

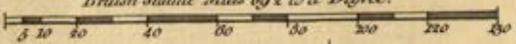
# COLONIAL Gothic

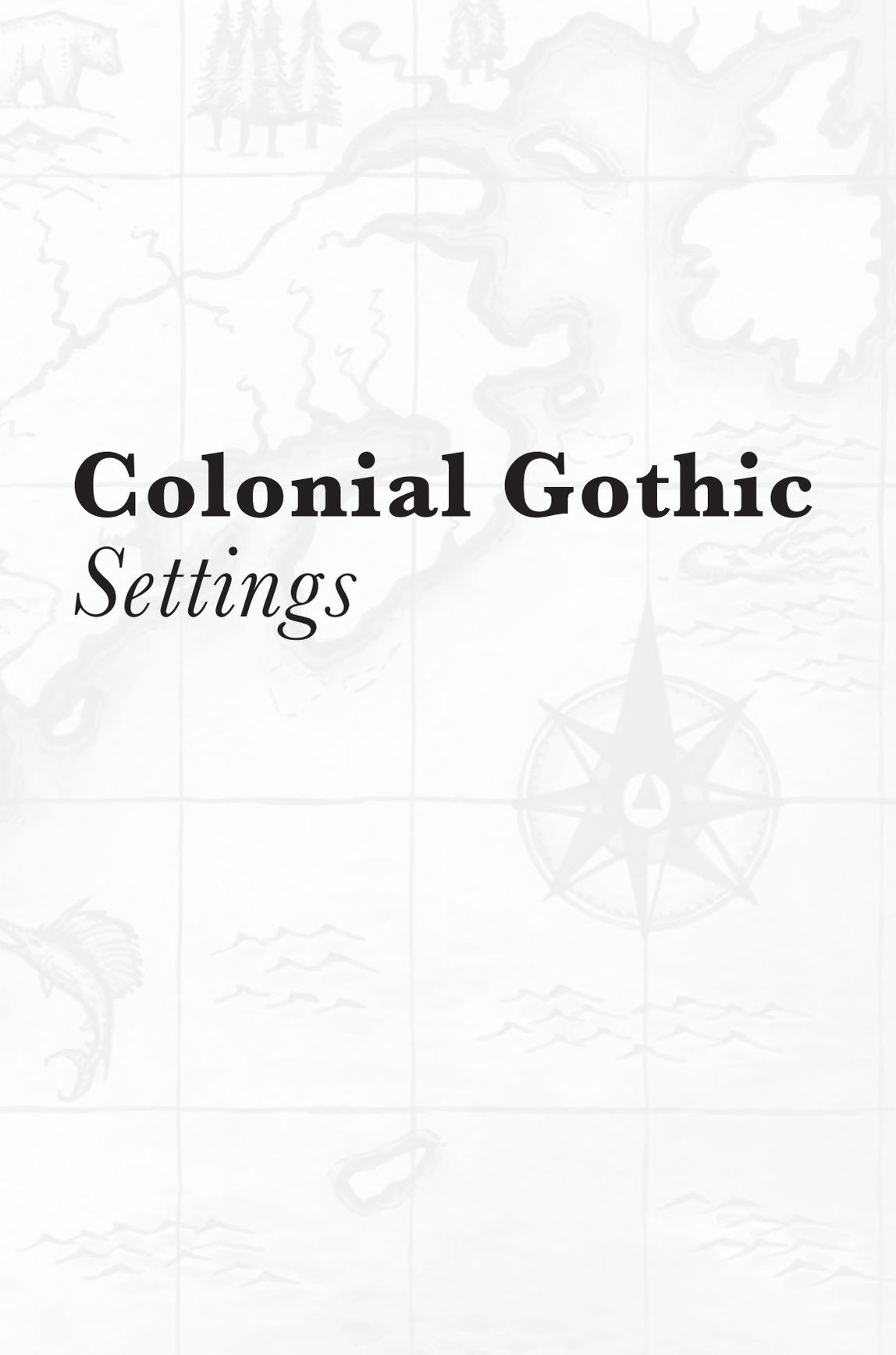
# Settings

Jennifer Brozek

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**Colonial Gothic**  
*Settings*

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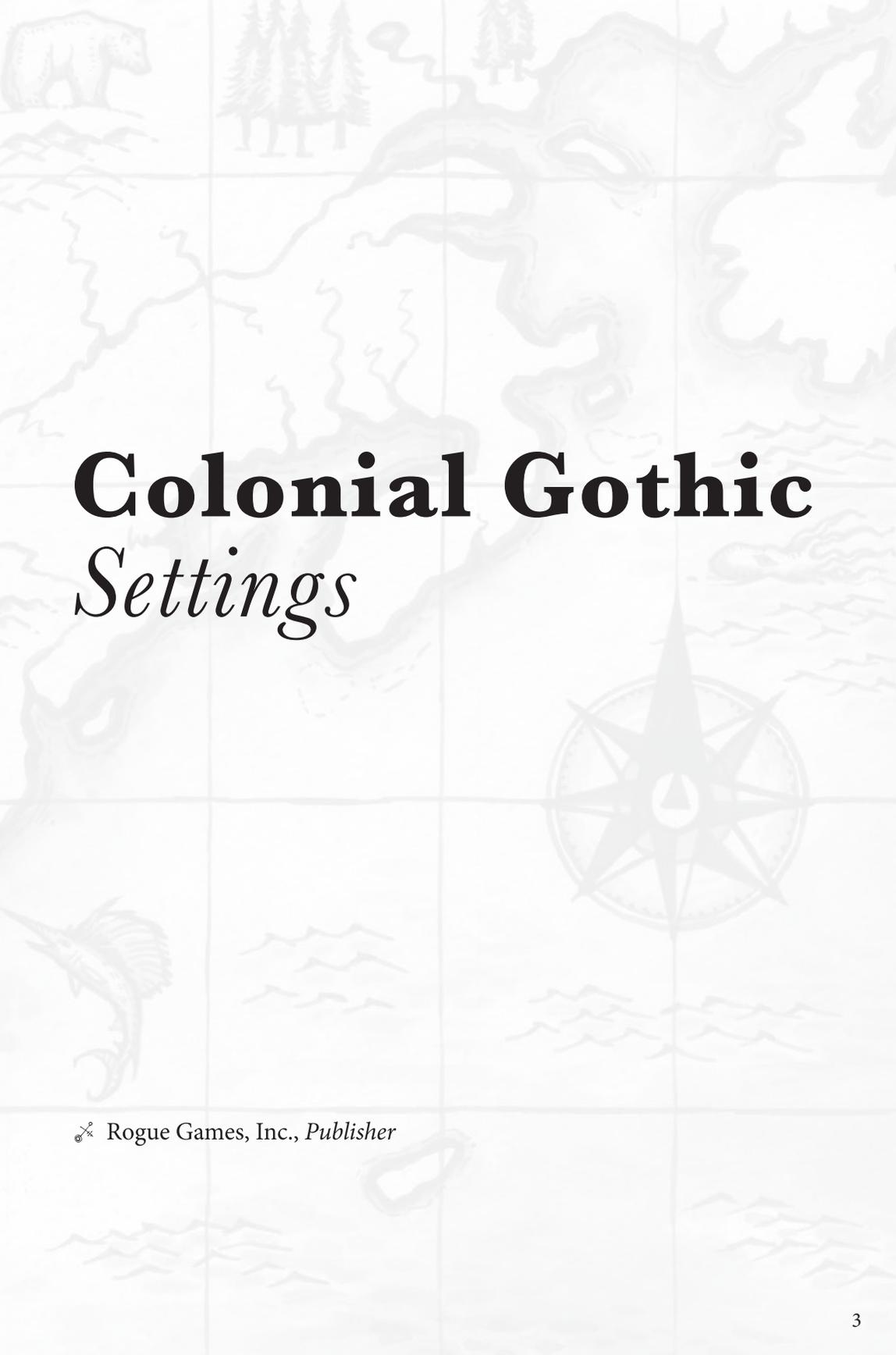
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You have to admit it is kinda hilarious.



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# INTRODUCTION

**W**elcome to *Colonial Gothic: Settings*. ¶ Ever since **Colonial Gothic** was published in 2007 one of the major goals was to provide coverage of all areas of the colonies. More importantly to this is that the focus need to not be singular. It is easy, very easy in fact, to focus on a specific area, such as New England, or a location, such as Boston, and ignore everything else that was taking place. History is more than one event, or one location, history is about the totality of a period that has change, growth and upheaval.

This book, *Colonial Gothic: Settings*, is designed to provide you with locations throughout the Colonies. The range in geography is great, and the scope of the background is even greater. These settings have been collected from earlier versions and now have been updated to conform with **Colonial Gothic 3rd Edition**. In addition, all the smaller setting books have been combined into this larger tome, in order to offer you a collection of examples that inspire their own games.

In these pages, you will find details of six locations: three within the Thirteen Colonies, one in the newly-acquired British territory of Florida, and two with deep roots in the early founding of the Colonies. Each location is described in detail, with notes on its history, current inhabitants, and local mysteries and intrigues.

**Plymouth** was the seed from which the Massachusetts Colony grew. By the 1770s, it is a bustling town of some 3,000 souls. No longer dominated by Puritans, it is still a place where religion matters.

**Elizabethtown** in Maryland is both smaller and more recently founded. Named after the wife of founder Jonathan Hager and sometimes called Hagerstown, it is a bulwark against Indian attacks. Its population of 500 can increase fourfold when outlying colonists flee here from Lenape attacks.

**Savannah** was founded according to grander designs, as the capital of the Georgia colony. Its broad streets and open squares lend grace to this thriving port city.

**Charlotte Haven** is tiny by comparison. Along with the rest of Spanish Florida, it came into British hands after the French and Indian War, traded for the return of captured Cuba. British and Spanish colonists live side-by-side in a peace that is sometimes fragile; outside the small town, the Seminole and Calusa are known to give refuge to escaped slaves.

**Popham** was founded in what is now Maine. This small colony only existed for a year,

and then, mysteriously it disappeared. As old as Salem and Jamestown, the colony marked the furthest settlement of English colonists in the Thirteen Colonies.

**Roanoke** is a name everyone knows, as well as the history and legends surrounding it. This history is one serving as an example of the destruction hubris begins. Those who read closely the background of **Colonial Gothic** know that Roanoke is the key event which has set the colonies on their current path.

Each of these locations can be used as the base for a **Colonial Gothic** campaign, and each is treated in the same format. A brief history of the area sets the scene. Profiles of prominent local people provide a cast of NPCs. Local mysteries, secrets, and scandals are laid out with rumor and hearsay for the players and hard facts for the GM. Descriptions and statistics are given for local monsters as needed, and finally, a mini-campaign is laid out in skeleton form.

## HOW TO USE THIS BOOK

This is not a book of ready-to-play adventures like the volumes in the *Flames of Freedom* campaign. In order to use *Colonial Gothic: Settings*, a little preparation is required.

To get the most from this book, the GM should pick a location and read the relevant section thoroughly. Thought should be given to how the Heroes come to be there, which NPCs are their particular friends or enemies, how they can learn of the various mysteries and other story threads, and how the campaign's storyline will open out as play progresses.

Once these decisions are made, the GM will easily be able to develop the campaign and adventure seeds provided, creating a truly individual experience tailored to the needs and preferences of the group.

## ABOUT THE AUTHOR

Jennifer Brozek is a freelance author for numerous RPG companies. Winner of both the Origins and the ENnie awards, her contributions to RPG sourcebooks include *Dragonlance*, *Colonial Gothic*, *Shadowrun*, *Serenity*, *Savage Worlds*, and *White Wolf SAS*. When she is not writing her heart out, she is gallowanting around the Pacific Northwest in its wonderfully mercurial weather. Read more about her at her blog: <http://jennifer-brozek.livejournal.com>.



## *Six towns, many secrets.*

Plymouth, Massachusetts; Elizabethtown, Maryland; Savannah, Georgia; Charlotte Haven, Florida, Popham, Massachusetts; Roanoke Island. Six towns that appear to have nothing in common.

### *Six towns with secrets.*

Award-winning author **Jennifer Brozek** (*Caller Unknown*, *Never Let Me Die*, and *Keystones*) takes you beneath the surface of six communities across Colonial America: the people, the societies, the secrets, and the things that were better left undiscovered.

Described in loving detail, each location is provided with a wealth of adventure seeds and campaign starts. Whether your Heroes are just visiting or decide to make a town their base of operations, you will find plenty here to provoke, challenge, and threaten them. There are wrongs to right, conspiracies to thwart, and monsters to slay. There are friends to help and foes to defeat. There are mystery, intrigue, and danger in plenty.

Just look beneath the surface.

Revised and re-edited for **Colonial Gothic 3rd Edition**, *Settings* incorporates **Rogue Games'** acclaimed *Locations*, *The Lost Colony*, and *Roanoke Island*, all in one book. Now it is even easier to use these locations.

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