to justice. The ghost of the woman is satisfied with the physician's murder, but it may weigh easier on the PCs' consciences if they obtain proof and present it to the local magistrate. Proof exists in two forms—some clothing, shoes and cheap jewelry are in the bottom of the rubbish bin in the alley behind the kitchen of the physician's house. Leaving it there was foolish. Even more so was that the physician was compelled to re-live the event in the pages of his diary, describing his deep shame and regret. The diary is in an old box on the top shelf of his bedroom closet.

Obviously, these clues can only be obtained by sneaking around the physician's house. If the physician catches anyone trespassing on his property, he accosts them. He raves and fights to the death, seemingly unhinged. As will be obvious when he is killed, he is not the master of his own destiny...or body. When the surgeon reaches o hp, a demonic imp bursts forth from his chest and attacks. If the physician is peacefully arrested and convicted by the magistrate, the imp will wait to dramatically burst forth during the execution.

Young Physician: AC as none +2 Dex, Mv 120, HD 3, attacks and saves as 3rd level magic-user/academic with bone saw (d6+1).

The Abortionist's Imp: AC as leather +3 Dex, Mv 180 (flies), HD 5, attacks twice with claws (d4+1) or once with tail-stinger (d4, save or become *slow*). The imp is immune to all but silver and blessed weapons. Any kind of water hurts it (d4 glass, d6 bucket, d8 hoghead, d12 full immersion). If a PC guesses its real name (Zakulamorbund), it can be banished.

THRONE OF THE RAVEN-MAN

Suggested Locations: Any wooded, isolated place far from settlements

THE SOUND OF A HAMMER ECHOES through the forest. Someone is banging on wooden pegs, perhaps doing some light carpentry. If the PCs draw closer to the sound, they find a nine-year-old girl hard at work in a small clearing. She has a box of carpenter's tools, and is in the final stages of completing a rude chair. This towers over a dozen miniature houses that surround a circular, shallow pond at the center of the clearing. The pond is covered with a carpet of algae, but if anyone disturbs it to fill a water skin or something, they notice 12 skeletons in the water, laid out like spokes of a wheel with their heads in the center. In the middle of the heads is a rusted old cauldron. The little girl shrugs this off, saying Indians did it long ago.

The girl explains that she is making houses for the fairies of the woods. The chair is a throne for the king of the fairies, who she calls the Raven-Man. She is unafraid of the PCs, confident the Raven-Man will protect her. She describes him as a very beautiful man, or maybe a woman who seems like a man. She's vague, but talkative. She says she is worried about the throne, and seeks validation from the PCs. Did she do a good job? Is it grand enough for a king? Do the PCs think it will bear the weight of a king?

Eventually, she asks the strongest PC to sit down on it and test it for her. In return, she'll lead them to her cabin, where her beautiful 20-year-old sister will cook them a fine meal, and they can sleep in the feather bed. Further conversation indicates her mother died before she can remember. Her brothers and father are off fighting the British. It's just her and her sister at home, and they are very lonely. None of this, of course, is true.

If the PC agrees to sit on the throne, the Referee has two options, depending on which one seems like it will be the most fun for the players:

Option 1: The Raven-Man emerges from the cauldron in the pond and attacks the PCs for daring to usurp his throne.

Option 2: The PC who sat in the throne is physically transformed into the Raven-Man and immediately attacks the others as trespassers.

The Raven-Man is covered with black feathers, has a human-like face with dark blue skin, arms that have turned to wings (and can't hold anything), with two thick legs with wickedly clawed toes. It is not a proper fairy, but a banished angel. He was imprisoned in this place 1,000 years ago by a powerful native shaman. The 12 bodies in the pond are sacrifices that keep the Raven-Man bound there. But when the little girl's family built a cabin nearby, he began to speak with her telepathically and manipulate her into doing his will. Once the throne was fully complete and someone sits in it, he will be set free, and the spirits of the 12 sacrifices will be drawn into the "fairy houses," nevermore to trouble him.

The Raven-Man is susceptible to iron, which is one reason why the girl used wooden pegs on the throne. Anything made of iron—such as the things in the carpenter's toolbox, a plow, a skillet, etc.—is considered an improvised weapon (d4 to d6, depending on size) that does double damage against the Raven-Man. Wearing a garland of St. John's Wort gives the wearer a +2 to attacks and saves against the Raven-Man.

If the PCs aren't stupid enough to sit in the throne, the girl gets very, *very* cross. She might even make up some lies about them. She doesn't have a sister, and her father and brothers are very much alive. Unless the PCs do what she says, she'll sic her family on them. It's possible they can be reasoned with, but it'll take some doing...

Outraged Family: AC as none +1 Dex, MV 120, HD 1, attack and save as 1st level scouts with long rifles (d10) and (more likely) daggers (d4+2).

The Raven-Man: AC as leather +3 Dex, MV 160 (240 flying), HD 8, attacks twice with clawed feet for d6+2 or blows chill breath (as *cone of cold*). Once per day it can *polymorph* an opponent into the form of a pig. It can create an illusion to make itself appear as a beautiful, androgynous human—basically, the way it used to look when it was an angel.

THE HOUSE OF ILL HUMOURS

Suggested Locations: Anywhere within 1 hex of a town (not New York)

A LARGE, ABANDONED HOUSE SITS OUTSIDE THE TOWN. About 30' from the west side of the house is a well, but it appears to be dried up. Some 200' from the rear of the house is a small graveyard dominated by a stone cross. There are 12 wooden memorials here, all for children between the ages of 4 and 12. The newest grave is about a decade old. Inside the house is a large room with 16 small beds, an anteroom that contains empty medicine cabinets, an adult's bedroom, and a semi-detached kitchen. Nature has mostly reclaimed the house—vines crawl along the inner walls and animal scat is abundant. On one wall in the communal bedroom is a framed needlepoint cloth with the phrase "Pslam 30:2." Any PC who knows the Bible (or has one) may rightly infer the house is an abandoned children's hospital. Observant PCs may also notice the discrepancy between the 12 graves and 16 beds.

When the PCS have been in the house or on the grounds for about a quarter-hour, they hear disembodied moans and cries of childlike voices. Soon, four vague child-sized shades appear, barely visible in dark corners or the PCs' peripheral vision. At first they lurk at a distance, uttering pitiful cries. At a suitable point—if the PCs approach a shade, try to communicate with it, set up camp in the house or grounds, or try to leave, the shades will rush toward the PCs and attempt to pass through them. This action is akin to *cause fear*. Run this as a normal combat. If the child-shades score a hit, they do no damage but merely pass through the PC. If this happens, it disappears, but its disembodied cries remain. When a shade passes through a PC, roll 1d4. The PC then contracts the disease that killed the child, though symptoms might not be readily apparent.

Once the shades disappear, the voices join in a sing-song rhyme:

*"We lie in ground that is unblest
We seek a bed of hallowed rest
You'll suffer that which struck us down
Until we lie in holy ground."*

If the PCs didn't already think the four "missing" grave markers were significant before, they likely will now. The PCs may seek out mundane healing for their diseases, which may or may not be successful. The only sure way to rid themselves of sickness is to find the remains of the four children buried in unhallowed ground and rebury them in the cemetery. They are, in fact, at the bottom of the dried up well, along with the bones of an adult female. If the children's remains are removed and reburied in the graveyard, the adult female skull screams, rises into the air, and is surrounded with the pale shadow of a large woman. It is a demon of selfish love, who kept the souls of the children with her instead of letting them pass on to the next world.

Ghost-Children: AC as none (cannot be hit, just avoided), Mv 120, HD 1, attack +4 to pass through body and spread disease (see above). They *cause fear* when approaching a target.

Demon of Selfish Love: AC as leather (can only be harmed by silver or blessed weapons), Mv 240, HD 5, attacks with smothering hug. PC must save versus magic or remain in the hug, eventually suffocating. The demon can *charm person* three times in a 24-hour period. Those who fail a save will willingly walk into the smothering hug.

WHAT KILLED THE CHILDREN

1. **YELLOW FEVER:** The PC develops a headache, backache and fever. By the third day, his or her skin turns yellow. Lose 1 point of Constitution per day. At the end of 7 days, if the PC has any points left, he or she recovers. Otherwise, death is certain.

2. **SMALLPOX:** The PC develops a high fever, then breaks out in a red rash that rapidly rises into puss-filled blisters. He or she experiences muscle pain, nausea, and vomiting. After two days, large blisters appear on the forehead and spread down the body for 36 hours. After this, it enters the malignant form of the disease. If the PC makes a Constitution roll, this turns out to be no worse than chicken pox. Otherwise, the PC dies.

3. **WET BERIBERI:** The PC experiences swelling of the extremities and face, resulting in loss of d4 Charisma. Fluid runs into the joints, making movement painful (minus d4 Dexterity), and on the third day, into the lung and heart cavities, which results in instant death if the PC does not make a Constitution roll. If successful, the PC slowly recovers.

4. **TYPHOID:** No immediate symptoms, but n 5d6 days, the PC will develop a high fever, accompanied by abdominal pain, constipation, and crushing headaches. A few hours into the fever, the PC breaks out in a rose-colored spotty rash and suffers from disorientation and confusion (minus d4 Intelligence). If the PC seeks treatment from a physician, there is only a 1 in 20 chance of death. If untreated, there is a 4 in 20 chance of death after two weeks.

THE CAT LADY'S MIRROR

Suggested Locations: New York or any town occupied by the British

A STATELY TOWNHOUSE sits at the end of a long street. An elderly woman lives there alone. Each day, she stands on her balcony and publicly blesses the King. The woman is never seen to shop or take in supplies. Most residents of the city are too engrossed in their own affairs to pay her any mind, but the folk on her street fear her and wonder if she might not be a witch. For each Saturday night, the old woman hosts a lively soiree. The windows of the house are all alight, music can be heard from within, and the silhouettes of ballroom dancers are seen on the window shades. But no one in the neighborhood has ever attended the parties, or known anyone who has—except one. A local landlady was fond of a British officer who lodged with her. Last Saturday, he announced he would satisfy his curiosity by showing up uninvited to the party. However, he never returned to his rented room. The landlady asks (or hires, or trades room and board) the PCs if they will find out what happened. She is assured that the British authorities do not know where he is. Indeed, if the PCs ask, an officer will tell them the missing man is considered a deserter.

Messing about the elderly woman's house at any time other than Saturday night reveals little. Should the PCs break in and investigate, they find the furniture covered in dust-cloths, a small ballroom with a huge, luxurious stand-up mirror, about 37 cats, and the old woman, who is in an upstairs bedroom. She immediately goes to her balcony to call for help when she notices the PCs. If the PCs are quiet, they might be able to wait in the house until Saturday night. Alternatively, they may just show up hoping for admittance to the party. In that case, they find a very different state of affairs in the townhouse. In fact, if they knock and ask to be admitted, they will be. It is not the old woman who answers the door, but a black manservant. Inside, an octet plays dance music to the crowded ballroom. Here dance a strange cast of characters. They wear the costumes of many lands and times. Some have a bizarre or grotesque appearance, even without costumes. A man who looks like an Egyptian Pharaoh dances with someone who resembles old paintings of Queen Elizabeth; a bearded fellow in a horned helmet quaffs wine in a corner, a Byzantine soldier dances with a heavily painted Scythian woman, a man with strange blue

dances with a woman with transparent skin, and so on. As the PCs mingle, they'll notice guests coming out of the large mirror in the ballroom, greeting the elderly woman and kissing her hand before joining in the festivities. If the PCs stay throughout the night without calling attention to themselves or giving offense, they find the party wraps up at dawn. One by one, the guests take their leave of the old woman and exit through the mirror. The PCs will, in fact, feel themselves inexorably drawn to the mirror. If they choose to enter, fine. If not, they must save versus magic or be compelled to enter the mirror. They emerge (together) in one of the following locations (roll 1d6 or choose one). How they get back is left to the Referee.

1. The Royal City of Prasioidimium, Planet X, circa 1920 A.D.
2. The Greek island of Samothrace, circa 480 B.C.
3. Cape City, Wisconsin, circa 2000 A.D.
4. The underwater realm of Lyonesse, circa 1180 A.D.
5. Darkest Africa (Belgian Congo) circa 1889 A.D.
6. Some other time/place of the Referee's choosing

However, if the PCs manage to cause trouble during the event, they will be firmly ejected by one of the following party-goers (roll 1d4 or choose one).

1. **OGEDEI KHAN**: AC as leather +2 Dex, Mv 120, HD 8, attacks and saves as 8th level fighter with lightweight saber (d6+3) or bow (d6+1). Very smelly, but surprisingly courteous. He's an excellent dancer.

2. **ALCIBIADES THE ATHENIAN**: AC as leather + breastplate, +3 Dex, Mv 120, HD 8, attacks and saves as 8th level thief/rogue/specialist with short sword (d6+2). Will try to seduce any attractive PC.

3. **FREDERICK BARBAROSA**: AC as plate, Mv 90, HD 7, attacks and saves as 7th level fighter with longsword (d8+2). Confuses guests by calling himself Holy Roman Emperor when he's obviously German.

4. **OVERMAN**: AC as plate, Mv 240, HD 10, attacks and saves as 10th level fighter with fists (d10+3). He can also *fly* at will shoot a 6-dice *fireball* out of his eyes once per combat. Yes, he's a superhero.

The mirror can simply be smashed, but doing so causes an interdimensional explosion that deals 3d10 damage to everyone present.

DEMONS OF THE DOG-STAR DOLMEN

Suggested Locations: Anywhere at least 2 hexes from a settlement

A STRANGE GROUPING OF LARGE STONES stands in the woods. A site of about three square acres contains the megaliths, along with crumbling stone walls and a partially exposed underground chamber. At the center of the complex is a table-style dolmen. Strewn about are deposits of aquamarine beryl. The site is surrounded by and partly hidden by thick stands of juniper trees.

If the PCs ask around about the site, or if one of them is a native, they'll learn it is shunned by the Algonquin as the dwelling-place of a demon, and has been as far as the oldest grandfather's grandfather can remember.

Academics or seamen with navigation experience will realize the stones are aligned to fairly obvious astronomical points such as the rising of the sun at the solstices; an Intelligence roll reveals the less-obvious alignment that marks the heliacal rising of Sirius, the Dog-Star. The table dolmen is covered with queer markings that might appear to be random graffiti. An academic or anyone familiar with the writings of the late Cotton Mather will recognize them as a hodgepodge of Celtic ogham script and Norse runes (they are indecipherable). The underground chamber contains beryls set into the rear wall. It appears that at one point in the past, the rising sun probably shone upon those crystals on certain days in the year, but now the heavy growth of juniper trees prevents this.

As the PCs investigate the site, a dazzling white light appears overhead, day or night. A conical beam of light emerges from this to shine fully upon a PC. He or she must save versus breath weapon or be pulled upward into light. If the other PCs prevent this, shoot at the light, or take any activity to thwart the process, three humanoid forms seem to appear from nowhere and attack. When they are close enough to engage in melee, the PCs can get a good look at them. Roll or pick on the following table to determine the details of the "demons."

DOG-STAR DEMON DETAILS

SIZE	SHAPE	ATTACK	POWERS
1. Tiny (1')	1. Human	1. Long fingers	1. Cause Fear
2. Pygmy (3-4')	2. Serpentine	2. Eye-rays (d6)	2. Magic Missile
3. Normal	3. Crablike	3. Tentacles	3. Hold Person
4. Large (8')	4. Insectoid	4. Tail-lash	4. Levitate
5. Giant (15')	5. Octopoid	5. Bite	5. Confusion
6. Titanic (30')	6. Blob	6. Dissolve (d10)	6. Web

The monsters attempt to grapple the PCs and hurl them into the cone of light. They continue until they are destroyed or until at least one PC is taken by the light. When either happens, the overhead brilliance disappears as suddenly as it appeared.

If a PC is successfully abducted, consider one of the following options to determine his or her fate.

1. The PC becomes a prisoner, but a comfortable and pampered one, as he is forced to mate with an endless succession of abducted humans in a zoo on the fifth planet orbiting Sirius.

2. The PC is taken to the slave mines of Titan, where he or she is worked to death (but may, instead, be the focal point of a rebel movement against the slavedriving aliens).

3. The PC is simply never heard from again, and is out of play - unless the Referee later develops a space opera campaign. If that ever happens, this PC should make a cameo.

4. The PC is anally probed, then taken to a weird and horrific dimension - see the scenario "Straight to Hell" on pages 112-113 of this book, or use Carcosa from *Lamentations of the Flame Princess*.

Dog-Star Demons: AC as leather +2 Dex, Mv 180, HD 4, attacks cause d8 damage; -4 if Tiny; +2 if Large, +4 if Giant, +6 if Titanic - however, they will generally attack to grapple. A hit of 17+ indicates the victim is grabbed and hurled into the cone of light and "taken up." The creatures seem to take care not to otherwise physically damage the PCs—clearly, their intent is to abduct, not kill.

THE IRON MESSIAH

Suggested Locations: On high ground, at least 1 hex from New York

A RURAL WORKSHED IS ON FIRE. It sits atop a hill some 240' from an old Dutch farmhouse. The fields around it have fallen into disuse, and the yard between the house and the flaming shed is strewn with debris - bits of metal, springs, cogs, and the like. There is a stone foundation of another house that appears to have burned several months ago, as well as scorch-marks and shallow craters in the yard.

The workshed is not yet completely engulfed. The PCs can hear screams of a man and a woman coming from the shack. The man's voice yells in frantic triumph, "It lives!" before trailing off into a ragged death-scream. A woman's voice continues to cry out in terror. If the PCs investigate, a young woman bursts from the flames as they approach. She is on fire (PCs can tackle her and put out the flames with a successful Dexterity roll). If the PCs get closer to the shed, they see the body of an old man laying half-in and half-out of a ragged doorway. His spine is twisted at an impossible angle and his brains have been dashed out upon a rock. As the cabin burns, there are occasional flare-ups in weird colors, and the sound of mechanical pops and twangs. Two rounds after the young woman runs out of the shed, it explodes. The Referee may roll or pick on the following table to determine blast effects:

1. Concussive Blast - The force knocks everyone to the ground, where they lie reeling, stunned for d4 rounds.
2. Metal Rain - The force of the explosion is upward, with thousands of red-hot bits of metal showering down in a 200' radius of the cabin. Everyone in the vicinity takes 2d4 damage (no save).
3. Expanding Conflagration - The force of the explosion is outward. Speeding wood-chips, metal bits and flame do 3d6 damage to anyone within 100', 2d6 to anyone within 200', and 1d6 to anyone within 300'. Save versus breath weapon for half damage.
4. Worse Than That - The explosive force pushes upward and outward, causing both of the effects above. In addition, the nearby Dutch farmhouse catches fire and begins to burn as well (but won't explode).

In the midst of the devastation, the PCs see a large figure, glowing red-orange as if it is made of molten metal. Even as the PCs watch, the metal cools until an eight-foot-tall golem-like metal man stands before them. The back of its head and chest cavity are exposed, revealing clockwork cogs, copper wiring, and magnets. The thing appears to notice the PCs and attempts to communicate with them, but its strange, bellows-sounding voice is utterly incomprehensible. Visibly frustrated, the thing stalks away. If the PCs do nothing, it makes its way to New York (hex 307) where it proceeds to destroy the city. If the PCs attempt to interfere with it in any way, it attacks.

If the young woman gets a chance, she explains that her uncle was visited by angels who taught him how to construct a mechanical man that would be the savior of mankind by revealing the nature of the impending apocalypse. The uncle enlisted her help, and after many months of effort, the thing began to work this very night. Unfortunately, the girl now realizes her uncle was contacted by devils, not angels, and that this mechanical man is here to destroy the world, not save it. Luckily, limitations on the old man's mechanical skill and the available materials forced him to make some compromises in design that ensure the thing is not the harbinger of the end times it was meant to be.

The Iron Messiah: AC as plate + shield, Mv 60, HD 10, attacks twice with fists for 2d6, or once with a random effect (see below). The thing is susceptible to head-shots (a -4 called shot or any natural 20), which does double damage. It is immune to all spells that have mental or psychological affects (*sleep, cause fear, charm person, etc.*).

RANDOM ABILITIES OF THE IRON MESSIAH

1. Leg-rockets enable the Iron Messiah to *fly* for 1d4 rounds.
2. It emits a loud siren-like wail that causes *confusion* within 200'.
3. The left "hand" produces a *shocking grasp* on a successful attack.
4. A heat ray emerges from its "mouth" for 2d8 damage. It sets anything flammable alight with flames that cannot be doused by water.
5. A paralyzation ray emerges from its "eyes" as *hold person*. Targets are frozen in place for d6 rounds. Save versus paralyzation to avoid.
6. The Iron Messiah becomes a powerful magnet, attracting all metal within 100' to itself. PCs must make Strength rolls to hold on to items.

STRAIGHT TO HELL

Suggested Locations: Wherever a PC dies.

Run this scenario whenever a PC dies, regardless of his or her behavior, ethics, or religion. Everybody goes to Hell. In Hell, PCs have only two options: stumble around for millennia until they fall into the exact nature of their eternal suffering, or rise through the infernal ranks to become an eternally embattled Lord of Hell. This scenario works best in a total party kill situation, but that's rare. When PCs die, have them jump into this scenario for the rest of that gaming session only, no matter how long that is. Every 15 minutes of game time, switch back to this character for a short scene, as long as it doesn't get boring for anyone else. During the rest of the time, the player with the dead PC can roll up a new one.

Hell is different for every person. When a PC "wakes up" in Hell, the Referee can roll or pick from this table when describing the scene.

TEMPERATURE	LANDSCAPE	OVERHEAD	SOUNDS
1. Hot, dry	1. Desert	1. Red clouds	1. Screeching
2. Hot, sultry	2. Mountains	2. Black clouds	2. Babies crying
3. Hot hail	3. Swamp	3. Mustard sky	3. Pigs screaming
4. Cold hail	4. Forest	4. Rust sky	4. Tornado sirens
5. Cold, icy	5. Prairie	5. Swirling colors	5. Car alarm
6. Cold, dry	6. Plain of hexes	6. Cavern roof	6. Buzz saw

Immediately, the PC is faced with attack from 2d4 hovering creatures:

Welcome Imps: AC as leather +3 Dex, HD 2, Mv 240, attack twice with claws for d4 or once with tail-sting for d6; The PC make Constitution roll or lose all motor control and convulse violently in his or her own constantly-spewing filth for eternity. The imps resemble the classic stereotype of the devil, only the size of an action figure.

Should the PC survive that encounter, he or she wanders, alone, for d1,000 years. During the whole time, the PC is constantly starving and thirsty and exhausted but afflicted with a wicked case of insomnia. The Referee can then roll or pick from one of the following encounters:

1. Sinkhole - The ground opens up beneath the PC. He or she must make a Dexterity roll or plunge into a narrow shaft full of boiling hot water and slowly cook for eternity.

2. Comet - A comet with a screaming face hurtles toward the PC, who must make a Dexterity roll or become subsumed into the comet, which now bears the PC's face as he or she eternally disintegrates.

3. Skinned - A swarm of Pygmy Devils assaults and tries to capture the PC. Make three successive Strength rolls to fight through them, or they capture and slowly, eternally flay the PC, applying generous amounts of lemon juice, gasoline, and salt.

4. Impaled - An Aristocrat Devil thunders by on a horse with d_{12} legs and d_4 heads. He charges and attacks the PC with a 50' long spear, automatically hitting unless the PC makes a Dexterity roll. The devil gets three tries. If he fails, he rides away. If he succeeds, the spear stabs into the PC's rectum and he sets the base in the ground, hoisting the PC up to slowly slide down the spear throughout eternity.

If the PC is still going, he or she wanders for $d_{10,000}$ years, then encounters these Lords of Hell in order. By defeating all three, the PC may become a Lord of Hell. Each is immune to fire-damage spells if the Hell is hot, or cold-damage spells if Hell is cold. They are also immune to *cause fear*, *charm monster*, *hold monster*, *sleep*, and other spells with paralytic, charming, or psychological effects.

BARON OF THE BARREN FLESH: AC as leather +4 Dex, HD 8, Mv 180 (240 flying), attacks twice with flail for 2d6. The Baron has the head of a emaciated baby and the body of a winged stoat.

COUNT OF COUNTLESS TOMORROWS: AC as chain +4 Dex, HD 10, Mv 240 (slithers), attacks twice with scythes for 2d4 or stings with tail. Target must make Constitution roll or turn into a maggot. The Count has the body of a serpent with an overlarge, goiter-covered head.

PRINCESS OF PRINTED HERESIES: AC as plate +4 Dex, HD 12, attacks with a 12-dice fireball once per round. The princess looks like a 6-year-old human girl bleeding from the eyes, nose, ears, mouth, and every other orifice. She rises out of the ground and does not move. She never runs out of fireballs, which she vomits.





TABLES OF USEFUL INFORMATION



COLONIAL AMERICAN NAMES

Most Colonial Americans in New England have Puritan-flavored English names or Dutch names (sometimes mixed). When you need a name for a PC or NPC, roll on these charts (or just pick one you like).

NAMES OF ENGLISH ORIGIN

<u>MALE</u>	<u>FEMALE</u>	<u>SURNAMES</u>
1. Abner	1. Abigail	1. Armistead
2. Abraham	2. Amity	2. Austin
3. Alden	3. Anne	3. Bacon
4. Amos	4. Candace	4. Bridger
5. Bartholomew	5. Chastity	5. Byrd
6. Benjamin	6. Constance	6. Calthorpe
7. Constant	7. Dorcas	7. Claiborne
8. Cotton	8. Edith	8. Custis
9. Ebenezer	9. Elizabeth	9. Dabney
10. Eli	10. Esther	10. Dillard
11. Elijah	11. Fanny	11. Etheridge
12. Enoch	12. Fidelity	12. Fairfax
13. Hannibal	13. Harriet	13. Garrett
14. Hiram	14. Helen	14. Graves
15. Horatio	15. Hester	15. Hollowell
16. Increase	16. Jane	16. Holt
17. Israel	17. Judith	17. Jennings
18. Jeremiah	18. Kate	18. Ledbetter
19. Jethro	19. Lydia	19. Lynn
20. Lemuel	20. Martha	20. Mallory
21. Matthias	21. Mercy	21. Marshall
22. Obidiah	22. Patience	22. Nelson
23. Phineas	23. Prudence	23. Peyton
24. Reason	24. Rosanna	24. Rowe
25. Rufus	25. Sarah	25. Shackelford
26. Solomon	26. Susanna	26. Smith
27. Thadeus	27. Tabitha	27. Trockmorton
28. Truth	28. Verity	28. Walton
29. Zachariah	29. Virginia	29. Willoughby
30. Zebulon	30. Zipporah	30. Yardley

NAMES OF DUTCH ORIGIN

<u>MALE</u>	<u>FEMALE</u>	<u>SURNAMES</u>
1. Allard	1. Anke	1. Bakker
2. Antoon	2. Cokkie	2. de Jong
3. Broos	3. Daffodil	3. de Vries
4. Elmo	4. Febe	4. Janssen
5. Guus	5. Floortje	5. Meijer
6. Issac	6. Gerda	6. Roosevelt
7. Jaroen	7. Isa	7. van der Berg
8. Max	8. Katrien	8. van Dijk
9. Ryker	9. Margareta	9. van Kooten
10. Van	10. Nora	10. Visser
11. Willem	11. Renate	11. Waldoorf
12. Zaan	12. Yaffa	12. Zweerink

ALGONQUIN NAMES

These names were more-or-less common to various tribes of the Algonquin language group, which was the predominant Native American culture in the campaign area. English equivalents are *very* approximate. Native PCs probably have a French or English nickname that they go by, or a shorter form of their native name (for example, Enkoodabao probably goes by “Enko” to his non-native associates).

1. Abooksigun (M) <i>Like a Wildcat</i>	16. Kitchi (M) <i>He is Brave</i>
2. Ahanu (M) <i>He Laughs</i>	17. Makkitotosime (F) <i>Big Breasts</i>
3. Alsoomse (F) <i>Independent</i>	18. Matanaagd (M) <i>He Who Fights</i>
4. Askuwhteau (M) <i>Keeps Watch</i>	19. Matchitehew (M) <i>Evil Heart</i>
5. Askook (M) <i>Like a Snake</i>	20. Megedagik (M) <i>He Kills Many</i>
6. Chansomps (M) <i>Like a Locust</i>	21. Nootau (M) <i>Like Fire</i>
7. Chepi (F) <i>Like a Spirit</i>	22. Nuttah (F) <i>My Heart</i>
8 Chogan (M) <i>Like a Blackbird</i>	23. Ootadabun (F) <i>Day Star</i>
9. Enkoodabao (M) <i>Lives Alone</i>	24. Pannoowau (M) <i>He Lies</i>
10. Etlelooaat (M) <i>He Who Shouts</i>	25. Segenam (M) <i>He is Lazy</i>
11. Hassun (M) <i>Like a Stone</i>	26. Sokanon (F) <i>Like the Rain</i>
12. Hurrit (M) <i>Handsome</i>	27. Sunukkuhkau (M) <i>He Crushes</i>
13. Keegsquaw (F) <i>Virgin</i>	28. Tahki (F) <i>She is Cold</i>
14. Keme (M) <i>Sounds Like Thunder</i>	29. Wawatseka (F) <i>Pretty Woman</i>
15. Kimmi (F) <i>Secret</i>	30. Wematin (M) <i>Setting Sun</i>

NAMES OF BRITISH TROOPS

First names on the top table, surnames on the bottom table. If you need a female first name, use Elizabeth, Mary, Anne, or Caroline.

1. Albert	11. Emmett	21. Mark
2. Archibald	12. Francis	22. Morgan
3. Bennet	13. Frederick	23. Oliver
4. Benedict	14. George	24. Patrick
5. Byron	15. Harrison	25. Peter
6. Charles	16. Henry	26. Robert
7. Clarence	17. James	27. Roger
8. Daniel	18. John	28. Thomas
9. Dick	19. Lawrence	29. Ulysses
10. Edward	20. Luther	30. William

1. Allen	11. Hays	21. Mitchell
2. Anderson	12. Harris	22. Martin
3. Bell	13. Holmes	23. Pierce
4. Brown	14. Johnson	24. Roberts
5. Cooper	15. Jones	25. Richardson
6. Cox	16. Jackson	26. Simpson
7. Davies	17. King	27. Spencer
8. Dixon	18. Knight	28. Taylor
9. Evans	19. Lewis	29. Williams
10. Graham	20. Lincoln	30. Wright

NAMES OF HESSIAN MERCENARIES

Paid Germans from the state of Hesse-Kassel served with the British. Roll a d20 for a first name; for a last name, roll d10 on the right column.

1. Axel	11. Karl	1. Becker
2. Berndt	12. Kurt	2. Hoffmann
3. Caspar	13. Leopold	3. Koch
4. Dieter	14. Oscar	4. Lang
5. Einhard	15. Otto	5. Müller
6. Erik	16. Rollo	6. Richter
7. Franz	17. Rudolph	7. Schröder
8. Helmut	18. Sigfrid	8. Wagner
9. Jaeger	19. Udo	9. Werner
10. Jan	20. Zelig	10. Wolf

FRENCH & CANADIAN NAMES

French names can be found among Canadians, exiled Huguenots (Protestants), envoys from the French royal court, thrill-seeking tourists, and French officers and troops working with the Continental Army.

<u>MALE</u>	<u>FEMALE</u>	<u>SURNAMES</u>
1. Anatole	1. Antoinette	1. Andre
2. Corin	2. Chloe	2. Bonnet
3. Emeric	3. Emmanuelle	3. Durand
4. Gautier	4. Gabrielle	4. Fournier
5. Jean-Baptiste	5. Lorraine	5. Lambert
6. Leon	6. Monique	6. Le Gall
7. Nicodeme	7. Ninette	7. Le Roy
8. Olivier	8. Renee	8. Roussel
9. Ranier	9. Simone	9. Toussaint
10. Tristan	10. Yvonne	10. Vincent

OTHER EUROPEAN NAMES

The following European names all appear in Colonial American records, even though they were not at all common. You can use these for pirates, conscripts into the King's army from Ireland, Scotland and Wales, the stubborn remnants of the old Swedish colony, Russian political observers - any time you need an exotic, out-of-the-ordinary name.

1. Kevin MacLean, Irish	16. Ludwig Nillsson, Swedish
2. Nollaig O'Finnin, Irish	17. Kalle Oman, Swedish
3. Kennedy McGill, Irish	18. Pontus Engman, Swedish
4. Sorley MacConnell, Irish	19. Christer Nordskov, Danish
5. Craig Sheehy, Scottish	20. Ansgar Lykke, Danish
6. Finlay Cameron, Scottish	21. Jorgen Weedmark, Danish
7. Barclay Munro, Scottish	22. Alexey Utkin, Russian
8. Angus McArthur, Scottish	23. Vikentiy Sokolov, Russian
9. Gwynn Blevins, Welsh	24. Nikon Maximov, Russian
10. Llywellyn Reece, Welsh	25. Walter Krol, Polish
11. Bryn Priddy, Welsh	26. Kanstanty Janda, Polish
12. Huw Powell, Welsh	27. Adrian Slasky, Polish
13. Bernardino Jasso, Spanish	28. Akiva Bukowski, Jewish
14. Pepe Vasquez, Spanish	29. Favyl Zabek, Jewish
15. Leocadio Ventura, Spanish	30. Avram Belinski, Jewish

CHARACTER BACKGROUND DETAILS

A new PC can have up to three rolls on this table to develop some sense of background, but its use is entirely optional. The Referee may use it for NPCs, rolling or just selected appropriate results. Ignore obvious dumb results that don't fit with what's already been established by a character. These are just jumping-off points for the imagination and will require clarification. The player and Referee must work together to figure out what, if any, benefit or drawback the PC might gain by these in any given situation. The Referee should feel free to develop the inevitable subplots that will suggest themselves by these results.

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| 1. Mother practiced withcraft. | 26. Saw ghosts until puberty. |
| 2. Falsely accused of a crime. | 27. Swore false testimony. |
| 3. Overly attached to first love. | 28. Lover committed suicide. |
| 4. Raised by atheists. | 29. Guardian of secret recipe. |
| 5. Brother is a New York pimp. | 30. Bastard son of British Lord. |
| 6. Reformed slave trader. | 31. Will inherit riches...someday. |
| 7. Mother is pure Algonquin. | 32. Fled from a terrible plague. |
| 8. Family are staunch Loyalists. | 33. Member of violent gang. |
| 9. Escaped Delaware slave. | 34. Consumed by jealousy. |
| 10. Raised in Carribean. | 35. Member of printers guild. |
| 11. Uncle is a whaleboat captain. | 36. Born with artistic talent. |
| 12. Once got away with murder. | 37. Cheated on a contract. |
| 13. Raised in strict orphanage. | 38. Secretly loyal to other side. |
| 14. Legally presumed dead. | 39. Family name is disgraced. |
| 15. No memory, just new tattoo. | 40. Missing right pinkie finger. |
| 16. Brother is a British sergeant. | 41. Father was lost at sea. |
| 17. Educated in Europe. | 42. Betrayed a trusted friend. |
| 18. Once rich, lost everything. | 43. Raised by Quakers. |
| 19. Father is rich merchant. | 44. Carries secret rebel plans. |
| 20. Raised by Algonquins. | 45. Was once buried alive. |
| 21. Former indentured servant. | 46. Has a trusted dog sidekick. |
| 22. Former prostitute. | 47. Well read in the classics. |
| 23. Raised by fishermen. | 48. Sister is officer's mistress. |
| 24. Forced to read Shakespeare. | 49. Unrecognized genius. |
| 25. Father abusive alcoholic. | 50. Once kidnapped by pirates. |

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| 51. Wanted for murder. | 76. Survived Algonquin raid. |
| 52. Feel profound melancholy. | 77. Incapable of monogamy. |
| 53. Raised by frontiersmen. | 78. Once served in British Navy. |
| 54. Literate in a second tongue. | 79. Father is a famous pirate. |
| 55. Left vow unfulfilled. | 80. Cherishes a childhood item. |
| 56. Owe favor to some bad men. | 81. Vowed to right a wrong. |
| 57. Gifted composer of poetry. | 82. Falsey accused a rival. |
| 58. Maintain detailed journals. | 83. Know of a hidden cave. |
| 59. Mother was opera singer. | 84. Raised by own kidnappers. |
| 60. Have a hook for a left hand. | 85. Lost a leg, now have a peg. |
| 61. Not only broke, but in debt. | 86. Promised to kill someone. |
| 62. Disowned by family. | 87. Abandoned wife and kids. |
| 63. Trafficked in narcotics. | 88. Served in the state assembly. |
| 64. Ideas mocked by scholars. | 89. Secretly opposite gender. |
| 65. Lost eye in youthful fight. | 90. Carries secret British plans. |
| 66. Once had an abortion. | 91. Ancestor was a pharaoh. |
| 67. Former blockade runner. | 92. Human dowsing rod. |
| 68. Caused a social scandal. | 93. Talk to the dead in dreams. |
| 69. Sent here to catch a killer. | 94. Can foresee own death. |
| 70. Searching for lost sibling. | 95. Can speak with animals. |
| 71. Once died for 6 seconds. | 96. Born with thirst for blood. |
| 72. Father is in Congress. | 97. Father was an Arch-Devil. |
| 73. Guardian of a small child. | 98. Pregnant with a devil baby. |
| 74. Grandfather buried gold. | 99. Survived alien abduction. |
| 75. Popular anonymous writer. | 100. Survived an exorcism. |

DISTINGUISHING PHYSICAL MARKS

These have no game effect other than serving to identify a character.

- | | |
|----------------------------------|----------------------------------|
| 1. Large mole on right cheek. | 7. Differently colored eyes. |
| 2. Scar from temple to jawline. | 8. Overlarge hawkish nose. |
| 3. Missing two front teeth. | 9. Facial scars from smallpox. |
| 4. Walks with a slight limp. | 10. Overlarge canine teeth. |
| 5. Bald, but waist-length beard. | 11. Pentacle-shaped birthmark. |
| 6. Tattoo from band of pirates. | 12. Pupils slitted like a cat's. |

76 RANDOM MINOR NPCs

These results can help the Referee when PCs wish to interact with the local populace. If you're stuck, look here for inspirational hints.

1. Carol Primm, a grandmother on her way to town to try to buy cloth.
2. Dr. Timothy Grimm, an aged scholar studying Algonquin culture.
3. Gerald Turner, an idealistic lawyer eager to make a name for himself.
4. Willem Van Kooten, a prosperous farmer and respected notary.
5. Hiram Pillsbury, a cranberry farmer with a soft spot for deserters.
6. Jethro Mallory, a farmer on his way to town to sell cabbages.
7. Molly Sullivan, a maid for a prominent local shipping merchant.
8. Zachariah Hull, a rural schoolteacher with literary ambitions.
9. Gwyn Reece, a deserter from the Royal Welsh Fusiliers.
10. Peter Miller, a secret manufacturer of gunpowder and ammunition.
11. Uriah Lincoln, an outspoken and irresponsible pamphleteer.
12. Silas Peabody, a boy determined to run away and join the navy.
13. Israel Ledbetter, an elected officer of the New Jersey Volunteers.
14. Phineas Calthorpe, a seller of medicines that do not actually work.
15. Abner Walton, a Quaker who secretly serves as a Continental spy.
16. Judith Jennings, a young soldier's widow with three small children.
17. Reason Shackelford, a magistrate and judge with Puritan leanings.
18. Benjamin Holt, a young man leading 2d12 sheep to market.
19. Anthony Bigg, a rabidly outspoken advocate of the Loyalist cause.
20. Eli Lynn, a man with nothing but a shack and a pumpkin patch.
21. Arank ("Star"), an Algonquin hunter who has strayed too far east.
22. Archibald Riley, of Delaware, seeks news of his missing soldier son.
23. Bryn Dooley, an Irish indentured servant of a New York merchant.
24. Isaac van der Berg, owner of a once-prosperous water mill.
25. Jeremiah Holt, a wandering gunsmith who seeks opportunity.
26. Caspar Lang, a Hessian deserter who wants to settle in Pennsylvania.
27. Avram Belinski, a rabbi at New York's oldest (and only) synagogue.
28. Peter Dixon, owner of a printing press sitting idle for lack of funds.
29. Verity Byrd, a Continental soldier who is actually a disguised woman.
30. Cameron Oglethorpe, a Loyalist made homeless by violent Patriots.
31. Segenam ("He is Lazy") an Algonquin tracker who serves the British.
32. Anne Frye, a novelist who writes under the name Andrew Frye.
33. Elmo Visser, a cobbler who wants to supply the Continental Army.
34. Billy Grimes, an incognito scholar / time traveler from the year 2112.
35. Zebulon Bacon, a manhunter who works for the highest bidder.
36. Junior Mars, a slave whose owner exhibits him in illegal fights.

37. Bertrand Phillips, a charlatan who has set up a fake Norse ruin.
38. Sally Rowe, the American mistress of a high-ranking British officer.
39. Rufus Walton, a soldier who has escaped from a British prison ship.
40. Nuttah ("My Heart"), an Algonquin who seeks her lost husband.
41. Stanley Stansford, a sawmill owner who lost his hand in an accident.
42. Leon Andre, a Canadian who has come south to (illegally) sell arms.
43. Kyle Monroe, an assassin and sabateur for the Sons of Liberty.
44. Increase Petyon, a shifty Continental officer willing to sell secrets.
45. Fanny Holmes, a prostitute with a heart (and a tooth) of gold.
46. Franz Becker, a drunken Hessian who is lost in New Jersey.
47. Oliver Cox, a sinister agent serving a foreign prince's secret agenda.
48. Amos Benedict, a boy driving cows to market in the nearest town.
49. Gerda de Jong, the proud, widowed matron of a prominent family.
50. Hassun ("Like a Stone"), an Algonquin fisherman and oyster-seller.
51. Max Bender, a Prussian military advisor to the Continental Army.
52. John Abercrombie, a Long Island farmer with an observant mind.
53. Sheldon Tull, a buyer and seller of weaponry and stolen goods.
54. Byron Pierce, a visiting British lord sympathetic to the Colonists.
55. Grover Simmons, a homeless psychopath who practices cannibalism.
56. Mercy Garrett, a widowed seamstress whose children are starving.
57. Roger Mortimer, a town magistrate who secretly favors the British.
58. Marie Bonnet, a French thrill-seeking tourist with a large entourage.
59. Mark Cowan, a rural Baptist preacher with a scandalous secret life.
60. Lemuel Jennings, an abolitionist who helps and hides escaped slaves.
61. Marcus Wurlitzer, a drummer boy for the New Jersey Volunteers.
62. Tristan Le Gall, a French officer who has come to help the Colonists.
63. Tom Makepeace, a traveling Quaker who promotes pacifism.
64. Ahanu ("He Laughs") an Algonquin who knows secret trails.
65. Milo van de Kamp, a Caribbean smuggler from St. Martinique.
66. Francis Alvarez, a Spanish criminal fleeing authorities in Florida.
67. Henry Pitt-Styles, a British officer who is in love with a Patriot.
68. Caroline Cuthbert, a tavern keeper who spies on her patrons.
69. Emmett Cox, an untalented but well-intentioned poet and musician.
70. Vincent Burns, a grizzled veteran of the French & Indian War.
71. Michael Custos, a wanderer who is secretly the Archangel Michael.
72. Squinty Bill Roarke, leader of a criminal gang in New York.
73. Finn Sullivan, an out-of-work stevedore on the Brooklyn docks.
74. Alexey Sokolov, an observer for Catherine the Great of Russia.
75. Dickie Reed, a farmer who lost everything to British supply raiders.
76. Lucy Wilkins, a girl possessed by Zaebos, Grand Count of Hell.

EVERYDAY PERSONAL ITEMS

This table is for the ease of the Referee during the inevitable “I loot the corpse” phase of the game. It is also useful for the contents of soon-to-be-burglarized homes, hideouts, etc. The last four results have sub-stables for weird items, periodicals and books, and politically sensitive items on the next two pages (or you can use those for inspiration).

- | | |
|--------------------------------|---------------------------|
| 1. Shaving razor w/case | 29. Tobacco with pouch |
| 2. Spectacles w/case | 30. Secret sauce recipe |
| 3. Beaver hat | 31. Sewing kit |
| 4. Mortar and pestle | 32. Pen knife |
| 5. Burlwood bowl | 33. Fabric doll |
| 6. Brown glass bottle | 34. Paper fan |
| 7. Wooden beer tankard | 35. Clock spandrel |
| 8. Rushlight holder | 36. Bar of lye soap |
| 9. Claw hammer | 37. Tallow candles |
| 10. Caddy spoon | 38. Spool of linen thread |
| 11. Sugar nippers | 39. Jacob's Ladder toy |
| 12. Bag of dried beans | 40. Slateboard and chalk |
| 13. Two-tined fork | 41. Block and tackle |
| 14. Lockpicks | 42. Oil lamp |
| 15. Bag of turnips | 43. Spyglass |
| 16. Playing cards | 44. Patterned lantern |
| 17. Bone dice | 45. Fife |
| 18. Saltbox | 46. Earwax scoop |
| 19. 1/2 gallon lamp oil | 47. Jar of Spanish olives |
| 20. Bottle of vinegar | 48. Madiera wine |
| 21. Spade | 49. Bronzed baby shoes |
| 22. Wax for key impressions | 50. Silver candlestick |
| 23. Auger & Chisel | 51. Brass shoe buckles |
| 24. Whetstone | 52. Pipe tamper |
| 25. Water bucket | 53. Bonesaw |
| 26. Sheers | 54. Amputation knife |
| 27. small flask of fine brandy | 55. Snuff box |
| 28. Birchwood pipe | 56. Lead scale weights |

57. Medical tweezers	69. Crowbar
58. Black glass gin bottle	70. Tinderbox
59. Jesuit trade medal	71. Inappropriate letter
60. Livestock brand	72. Coded secret plans
61. Wooden teeth	73. Glass mirror
62. Glass eye	74. Deed for Virginia Land
63. Dog whistle	75. Officer's commission
64. Invitation to a party	76-80. Weapon
65. Quill pen	81-85. Periodical
66. Manacles	86-90. Book
67. Fiddle and bow	91-95. Politically Sensitive Item
68. Hourglass	96-100. Weird Item

WEAPONS & ARMOR

Regarding ammunition: assume any given NPC has enough powder and balls for 2d6 shots. It's best to lump those two items together. A powder horn carries enough powder for 50 shots; about 100 balls fit in a small pouch. In general, British soldiers were better supplied and will have enough for 3d8 shots. Armor (at bottom) is minimal at best.

1. Algonquin Bow - d6 dmg w/arrow; 200' range; shoot each rnd.
 2. Bayonet - d6 dmg affixed to musket; d4 alone; melee only.
 3. Boarding Axe; d4+1; melee only; +2/10% to climb.
 4. Dagger - d4 dmg; melee only. Almost everybody's got one.
 5. Cavalry Sword - d8 dmg; melee only. Mostly used by dragoons.
 6. Infantry Sword - d6 dmg; melee only. Mostly used by officers.
 7. Pike - d8 dmg; +1 initiative, +1 vs. mounted foes; melee only.
 8. Pistol - d8 dmg; 50', rng; reload 2 rnds. Often carried in pairs.
 9. Musket - d8 dmg; 150', rng; reload 2 rnds; holds bayonet.
 10. Mustket Carbine: as above, but rng 100', no bayonet.
 11. Rifle - d10 dmg; 300 rng; -2 at 600; reload 4 rnds, no bayonet.
 12. Tomohawk - d6 dmg; melee or thrown; 30' rng.
1. Buff (leather) Coat +1 AC. Cumulative with other armor.
 2. Fur Mantle +1 AC, but only comfortable in cold weather.
 2. Helmet +1 AC. Usually only worn by dragoons and Hessians.

PERIODICALS & BOOKS

Literacy was fairly common in the Colonies. Almanacs and newspapers (top table) were ubiquitous and cheap. Books (lower table) were expensive. Most of the books here were printed in Europe. Results with an asterisk can be said to contain spells, if the Referee wishes.

1. *Colonial Boston Almanack* (astrology, farming & health advice)
2. *Poor Richard's Almanack* (as above, but slightly irreverent)
3. *Poor Robin's Almanack* (a comic parody of popular almanacs)
4. *The Watch-Tower* (intellectual anti-British newspaper)
5. *Massachusetts Spy* (rabble-rousing anti-British newspaper)
6. *New Jersey Journal* (edited to promote Colonial morale)
7. *Hudson Monitor* (edited to promote Loyalist morale)
8. *The New England Courant* (most popular & objective newspaper)

1. *The Metamorphoses*, by Ovid, translated by George Sandys
2. *History of Plymouth Plantation*, by William Bradford
3. *The Day of Doom* by Michael Wigglesworth
4. *The Bay Psalm Book*, annotated by Rev. John Cotton
5. *The Complete Plays and Sonnets*, by William Shakespeare
6. *Paradise Lost*, by John Milton, with sarcastic penciled annotations
7. *Pilgrim's Progress*, by John Bunyan, heavily underlined
8. *The Freedom of the Will*, by Jonathan Edwards
9. *The Simple Cobbler of Agawam*, by Nathaniel Ward
10. **The Wonders of the Invisible World*, by Cotton Mather
11. **Directorium Inquisitorum*, by Nicolas Eymerich (Latin)
12. **The Bible of Demonology and Witchcraft*, by Jean Bodin (French)

SENSITIVE POLITICAL ITEMS

These items may be added to any NPC or location, if the Referee wishes. There is a 1 in 6 chance that any item listed here is fake.

1. Key to the cypher system used by the British military forces
2. Key to the cypher system used by the Colonial military forces
3. Damning evidence against Continental Commander-in-Chief
4. Damning evidence against the British Lord-General
5. Battle plans for upcoming British offensive strategy
6. Battle plans for Colonial defense of New Jersey & Pennsylvania
7. Secret copy of Congressional treaty with Sultan of Morocco
8. Map of secret Congressional caches of gold and silver bullion

WEIRD ITEMS

The Referee has the final say on how (and if) these things work, or whether to use them at all. For best effect, scatter these optional items around the map *very* sparsely - in general, less is more with weird items.

1. A black metal key that opens any normal-sized lock.
2. A list of the names of prominent Devils, written in Latin.
3. An Algonquin ritual dagger that does +1 damage.
4. Candle made with fat of a killer; provides light only for holder.
5. Dowsing rod, unerringly finds nearest water thrice per week.
6. A rock that, when thrown, always hits its target for d4 damage.
7. A wig made of fairy-hair; provides +1 Charisma when worn.
8. A pen made with a whooping crane feather never needs ink.
9. An acorn that can grow into a 30' tall oak tree overnight.
10. A tattered old lexicon and guide to the Angelic Script.
11. A talking mouse that only knows d4 random words.
12. The middle finger of St. John LeLande; provides +1 to saves.
13. A vial of blood that allows the drinker to converse with birds.
14. An Algonquin mask that can *cause fear* once per night.
15. The keys to a 1968 Plymouth Road Runner Hemi (but no car).
16. Vial of dust that, when spilled, grows an acre of corn in 1 hour.
17. Cold iron dagger, +2 to hit malevolent supernatural creatures.
18. Vial of "unspoken water" from Scotland; restores full hp.
19. Jar containing nails and urine of an innocent; +1 save vs. spells.
20. Adder stone; provides +1 to save vs. disease and poisons.
21. Scrap of old scarlet robe; provides +1 AC, but not to cowards.
22. Ancient Norse drinking horn; refills with mead once per day.
23. Algonquin canoe; changes size to hold 1 man or two dozen.
24. A German charm that halves damage from canine creatures.
25. Selkie-skin coat that allows full movement rate in water.
26. Ever-fresh shamrock gives 1-hour foul weather warning.
27. Lynx-urine gemstone; provides one re-roll per day.
28. Page from the Book of Thoth (scroll with 4 random spells).
29. Piece of the True Cross that deflects damage once per day.
30. Pinch of Devil-scat; if ingested, subject immobile for d4 days.

TYPICAL LOCATIONS

The upper table features primarily urban locations; the lower table features rural locations. The two tables aren't mutually exclusive.

- | | |
|---------------------------|-------------------------------|
| 1. Church, Presbyterian | 16. Wigmaker's Shoppe |
| 2. Church, Dutch Reformed | 17. Blacksmith's Shoppe |
| 3. Church, Anglican | 18. Gunsmith's Shoppe |
| 4. Courthouse | 19. Fishmonger's Marekt |
| 5. Public Meetinghouse | 20. Lawyer's Offices |
| 6. Town Jail | 21. Boarding House |
| 7. Post Office | 22. Well-to-do Townhouse |
| 8. Tavern | 23. Simple Tradesman's House |
| 9. Coffeeshouse | 24. House of Ill Repute |
| 10. Food Market | 25. Alms House (shelter) |
| 11. Printer's Shoppe | 26. Hospital / Physician |
| 12. Cobbler's Shoppe | 27. Riverside / Seaside Docks |
| 13. Chandler's Shoppe | 28. Warehouse |
| 14. Clothier's Shoppe | 29. Docked merchant ship |
| 15. Apothecary's Shoppe | 30. Secret underground lair |
-
- | | |
|------------------------------|-----------------------------|
| 1. Delapidated Farmhouse | 16. Puritan Meetinghouse |
| 2. Prosperous Farmhouse | 17. Small Baptist Church |
| 3. Large Barn, English style | 18. Small Quaker Hall |
| 4. Small Barn, Dutch style | 19. Small Fishing Dock |
| 5. Dairy Barn | 20. Farmer's Market Square |
| 6. Chicken Coop | 21. Corn Field |
| 7. Pig Sty | 22. Barley Field |
| 8. Dog Kennels | 23. Orchard (pear or apple) |
| 9. Grain / Corn Bins | 24. Pumpkin Patch |
| 10. Water Mill | 25. Cranberry Bog |
| 11. Windmill | 26. Turnip Patch |
| 12. Sawmill | 27. Pea Patch |
| 13. Blacksmith | 28. Lettuce Patch |
| 14. Tavern | 29. Waterside Ravine |
| 15. General Store | 30. Well-Hidden Cave |

TYPICAL MEALS

In general, tavern-type meals will be 1, 3, 5, 8, 11, 13, 16 or 18, serving any sort of pie for dessert. A sit-down meal in a fine home will likely be 2, 10, 12, 15, or 17. The others are more common as family meals for the middle and lower classes. Meals cost between 1 and 12 shillings, depending on quality and supply, which is always unpredictable in wartime.

1. Fried Cod, baked beans, hard bread.
2. Baked turkey, radishes, spinach, cranberries.
3. Pease Porridge cooked with ham joint, dark bread.
4. Sweet Clabber (sour milk & brown sugar), corn bread.
5. Hot Clabber (sour milk & black pepper), biscuits.
6. Rabbit stew (w/radishes, parsnips, beans), hard bread.
7. Fried Mush (strips of cornmeal & milk), boiled beans.
8. Pumpkin Stew (venison & onions served in hollow pumpkin).
9. Venison Sausages, hominy, dark bread.
10. Turtle and currants (boiled), cornmeal cakes.
11. Scrapple (pudding w/meat scraps & buckwheat flour), hard bread.
12. Tuna Fricasee (braised bluefin and celery in cream sauce).
13. Venison Stew (w/onions, carrots, peas), hard bread.
14. Pop-Robbin (balls of batter w/flour, eggs & beef boiled in milk)
15. Bass Fricasee (braised sea bass and carrots in cream sauce).
16. Salt-dried mackerel, hard biscuits, honey.
17. Clam chowder (clams, potatoes, onions, celery, vinegar, cream).
18. Quaker's Pie (baked beef w/random vegetables in flour pie).
19. Crab cakes (crab, bread crumbs, eggs, sour cream).
20. Potted bear meat, spinach or lettuce, dark bread.

<u>DESSERTS</u>	<u>BEVERAGES</u>	<u>ALCOHOL</u>
1. Apple Pie	1. Apple Cider	1. Rum
2. Pear Pie	2. Pear Cider	2. Whiskey
3. Rhubarb Pie	3. Chocolate	3. Hard Cider
4. Pumpkin Pie	4. Coffee	4. Sherry
5. Pecan Pie	5. Rhubarb Tea	5. Brandy
6. Iced Cream	6. Goldenrod Tea	6. Apricot Wine
7. Oyster Pie	7. Beef Tea	7. Gooseberry Wine
8. Cranberry Muffins	8. Ginger Ale	8. Madiera Wine
9. Fruit Salad	9. Spruce Beer	9. Hot Rum & Cream
10. Johnnycakes	10. Lemonade	10. Egg nog
11. Pound Cake	11. Carrot Ale	11. Mead
12. Currant Pudding	12. Cream Posset	12. Beer

RANDOM ENCOUNTERS

This book is full of encounters, but the GM can use these to spice things up when things are slow or if the PCs linger or settle down in a particular area. Most of these can occur multiple times in various locales.

1. Wolves - 2d6 hungry beasts attack camping parties at night. AC as leather +1 Dex, Mv 180, HD 2, attack twice with claws (d4+2) or bite (d6).

2. Black Bear - The PCs turn a corner in the woods only to find themselves between a mother bear and her cubs. AC as chain (thick hide), Mv 180, HD 5, attack twice with claws (d6+4) or bite (2d4).

3. Runaway Carriage - The PCs turn a corner or leave a building in a town to see an out-of-control carriage pulled by two panicking horses. A child is in danger of being trampled.

4. Skinners - 2d6 mounted fighters espouse pro-Patriot sentiments but will attack anyone worth robbing, accusing all victims of being Loyalists. Their preferred method is to set up a roadblock of some sort. AC as leather, Mv 120, HD 1, attack/save as 1st level fighters with rifles (d10) and daggers (d4+1). Horse is HD 3, Mv 240, kicks twice for d4+3.

5. Cowboys - 2d4 mounted fighters espouse pro-Loyalist sentiments but attack anyone worth robbing, accusing all victims of being Patriots. Their preferred method is to attack from ambush at night. AC as leather, Mv 120, HD 2, attack/save as 1st level fighters with muskets (d8) and bayonets (d6+1). Horse is HD 3, Mv 240, kicks twice for d4+3.

6. Continental Infantry Patrol - 3d6 soldiers question everyone they meet, accusing any suspicious, rude, or strange-looking people of being spies and attempting to take them to the Continental Army in hex 008. AC as leather +1 Dex, Mv 120, HD 2, attack and save as 2nd level fighters with muskets (d8) and bayonets (d6+1). Led by officer (3rd level fighter).

7. Queen's Rangers Patrol - 3d4 soldiers seek information about Continental troop locations, either paying for it or beating it out of people. AC as leather +2 Dex, Mv 120, HD 2, attack and save as 2nd level fighters with carbines (d8) and swords (d6+2). Led by officer (4th level fighter).

8. Refugees - A large family travels with a mule and wagon that contains everything they own. They are Patriots (1-4) or Loyalists (5-6) who have been driven out by Cowboys (1-4) or Skinners (5-6). The family are non-combatants. They ask the PCs to escort them to the nearest town. They have no money but at the Referee's discretion reward the party with a random weird item. There is a 1 in 6 chance they have a political item.

9. Thief - A young woman asks to travel with the party. She attempts to find out where the PC's loyalties lie, then pretends to agree with them. In truth, she doesn't care. As soon as she gets the chance, she attempts to make off with the single most valuable item the PCs possess (as long as it can be easily carried). AC as none +1 Dex, Mv 120, HD 2, attacks and saves as 2nd level thief/rogue/specialist with brace of pistols (d8) and knife (d4). If caught, she weeps, pleads poverty, and begs for mercy.

10. Sniper - A young man has witnessed one atrocity too many and has become unhinged. From the refuge of a high tree or cliff-face, he takes shots at the PCs as they pass. He's well-hidden, so shooting back at him is at -4 to hit. It requires a climbing or Dexterity roll to physically get to where he is in order to attack him in melee. AC as leather, Mv 120, HD 1, attacks and saves as 1st level fighter, but with +4 to hit at range due to insane focus with long rifle (dr0). Has powder and balls for 10 shots.

11. Algonquin Raiders - 3d6 Algonquin warriors are on their way to attack a nearby farmhouse. Native raiders aren't as common a problem as they were a few generations ago (at least, not this far east). This opportunistic group seeks to take advantage of the local turmoil but they're more inclined to theft than murder. At the Referee's discretion, they have evidence that they've been paid or encouraged by British troops. AC as leather +1 Dex, HD 2, attack and save as 2nd level fighters with bows (d6) and tomahawks (d6+1).

12. Hessian Deserters - 2d4 of the worst of the worst of the German state of Hesse-Kassel have decided to rape and pillage their way to Pennsylvania, where they intend to settle down on the proceeds of their misconduct. Only one of them speaks English. AC as leather +1 Dex, Mv 120, HD 3, attack and save as 3rd level fighters with carbines (d8) and infantry swords (d6+2). They have one pack horse between them, which is full of random loot (including a weird item, if the Referee wishes).

RANDOM WEIRDNESS

1. A human skull lies in the ashes of a recently doused cooking fire.
2. An ancient Hermetic symbol to banish demons is carved on a tree.
3. A bottomless pool of black water is in the woods. It reflects no light.
4. A gigantic (40' long) human femur fossil is half-buried in a hillside.
5. A blue 1968 Plymouth Road Runner Hemi is parked in an old barn.
6. An unexpected solar eclipse darkens the sky to a deep red for 1 hour.
7. The forests echo with the laughter of children who cannot be found.
8. A PC or NPC speaks in ancient Sumerian, but only while fast asleep.

THE REVEREND'S CYPHER KEY

See Hex 007, page 18

F	O	R	T	H	U	S	H	A	T	H	T	H	E	L	O	R	D	S	P
O	K	E	N	U	N	T	O	M	E	L	I	K	E	A	S	T	H	E	Y
O	U	N	G	L	I	O	N	R	O	A	R	I	N	G	O	N	H	I	S
P	R	E	Y	W	H	E	N	A	M	U	L	T	I	T	U	D	E	O	F
S	H	E	P	H	E	R	D	S	I	S	C	A	L	L	E	D	F	O	R
T	H	A	G	A	I	N	S	T	H	I	M	H	E	W	I	L	L	N	O
T	B	E	A	F	R	A	I	D	O	F	T	H	E	I	R	V	O	I	C
E	N	O	R	A	B	A	S	E	H	I	M	S	E	L	F	F	O	R	T
H	E	N	O	I	S	E	O	F	T	H	E	M	S	O	S	H	A	L	L
T	H	E	L	O	R	D	O	F	H	O	S	T	S	C	O	M	E	D	O
W	N	T	O	F	I	G	H	T	F	O	R	M	O	U	N	T	Z	I	O
N	A	N	D	F	O	R	T	H	E	H	I	L	L	T	H	E	R	E	O
F	T	H	E	L	O	R	D	S	H	A	L	L	G	O	F	O	R	T	H
A	S	A	M	I	G	H	T	Y	M	A	N	H	E	S	H	A	L	L	S
T	I	R	U	P	J	E	A	L	O	U	S	Y	L	I	K	E	A	M	A
N	O	F	W	A	R	H	E	S	H	A	L	L	C	R	Y	Y	E	A	R
O	A	R	H	E	S	H	A	L	L	P	R	E	V	A	I	L	A	G	A
I	N	S	T	H	I	S	E	N	E	M	I	E	S	A	N	D	W	H	E
N	H	E	H	A	D	C	R	I	E	D	S	E	V	E	N	T	H	U	N
D	E	R	S	U	T	T	E	R	E	D	T	H	E	I	R	V	O	I	C
E	S	H	E	C	O	U	C	H	E	D	H	E	L	A	Y	D	O	W	N
A	S	A	L	I	O	N	A	N	D	A	S	A	G	R	E	A	T	L	I
O	N	W	H	O	S	H	A	L	L	S	T	I	R	H	I	M	U	P	B
L	E	S	S	E	D	I	S	H	E	T	H	A	T	B	L	E	S	S	E
S	T	H	E	E	A	N	D	C	U	R	S	E	D	I	S	H	I	M	T
H	A	T	C	U	R	S	E	S	T	H	E	E	T	H	E	L	I	O	N
H	A	T	H	R	O	A	R	E	D	W	H	O	W	I	L	L	N	O	T
F	E	A	R	T	H	E	L	O	R	D	G	O	D	H	A	T	H	S	P
O	K	E	N	W	H	O	C	A	N	B	U	T	P	R	O	P	H	E	C
Y	I	N	T	H	A	T	D	A	Y	S	H	A	L	L	T	H	E	L	O
R	D	D	E	F	E	N	D	H	I	S	J	E	R	U	S	A	L	E	M

*Don't waste your time puzzling over this one, because it's not really a cypher key.
It's just an appropriately mysterious handout. I'm betting some clever player
finds a meaning it somewhere. If so, let me know. :)*

THE DEVIL'S NINE QUESTIONS

See the scenario "Ninety Nine & Ninety," page 94

If you don't answer my questions nine
Sing ninety-nine and ninety,
I'll take you off to hell alive,
And you are the weaver's bonny.

What is whiter than milk?
Sing ninety-nine and ninety;
What is softer than silk?
Say you're the weaver's bonny.

Snow is whiter than milk,
Sing ninety-nine and ninety;
Down is softer than silk,
And I'm the weaver's bonny.

What is louder than a horn?
Sing ninety-nine and ninety;
What is sharper than a thorn?
Sing I'm the weaver's bonny.

Thunder's louder than a horn,
Sing ninety-nine and ninety;
Death is sharper than a thorn,
Sing I'm the weaver's bonny.

What is higher than a tree?
Sing ninety-nine and ninety;
What is deeper than the sea?
Sing I'm the weaver's bonny.

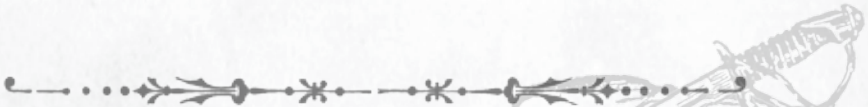
Heaven's higher than a tree,
Sing ninety-nine and ninety;
And hell is deeper than the sea,
Sing I'm the weaver's bonny.

What is innocenter than a lamb?
Sing ninety-nine and ninety;
What is worse than womankind?
Say I'm the weaver's bonny.

A babe is innocenter than a lamb,
Sing ninety-nine and ninety ;
The devil's worse than womankind,
Sing I'm the weaver's bonny.

You have answered my questions nine,
Sing ninety-nine and ninety;
You are God's, you're not my own,
And you're the weaver's bonny.

*From Bronson, Singing Traditions of Child's Popular Ballads
Collected by Mrs. Rill Martin, Virginia, 1922*



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