



COLONIAL
Gothic



Gazetteer

Davis



Gazetteer

The top section of the cover features a stylized American flag with stars and stripes, set against a background of faded, historical-style text. The title 'COLONIAL Gothic' is written in a large, black, serif font with a slightly distressed or textured appearance.

**COLONIAL
Gothic**

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Graeme Davis

The logo for Rogue Press, featuring the word 'ROGUE' in a bold, stylized font with a small graphic element resembling a bird or a wing above the letter 'O'.

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Introduction

This book presents expanded information on the Thirteen Colonies as they were in the middle of 1775, with trouble brewing in Boston.

Chapter 1 gives a brief overview of the history of the North American colonies, from 16th-century exploration, through the founding of the first colonies in the 17th century, to the tensions that grew throughout the 18th century.

Chapters 2-14 cover each colony in turn, giving:

- A timeline of events;
- A list of major towns, economic activities, and governors in office in 1775;
- Notes on geography, society, and politics;
- Brief descriptions of major towns and other locations of interests;
- Local mysteries to inspire COLONIAL GOTHIC adventures;
- Maps of select locations.
- Chapter 15 gives brief information on the Native American peoples of the eastern seaboard and the effects colonization has had on them.
- Chapter 16 is a ready-to-play adventure set during the siege of Boston in 1775.
- Appendix I is a glossary of terms, including Native American words, colonial slang, and other words that may be unfamiliar to the modern reader.
- Appendix II is a short bibliography listing sources of more detailed information.

How to Use this Book

This book is designed as a starting-point for the GM who wants to know more about the Thirteen Colonies in general, or any of them in particular. The information it presents covers the basics but is necessarily brief for reasons of space, and the bibliography provides leads to more detailed information.

The adventure *A Surprise for General Gage* includes maps of the siege of Boston and of a typical British fort of the period. It also provides a start for the FLAMES OF FREEDOM campaign, which will be continued in future volumes from ROGUE GAMES. These and other titles will provide more detailed maps and other information on key cities and other locations.

Chapter I

History

This chapter gives a brief overview of the history of the Thirteen Colonies up to 1775. Readers who want more detailed information should refer to the bibliography.

Early English & Dutch Colonization

After false starts at Roanoke and Popham, settlers established the Virginia colony Jamestown in 1607 and the Massachusetts Bay colony at Plymouth in 1620. Meanwhile, the Dutch established a series of trading posts on the Hudson and Delaware Rivers, forming the basis of the New Netherland colony.

The Virginia Companies of London & Plymouth

When King James I founded the Virginia Companies in 1606, he granted them overlapping territories. The London company was chartered to establish colonies

between the 34th and 41st parallels (roughly from Cape Fear to Long Island sound), while the Plymouth company was allotted the territory between the 38th and 45th parallels (roughly from the northern part of the Chesapeake Bay to the current US-Canada border).

The failed Roanoke colony had been a private venture by Sir Walter Raleigh. The first settlement that thrived in Virginia was the Jamestown settlement, founded by the London Company in 1607. The same year, the Plymouth Company founded the Popham colony in present-day Maine, but it was abandoned in 1608. In 1620, the passengers of the Mayflower founded the Plymouth colony.

VIRGINIA & NEW ENGLAND

The name Virginia initially applied to all English colonies in North America. It may have been suggested by Sir Walter Raleigh or by Elizabeth I herself, referring to her (historically questionable) status as the Virgin Queen, although it has been suggested that the name derives from a native phrase, "Wingandacoa," or name, "Wingina."

New England was coined by John Smith (formerly of the Jamestown colony), who explored the coasts of Massachusetts Bay and Maine in 1614.

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1769: Dartmouth College is established in Hanover in western New Hampshire, to train Native Americans as Puritan missionaries.

1770-1774: Riots in The New Hampshire Grants (which would later be part of Vermont) over land grants west of the Connecticut River made by the late New Hampshire Governor Benning Wentworth. New York claims the same land and charges New Hampshire grant holders a “validation fee,” worth almost as much as the initial grant. Connecticut lawyer Ethan Allen unsuccessfully defends the grant holders in New York’s Supreme Court. Allen and others found the Green Mountain Boys as an unauthorized militia to defend grant holders from New Hampshire. They stop sheriffs from enforcing New York laws and terrorize settlers with New York grants.

1774: The Provincial Congress for New Hampshire begins to meet in the Exeter Town Hall, fearing Portsmouth is too vulnerable to British attack. On December 13, Paul Revere makes his famous ride, warning that British troops are sailing from Boston. Over the next two nights, several hundred men overpower the six-man British garrison at Fort William and Mary (now Fort Constitution, New Castle) and remove gunpowder, cannon, and small arms. These raids are among the first overt acts of the American Revolution.



Geography

New Hampshire is bounded by Massachusetts to the south and the Province of Maine (administered by Massachusetts) to the northeast. To the west, the White Mountains form a boundary, and the land beyond is claimed both by New Hampshire and New York.

The north-central part of New Hampshire is hilly and even mountainous in places, but the southwestern part is flatter. The terrain is heavily forested for the most part, and south of the White Mountains it is dotted with lakes—the largest being Lake Winnepesaukee at 29 miles long and 1 to 9 miles wide.

Society & Politics

The people of New Hampshire are self-sufficient and independent. In particular, they dislike what they see as the expansionist ambitions of Massachusetts, which has tried to bring New Hampshire under its control more than once.

Locations

Exeter

The current capital of New Hampshire is a busy port and industrial town situated at the point where the Exeter River meets the tidal Squamscott River. The Provincial Congress meets at the Town Hall, having moved away from Portsmouth for safety from both British attack and the scrutiny of Governor John Wentworth.

Portsmouth

As far as the British are concerned, Portsmouth is still the capital of New Hampshire. It is the seat of the governor and a busy port with a fine harbor, situated at the northern edge of New Hampshire’s coastline and benefiting from coastal trade from Canada to the Carolinas, as well as transatlantic trade coming down from Newfoundland. The harbor is (or rather, was) protected by Fort William and Mary on New Castle Island. In 1774, this impressive structure’s six-man garrison was easily overpowered and the fort stripped of arms and ammunition which, according to rumor, will shortly be on their way to Boston.

Dartmouth College

The college was founded in 1769 by a Puritan minister from Connecticut who rejoiced in the unlikely name of Eleazar Wheelock as a school to convert and train Native Americans as Chris-

Chapter 15

Native Americans

This chapter gives some basic information on the major native tribes encountered by European colonists, including their status in 1775.

Algonquian Peoples

In pre-colonial times, Algonquian peoples occupied the eastern seaboard from Canada down to North Carolina. Algonquian languages are mutually intelligible: a character who has learned any Algonquian language can understand and be understood in any other, but to do so is one stage more difficult than speaking or understanding the learned language.

Culture

Most Algonquian peoples mix agriculture with the seasonal exploitation of game, fruit, fish, and seafood. Men are primarily involved in hunting and fishing (which is done with spears and fish traps), while women primarily farm and gather.

The main crops are corn, beans, and squash. The bean plants climb the cornstalks and the squash grows beneath, inhibiting weeds and keeping the soil moist under the shade of their broad leaves. With this technique, the soil remains fertile for several decades. Food is stored for the winter, and can last for two to three years. When the soil eventually loses its fertility, fresh lands are cleared for cultivation.

Coastal settlements usually consist of domed or barrel-roofed longhouses. Inland settlements are mostly made up of wigwams, which are similar to a plains teepee but covered in birch bark instead of skins. Larger settlements could be fortified with a stockade.

In most cases, Algonquian society is matrilineal, with clan membership and land rights passing from mother to daughter. This puzzled the European colonists, especially since a man's closest male relatives were his mother's brothers rather than his father, who usually came from a different clan.

Political organization consisted of a head sachem presiding over a number of

Welcome to the Colonies

It is 1775.

The conflict between the American colonists and the British Parliament has come to a head at Boston. War seems inevitable. Behind the war, unseen hands move unknowing pieces, manipulating events according to ancient plans. Beside the war, ghosts and monsters walk the land and ancient curses run their course.

Welcome to the Thirteen Colonies.

In this book you will find maps and information covering each of the Thirteen Colonies, plus the Province of Maine and local native peoples, plus a short ready-to-play adventure, *A Surprise for General Gage*. A glossary explains unfamiliar terms both native and colonial, and a bibliography points to more detailed information on the colonies and their inhabitants.

Written by **Graeme Davis**, this book is your guide to the Thirteen Colonies. Filled with maps, adventure hooks, and other information, this book picks up where the **Colonial Gothic Rulebook** left off, and begins exploring the world of **Colonial Gothic**.



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