



The Festering **LOCUSTS of FENMORE**

Horror on the frontier of the French & Indian War

by J.C. Connors

About the Adventure

The Festering Locusts of Fenmore is a GURPS Horror adventure inspired by Ramsey Campbell's Lovecraftian short story, "The Insects of Shaggai." The adventure can easily be adapted to other horror systems – a *Call of Cthulhu* version is also available on www.1shotadventures.com.

The adventure is set in 1758 along the colonial frontier north of Albany. This is the time of the French & Indian War, where poor farmers and fur trappers eke out a living from the land, even as conflict flares up around them. Worse than any human conflict, however, are the sentient insects that are festering on the frontier, waiting to emerge and enslave the unsuspecting men and women building settlements nearby!

The Loathsome Locusts of Fenmore is suitable for three-to-five 100-point characters. The end of this adventure includes six pregenerated characters so you can get started right away – including an extra character should one of the PCs meet a grisly fate before the adventure's conclusion!

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person icon are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

Adventure Summary

It is the late summer of 1758. After the costly British defeat at Fort Carillon (aka Fort Ticonderoga), peace has seemingly returned to the British frontier. The colonists who were drafted to seize the fort from the French have been allowed to return to their land. It's been over three months since French war parties were seen in the wilderness near Saratoga.

The adventure begins in a small British trading settlement named Wood Creek, not too far from modern-day Whitehall. The PCs receive a visit from a neighboring settler, Jacob Fenmore. Jacob had served at Fort Ticonderoga and received a field promotion. He returned home to tell his father and sister that he planned to winter at the fort, but his family was nowhere to be found. Jacob believes they might have been out on a hunting trip or resupplying at Saratoga village. He asks that the PCs check on his father, Enoch, and sister, Clara, in a few days time.

Fenmore's homestead lies ten miles west from Wood Creek. When the PCs arrive, Enoch, is unsettled and nonsensical, and Clara is no where to be found.

Enoch tells the PCs that he suffered an accident in the river a few days ago, and then shares a strange story about how he discovered a hive of "unnatural locusts" in the woods. He witnessed one of the Insects crawl into the skull of a Frenchman that he had befriended. Enoch ran for his life back to his cabin. What Enoch does not know is that he was also possessed by one of the Insects! Now, from inside his skull, the

creature is slowly feeding him aeons of lore from the Insect's home planet, and slowly converting Enoch into a loyal follower.

Enoch is withholding two dark secrets. One, he captured the possessed French militiaman and is secretly holding him hostage in his cellar. Two, he buried his daughter Clara alive on the edge of the forest, believing that she is protected from the Insects while deep underground.

Eventually, the PCs discover these dark secrets. While they rescue Clara, they have to deal with the Frenchman, who has gone utterly mad from the Insect inside his skull.

Soon, however, Enoch's cabin is surrounded by the Purple-Painted Men, a cult who has devoted themselves to the Insects. They've come to recover the two men, who they now see as one of their own. What's more, the cult is disappointed that the Insect has driven one of the men mad. Part of their plan is to free the Insect from his brain so that it can incubate inside one of the PCs with better results!

Eventually, the PCs must fend off the Cult and flee the Fenmore homestead, either escaping through the woods with stealth, or paddling down the Hudson. The cult, however, will not let the PCs escape the wilderness peacefully, and summon a monstrous *gnawing tendril* to devour the PCs before they can alert the British to their presence.

If the PCs escape with their minds and bodies intact, they can claim victory. Otherwise, their fate is to become slaves to the festering locusts of Fenmore...!

Part 1: A Sunday Surprise

The PCs begin the adventure in a "hall and parlor" log house near Wood Creek. It is time for a traditional Sunday supper, where several local families sit down, eat, and give thanks together.


Tonight, boiled stew, apple dumplings, and pop-robbins (flour and egg balls boiled in milk) are served at the large central table. Talk at the table invariably drifts to the ongoing war with the French, the flax crop, beaver pelt and deerskin prices, and occasional family scandals in nearby Saratoga.



It is not unusual for the families of Wood Creek to host guests on Sundays. British soldiers, militiamen, fur trappers, and even traders and warriors from the friendly Iroquois tribes have been known to visit and sup with the colonials of Wood Creek.

To kick off the adventure, the GM should hand each player a "banter card" from the handout section (see [Handout A](#)). Players should introduce their characters, then take turns reading or improvising a statement from their card. This method is a fun and easy activity to get the players familiar with the events and concerns of 1758 New York!

Just as prayer is held and dinner is served, there is a loud knock at the door. It is JACOB FENMORE, a familiar young man in his mid-twenties, known for his impulsiveness, loyalty to his family, and bravery. Dressed handsomely in a neat but worn red coat, he enthusiastically embraces his friends at the table, apologizing he is both unexpected and late.

 *GM's Note: To add weight to Jacob Fenmore's role, one of the PCs can be related to Jacob. If using the pregenerated PCs from the end of the adventure, both Nathan and Abby Keales are noted as his cousin.*

As dinner progresses, Jacob explains his unexpected visit:

"General Abercromby up at Fort George offered me a commission to winter up there. We're gathering troops up north, so he needs folks familiar with the area to keep an eye out for French rangers. There's four thousand French soldiers up at Carillon, no doubt they'll come south soon.

"I was allowed leave to tell my family that I wouldn't be returning until the spring, and also tell them that it'd be wise for them to relocate to Saratoga. I don't like the idea of my father and sister all by themselves west of Waggon Road.

"Unfortunately, when I knocked on my father's cabin, I found the two of them were gone. I waited for a few days, but they didn't come back. It's possible they're resupplying in Saratoga, or maybe trapping west of the Hudson.

"I'm due back at Fort George in two days. I'm hoping one of you fellows can visit my father Enoch in a few days time and tell him my news. I just don't want family out there when the raiders come south."

The PCs remember that Jacob's father Enoch is a well-known, industrious trapper who has always preferred to live in remote areas, better to trap valuable beavers with less competition. A bit of a curmudgeon, has a reputation for being a shrewd negotiator. Jacob's younger sister CLARA has received many offers of marriage, but she's refused to move away from her father until the war's ended.

A successful AREA KNOWLEDGE (LOCAL) roll recalls that Fenmore's homestead is located about 15 miles west of Wood Creek. There's no direct road to Fenmore's house, though the main roads will take travelers about halfway there, then it's a straight shot along the Hudson River. The trip is at least a 10 hour hike, likely longer taking into account terrain, rests, and stream crossings.

Asking Jacob more about current events (or making an appropriate CURRENT AFFAIRS roll) recalls that the French pulled their soldiers back to Fort Carillon a year ago; they haven't been seen in the area for a while. However, Shawnee or Lenape raiders allied with the French attacked a small settlement west of Lake George over the summer.

Stopping at Fort Edward

Fort Edward is en route to the Fenmore homestead. PCs may decide to stop there for the night. The fort is a sprawling complex with thick, 15' high palisade walls. Eight cannon and twenty mortars protect the fort, along with a few hundred British soldiers. Also, the elite Rogers' Rangers reconnaissance company is often stationed here. This independent unit of elite New Hampshire scouts has the respect of everyone in the area, British and French alike.

As British colonials, the PCs will be welcomed into Fort Edward, and allowed to spend the night in one of the fort's supply areas. Friendly and respectful PCs might be able to convince the new commander of the fort, MAJOR GENERAL PHINEAS LYMAN, to purchase some additional supplies, such as a musket or two, extra powder, or foodstuffs. Additionally, a SAVOIR-FAIRE (MILITARY) or CAROUSING roll at the fort discovers a few random rumors:

- 1 - Fort Anne is rebuilding its palisade walls, and has employed Mohawk scouts to protect the valley.
- 2 - Algonquins have raided two groups of colonial traders on Waggon Road.
- 3 - The French have seen a startling amount of desertion over the summer; this is why they haven't moved south yet.
- 4 - Morale is low among the British troops since the July defeat at Fort Carillon (aka Fort Ticonderoga).
- 5 - Prices have risen greatly in Saratoga over the summer.
- 6 - There's no plan for a campaign for the rest of the summer; the valley should stay largely peaceful.

In the morning, Jacob sets off to Fort George, wishing the PCs luck that they find his family without much trouble. He again asks them to make the trip in the next few days.

As he departs, Jacob hands one of the PCs a sealed envelope with a letter to his father in it, saying it "explains the situation, the trade in Saratoga, and other family matters." (The GM should seal **Handout B** in an envelope, tempting the players to open it! While there's nothing nefarious in this letter, it does warn his father that a dangerous "devil beaver" may be living near his cabin. This can prove handy later.)

West Across the Frontier

The most efficient way to get to Fenmore's homestead is to travel south along the road to Fort Edward, then north along Waggon Road, then cut west along the Hudson. With a successful NAVIGATION roll, this trip can be made in a hurry in 12 hours, though the weather is hot, and it's best to spend

the night halfway there. A failed roll costs an additional hour or two once the group leaves the road. If the whole group makes a **HIKING** roll (or HT-5), they can cut the time down to about 10 hours and make it in one, exhausting march.

GM's Note: The adventure works best if the PCs arrive at Enoch Fenmore's house in the morning. That way they have the whole day to deal with Enoch and his hostage, and rescue Clara from being buried alive. This times the arrival of the Purple-Painted Men at nightfall, which makes the situation especially creepy and tense.

Part 2: The Fenmore Homestead

Enoch Fenmore lives in a two-building homestead just a couple hundred yards from the Hudson River. His log house is finely built and well-maintained. In contrast is his nearby, decrepit bark-house that serves as a workshop. This is where Enoch Fenmore skins, fleshes, stretches, and dries his beaver pelts before selling them in nearby Saratoga.

As the PCs approach the homestead, they see smoke rising from one of the two chimneys in the cabin. Regardless of the time of day, a successful **PERCEPTION (HEARING)** roll hears mumbled singing coming from the house. The song is somewhat recognizable as the Scottish tune, "Johnnie Cope," which commemorates a 1745 battle. An **IQ**-based **SINGING** (or **IQ-4**) roll can tell the person is not very familiar with the actual lyrics. Scottish PCs roll at +4!

A minute or two later, Enoch booms out, "*I will restore the years that the swarming locust has eaten, the hopper, the destroyer, and the cutter, my great army, which God has sent among us!*" He then stomps his feet loudly on his wooden floor. A **THEOLOGY** roll identifies this as a Bible verse from the Book of Joel (2:25).

If the PC's spy on Enoch, they'll see him exhausted and frantic inside his cabin. He's simultaneously frying up some goats meat in a pan, singing, quoting Bible versus ("*He spoke, and the locusts came!*"), and kicking at the floor. This is an unwell man. There is no sign of his daughter, Clara.

If Enoch hears the PCs approach without warning, he'll spring to his door with his rifle in an instant. He knows that any number of dangers can show up as his home in the wilderness, and he'll be ready.

Once Enoch recognizes the PCs as fellow British colonists, he beckons them inside, telling them to hurry. It is clear the man is tired and anxious.

Enoch Fenmore's Cabin

Enoch's cabin is a well-maintained, hall-and-parlor log house. A successful **Per-based CARPENTRY** or **ARCHITECTURE** roll sees that the cabin was built with expensive tools.

Hall

Enoch's main room is sparse, furnished only with a rectangular, spruce table and a few chairs. A few shelves holds some basic dry goods. A new Kentucky rifle (4d-1 pi+, Acc 3, Range 110/1200, RoF 1, Shots 1(60), Bulk -6, 7 lbs.) is mounted above the fireplace, and a large chest holds a wool blanket, some dining ware and utensils, and a note from Enoch's son Jacob (see [Handout C](#)).

Underneath the table is a trap door that leads into a small root cellar. Spotting the trap door while the table is on it is difficult and requires a **PERCEPTION (VISION)**-5 roll, or a **SEARCH** roll with some time. Once the table is physically moved, the trap door is fairly obvious to spot.

The PCs may hear moans of the captured Frenchman in the root cellar, particularly in the quiet after Enoch is finished with his story. A **PERCEPTION (HEARING)** roll hears them (-3 if loud conversation is also happening in this room).

Parlor and Bedroom

A bed and two homemade down mattresses are in the smaller room, shared by Enoch and his children. A large trunk holds some clothes and blankets. A woman's wool traveling cloak hangs one wall (which a **HOUSEKEEPING** roll will *immediately* see as out of place), signalling that Clara might not be away like her father claims.

The Root Cellar

The cramped root cellar is only accessible from the trap door in Enoch's house. The ceiling is low, requiring anyone who drops into the cellar to hunch over.

Bound and gagged in the root cellar is Rigobert Dieupart, the round-faced Frenchman from Montreal. He joined the French forces a year ago, but deserted after the French defeated the British at Fort Carillon (Ticonderoga) in July. He was heading west when he stumbled upon Enoch Fenmore. After his encounter with the locusts, he followed Enoch back home, where he was hit over the head, captured, and locked in the cellar.

Like Enoch, Rigobert's brain is infested by a locust. However, he has succumbed to the insect's mind control far faster than Enoch, and is an incoherent mess when the PCs find him. He holds his head and moans about "shrouded planets," "ships that sail the stars," and "sacrifices to 'The Purple God Who Devours'."

Enoch Fenmore

The adventure begins in earnest when the PCs meet Enoch Fenmore. Believing he narrowly escaped death at the hands of the French, unnatural locusts, and devil beavers, he's excited to share his story:

Fenmore's Story

"I was trapping north of here, a place where the beavers grow conspicuously large and heavy, more like dogs than like rodents. Them beavers are hateful, and they shriek like the devil when they see a man, and are often likely to attack you like a rabid thing!"

"Well, I was hunting these devil beavers when I tripped and fell into the river. The things were on me in an instant, biting my skull and neck with their teeth."

Enoch points to a vicious, likely infected, puncture wound on his collarbone to emphasize the point.

"The devils wouldn't let me leave the river, and my powder was wet, so I swam for it. I fell down over a fall and knocked my head."

"Somehow, the Lord was with me and He saw to it that I didn't drown. I was fished out of the water by a cowardly, round-faced Frenchman. The shag-bag had deserted his unit, see. But he was God-fearing so he saved me from the river. I didn't trust the man, but my leg was hurt so I told him he could winter at my place. We spent a day or two lost in the wild, and that's when we saw it."

"It was a pyramid or cone of sorts, dirty, white, and jutting out of the ground about fifteen feet. A circular door was at the top. I told the Frenchman to leave it be, but he was all curious and climbed up. Suddenly, locusts the size of my fist poured out of it. I went to run away, but a horrible thing happened. One of those locusts fell on the roundface of the stupid Frenchman... and I swear to God... it crawled into his head. The shag-bag screamed bloody murder and I fled. Thank the Lord I found my way back here!"

Enoch rambles on, but his story becomes more unfocused and difficult to follow. The PCs will likely have questions!

- If asked where his daughter Clara is, he stammers that he thinks she went to go find him while he was injured and lost. He doesn't seem concerned, thinking she'll be back in a few days. "Girl's tough and knows the woods well. On friendly terms with the tribes too." **GM's Note:** *This is a lie, Enoch buried Clara alive to protect her from the Insects.*
- If asked about the Frenchman, Enoch chuckles and describe him having a face like a full moon. He says he thinks the man's is RIGOBERT, but scoffs at the foreign name. Enoch says he doesn't know what happened to the man, but just last night he spied *another* French scout

sneaking around his settlement, north of the house. He got a glimpse of the man and fired a shot at him with his rifle. "Think I hit him too, but it was dark and I haven't looked for his body yet."

- If asked more about the locusts, he'll hold out his fist and describe them as "evil buzzing, flailing things, which makes sounds like CHAW-ANN! CHAW-ANN! from the largest of their three, moist mouths."
- If asked about the strange structure in the woods, he'll describe it as "made of smooth stone, cold to the touch." He doubts he could find it again.
- A PSYCHOLOGY roll reveals that Enoch doesn't seem to be sharing everything he knows... and in fact seems like he's acting as if someone else might be listening to him.

When told that his son was looking for him, and wants him to travel south to Saratogha or take shelter in a fort, Enoch refuses.

"The locusts come back at night, looking for me. Seems they know I got away, and have more to tell me... plus, I have to wait for my Clara to get back..."

Confronting Enoch

Eventually, Enoch's story unravels. The most likely way this happens is if the PCs hear Rigobert trapped in the root cellar. If they rescue Rigobert, Enoch screams angrily and tries to stop the players, even reaching for his rifle:

"You can't free him! He has an INSECT in his skull!"

If the PCs confront Enoch about Clara's disappearance – either because Rigobert told them he heard something happen to her or because they discovered Clara's traveling cloak in the parlor – Enoch grows more anxious, finally admitting she's not away.

"You don't think I was going to let one of the locusts get her do I? No... I buried her! No one can find her, not even THEM. I'll free her when it's safe! I'm a good father..."

No amount of pleading will get Enoch to reveal the location of Clara's "grave." Instead, the PCs will have to search the woods.

Once Clara is recovered, Enoch grows hopeless and deeply ashamed. He'll simply sit in his chair and babble and moan, saying the locusts will come for everyone soon enough. From this point forward, the Enoch is useless and prone to panic. The GM should use him as a foil at this point, distracting the PCs and adding to the chaos, until the Insect in his head fully takes control of him (see p.10).

Fenmore Settlement



If the PCs free Rigobert while Enoch is around, Enoch protest almost to the point of violence. He'll scream that the man has an Insect in his brain, and that he's not to be trusted. *"He's a slave to them! I know! And he'll bring them upon us!"*

With Enoch held at bay a calm approach, it's possible to get some useful information out of Rigobert:

- If asked about Clara, Rigobert nods his head frantically and say, *"Yes! The girl in the ground! The pretty girl in the ground!"* He'll then make violent motions with his hand, and point to Enoch. *GM's Note: After he was captured, Rigobert heard Enoch planning to bury Clara to protect her from the Insects. He heard the scuffle outside the cabin the next morning. He does not, however, know where Clara was buried.*
- If asked about Enoch's story, Rigobert affirms most of the story. *"I saved him from the water!"* However, Rigobert does not realize that Enoch also has an Insect in his skull; he did not witness Enoch's attack.
- If asked about the insects, Rigobert resumes babbling. *"The ships of stone do not work! The ships of stone have failed here. More slaves are needed..."*

If the PCs release Rigobert, he lacks the agency and good sense to flee from the homestead. Instead, he'll wait in the area, hiding either in the skinning house or at the edge of the woods, awaiting the Purple-Painted Men – allies of the Insects – to come and retrieve him.

The Decrepit Skinning House

The windowless bark-house is where Fenmore does his work. Here, he skins, fleshes, stretches, and dries beaver pelts. A bucket of lime sits outside the door, which is usually locked with an expensive iron padlock.

Inside the foul-smelling shed are a dozen or so beaver skins, each nailed and stretched onto boards arranged around the room. One unusually-large skin is sewn and stretching on a circular loop – a gift from one of the nearby tribes. A NATURALIST+1 roll immediately identifies the beaver skin as twice as large as it should be.

Tools typical to the skinning trade can be found on a wooden table in the corner of the room – sharp knives, fleshing planks, a nice hammer, and a bucket of rusty nails.

A chest in the corner holds two expensive carpentry tools, including a fine German-made handsaw and a *very fine* hatchet that has a blade of unusual, unidentifiable white metal... or is it stone? It is difficult to be certain.

GM's Note: Jacob Fenmore found a chunk of this metallic material near where he first encountered the Insects. He honed it into an axe blade and used it to craft his home. The hatchet gives +2 to CARPENTRY and similar rolls, but causes nightmares to those who keep it on their person.

The Red Cabbage Patch

The red cabbages and carrots planted Enoch's patch are normal, healthy vegetables. A wooden shovel can be found stuck into the dirt here.

Mounted on a post in the middle of the patch is a primitive-looking scarecrow. An enormous, rodent-like animal skull is mounted where the head should be. A NATURALIST+1 roll identifies the skull as from a massive beaver, which would at least be the twice the size of an ordinary beaver.

The Iron Tree

The "iron tree" in this clearing is in actuality a being from Xiclotl. The strange tree-like creature is enslaved to protect the Insects. Knowing that two Insects are inside Enoch's house (in Enoch and Rigobert's heads), it has stationed itself on the edge of Fenmore's homestead.

While the horrible thing is visibly different from the pines in this area – its trunk is cylindrical, with grey metallic bark, and flat fronds sprouting from it – it is good at camouflaging itself in the forest.

The Xiclotlan is carnivorous and aggressive. If it hears humans nearby, it hides itself among other trees to observe, moves up behind the weakest-looking victim, and then attempts to grab him with its tentacles and swallow them whole. Seeing a Xiclotlan come to life calls for a FRIGHT CHECK-2!

Being devoured by a Xiclotlan is a horrible fate. After being digested, the Xiclotlan excretes the corpse out in a gray, paste-like form. The excrement forms into a bubbling fungus that sinks into the earth and creates a Mote of Zy'tl Q'ae, an intelligent and carnivorous plant-thing who is the dominant life-form of the Xiclotlan's planet.

The Militiaman Corpse

The body of a young, French scout dangles from the tall branches of a spindly white pine tree in this area. The body can be spotted with a successful PERCEPTION (VISION) roll. The corpse is visibly missing a leg (which was eaten by the Xiclotlan).

Xiclotlan Guardian

Servant to the Locust

ST	25	HP: 25
DX	12	Will: 10
IQ	7	Per: 10
HT	12	FP: 12

Basic Speed: 6.0 SM: +3 (16' tall)

Move: 5

Dodge: 8

Traits: 360° Vision; Born Biter 2; Damage Resistance (DR 5); Duty (Insects); Extra Arms 4 (Extra Flexible, Weak); Extra Attacks 2; Hard to Subdue 2; High Pain Threshold; Injury Tolerance (No Eyes, Head, or Neck); No Fine Manipulators.

Skills: Brawling-14; Camouflage-12; Lifting-12; Stealth-12.

Tactics: The Xiclotlan attacks by whipping its tentacles to stun its prey (three attacks for 1d cr damage, Reach 2). It then grapples its victim (up to +8 to grapple with its tentacles!), and then tries to swallow their victim whole (3d-1 cr damage, Reach C). The Xiclotlan can only digest one human-sized creature at a time, so once it eats a victim it will not try swallowing again until it excretes the corpse (which usually takes 24 hours).



Recovering the body requires either chopping down the tree or making a CLIMBING+5 roll. Seeing the ghastly injuries on the corpse up close requires a FRIGHT CHECK! A gunshot wound is in the man's shoulder (which a DIAGNOSIS or PHYSICIAN roll will reveal would have been non-fatal), the man's arms are broken in multiple places, his skull is caved in, and his leg is entirely missing, bitten off as if by a huge bear!

If the PCs search the body, they find a small book sewn into his coat along with few livres. The book is entitled, *A Fatalist's Purge* and its author is scratched out. Even a glimpse through the manuscript's pages reveals that the book is occult in nature – strange writings, glyphs, and drawings of monstrous skulls adorn its pages. A hand-written passage at the front of the book (written in French) reveals that the owner was apparently tracking deserters and cultists (see [Handout D](#)).

Clara's Grave

Clara Fenmore is buried alive in this part of the woods, trapped in a shoddy casket and entombed a yard into the ground. Her father Enoch trapped her here to "protect" her from the Insects, who he feared were going to burrow into her brain.

Spotting the location of the dug grave is difficult without an idea where to look. A PC randomly wandering the area may spot the soft, recently-excavated earth with a successful PERCEPTION (VISION)-3 roll.

If a PC is *specifically* scouting for tracks around the settlement, a successful TRACKING roll finds a trail that leads to the burial site. If the roll is made by 3 or more, signs of a skirmish at the edge of the woods is visible – this is where Enoch wrestled Clara to the ground and bound her.

Digging up the grave with the wooden shovel from the cabbage patch takes one man about four hours (our eight hours with improvised tools!).

Clara is bound, half-conscious, and an emotional wreck. She's dehydrated and terrified, and unable to speak coherently until she gets rest. She will not go anywhere near her father, who she thinks has gone mad from his encounter with the devil beavers. ("He said he got bit by them... and when he came back, he wasn't the same!")

Once calmed down, Clara recounts what happened:

"When my father didn't come back from his trapping expedition, I set out into the woods to find him. I hoped maybe I would find a Mohawk who had seen him. Nobody had.

"When I returned to the cabin I saw he had returned. I felt he was acting strange, but thought it was because he had been mauled by those devil beavers he likes to trap.

"But then that night I heard a man shouting underneath our floor. My father said he had captured a Frenchman and to go back to sleep. I had nightmares that night of horrible buzzing insects, and men chanting to the devil in the woods.

"In the morning, I told my father he should let the man go. My father agreed and asked me to help him with something in the woods first. But when we got to the edge of the forest, my father hit me with a shovel and bound me. It was horrible... he entombed me in the ground, saying it was for 'my good'. The devil's taken his mind, I tell ye, either from the bites he suffered or because he's turned his back on God!"

Once settled down, Clara has a few other pieces of information to share.

- Enoch and Clara keep a small wherry boat near the river, which they use to bring goods to Saratogha. (Unfortunately, she does not know that in a fit of madness, the boat has been damaged by Rigobert.)
- When she was looking for her father in the woods, she encountered three friendly Mohawk scouts just north of her home. She spoke to them and helped treat one of the men's horses, who had suffered an abscess in one of its hoofs. She wonders if any friendly Mohawks are still nearby (see Extending the Adventure).

Castor Diabolus

American Devil Beaver

ST	11	HP: 8
DX	12	Will: 11
IQ	4	Per: 10
HT	12	FP: 12



Basic Speed: 6.0 SM: -1 (4')
Move: 6 Bite: 1d-1 cut
Dodge: 9

Traits: Born Biter 1; DR 1; Hard to Kill 2; Hard to Subdue 2; High Pain Threshold; Quadraped; Sharp Teeth; Wild Animal.

Skills: Brawling-14; Swimming-15.

Notes: Dog-sized devil beavers are hateful creatures and are very dangerous. They will viciously attack humans on sight, all-out attacking at the legs, knees, and groin! The large pelt of a devil beaver is quite valuable. If skinned successfully, it can be sold for \$100 in a city like New York or Saratogha.

Devil's Dam

An old beaver lodge lies on the edge of the Hudson here. This was the initial location where Enoch found the huge "devil beavers".

The remnants of a four-man wherry boat is here on the shore of the river, but its hull has been shattered by axe blows. If Rigobert has been discovered already, Enoch truthfully explains he caught the man destroying it. If Rigobert has not been discovered yet, Rigobert blames the beavers.

Repairing the boat requires a carpenter and a helper. Three successful CARPENTRY rolls are needed to repair the boat, with each roll representing an hour's worth of work.

The abandoned beaver lodge stinks like carcasses. It's a smell that has outlived the original inhabitants. Enoch's hunted and skinned the original animals years ago. It's possible to swim into the lodge through an underwater entrance; this feat requires a SWIMMING+3 roll to find the entrance and push through the sharp timbers into the dark dome of the lodge.

A strange and rancid tuber rots inside the lodge. The size of a small melon, the tuber is shaped somewhat like a human heart, but is infested with maggots and worms. This is clearly the source of the awful smell that emits from the lodge.

GM's Note: The tuber is a hybrid between a naturally-occurring plant in the area and the residue trailed by the Xiclotlan. Only a critical success on a NATURALIST roll figures this connection out

(and even then, only if the PC has seen the Xiclotlan!). An OCCULTISM roll reveals that such tubers are often used in dark rituals to summon evil spirits. Anyone carrying the tuber will become the first target for the Gnawing Tendril at the end of the adventure!

Under a pile of branches in the dome is a broken axe handle, a rusty bayonet, and fine large skinning knife, crusted with dried blood.

A Dangerous New Resident

After Enoch was wounded by the devil beavers, a particularly smart and aggressive male beaver followed his trail down the river. The devil beaver has made its home here in the abandoned lodge, and will viciously attack any intruders who come near its new home.

Part 3: Purple-Painted Men

Once Rigobert is discovered and Clara is rescued, the PCs will hear drums in the distance. A SOLDIER roll identifies it as a military drum, though the cadence is chaotic and random.

Creeping through the brush are a dozen Purple-Painted Men. Whether through superstition or psychic powers, these men have become enthralled by the Insects and worship them as gods. The men are an eclectic mix of French and British soldiers, colonial settlers, and Iroquois. Their faces are painted with weirdly-shaped purple smears.

The leader of the cultists is a well-spoken Oneidan warrior named LITTLE SHEN. Shen also speaks fluent English, French, and several Iroquois dialects. The Insects therefore use him as their interlocutor.

Shen and the Purple-Painted Men's goal is to return Enoch and Rigobert into their brood. Both men have rare Insects in their skulls, which are precious to the men. Shen knows that the insects drive some men mad, and must be freed. Others are "educated" by the

Shen and his men approach Enoch's home, then call out to anyone inside. As the men approach, both Enoch and Rigobert become suddenly calm and attentive.

"The time has come, my friend," calls out Shen. "Come with us and we will show you the infinite smile of Xada Hgla."

An OCCULTISM or HIDDEN LORE (DEMONS) roll identifies "Xada Hgla" as a clam-like creature worshipped by long-extinct tribes in the area. Bizarrely, the creature is also supposedly referenced in Plato's lost dialogue, the Hermocrates; there, it is the monster that devoured the Greek gods.

Shen is there just for the two men who are possessed by Insects. He sees no need for violence, though if fired up, his men will fire a few musket shots into the house and then drift back into the woods, warning the PCs that they will return soon.

If the PCs talk with Shen, he won't approach the house, but will parley from the edge of the woods.

- Shen is diplomatic but blunt. He says he is here for the two white men who "opened the door of Xada Hgla." He insists that the men are his people and belongs to him.
- If asked who Xada Hgla is, Shen laughs with disbelief and explains that he is the "Green-Eyed Avatar of the Deep Dark," a being so powerful that it is inevitable he will devour the universe, and spare only those that worship him from afar.

Upon hearing that Shen has come for him, Rigobert does everything possible to join the Purple-Painted Men, even becoming angry and violent. His desperation gives him strength, and he may be able to break any normal restraints the PCs have used on him (GMs can give him ST+3). If Rigobert is *utterly* restrained, he begs and pleads and wails that he needs to join with Shen and the Insects – "Can't you see I was born to see his infinite smile?" Then he sinks into utter madness.

Turning Over Enoch and Rigobert

If the PCs succumb to Shen's demands and decide to turn the men to Shen, a few events may happen:

Enoch resists going over to the Purple-Painted Men... at first. After an hour or two, the Insect in his skull soothes him, and he will quietly rejoin the cultists. Before this happens, he'll begin speaking of long-dead histories of faraway planets, of ice-blue oceans, green suns, and crystalline mountains. To him, the sites he sees in his mind are familiar and comforting.

If the PCs turn over Rigobert (or he escapes to rejoin them), Shen embraces the man. Suddenly, the others violently force Rigobert to his stomach and horribly begin to split the man's skull open to wake the Insect inside. Rigobert was unable to receive the "gift" of the Insect's histories, so Shen and his cultists simply desire to free it.

Once free, the PCs see a iridescent insect, the size of a bird, lazily circle above the men. The insect flies in strange patterns, then races towards the house to look for a new host. Witnessing this entire event causes a FRIGHT CHECK-5!

The Insect Freed

Once Rigobert is dead, the Insect in his skull is released. It flies into the house, using its transdimensional properties to phase through the wooden walls of the cabin. While the Insect's motives are alien and sinister, what is clear is that it wants a more stable host to enslave. After all, those that survive the Insect's parasitic process stay loyal to the Insects forever.

Before trying to attach itself to the brain of a subject, the Insect will first attempt to disable any obviously armed opponents that could stop it. It uses its ability to inflict agony, and then dives towards a suitable victim to embed itself into his skull. Once another victim is infected with an Insect parasite, Shen demands that the PCs turn that poor soul over to him.

Departure of the Purple-Painted Men

Eventually, Shen departs the Fenmore homestead. This likely happens when the PCs either turn over Enoch and Rigobert to Shen, or they refuse altogether. Or, perhaps the PCs mounted enough of a defense of the cabin that Shen decided it is prudent to retreat into the woods to regroup. Either way, Shen's last words will be a threat: *"Soon, this land will be harvested and the locusts shall rule and make all their slaves!"*

That spoken, Shen and his men disappear into the woods to begin the next phase of their plan.

GM's Note: If the PCs get lucky and kill Shen (perhaps with a musket shot), his men retreat into the woods to elect a new leader. If Enoch is with them, he will assume leadership, the Insect in his brain teaching him the ritual that is to be performed...

Part 4: The Ritual

Shen has no desire to let the PCs warn the British of what happened here. Not wanting to endanger his men or the Insects some of them host, he withdraws a half-mile into the forest to summon a Gnawing Tendril, an otherworldly monstrosity that is easily capable of devouring the PCs.

Shen's summoning ceremony takes an hour, and requires five of his men. At first, the PCs hear strange shouts and groans coming from the wood. Soon the human noises are accompanied by an earsplitting droning sound. An OCCULTISM roll identifies the cacophony as some kind of dark ritual.

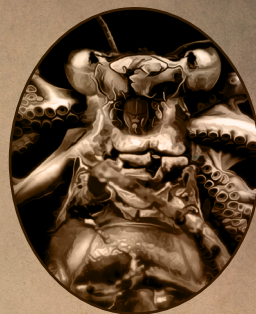
The Summoning

If the PCs sneak into the woods to observe the ritual, they will find Shen and his men in a rocky glade. Shen has drawn an irregular pentagon on the ground with what looks like white ash. His men stand at each of the points of the shape. Additional Purple-Painted Men guard the others.

The Insect

Unnatural Parasite

ST	3	HP: 3
DX	13	Will: 13
IQ	13	Per: 13
HT	10	FP: 10



Basic Speed: 5.75 SM: -5
Move: 5 Bite: 1d-5 pi
Dodge: 8

Traits: Affliction (Agony) 4; Born Tactician 1; Dark Vision; Flight (Winged); Insubstantiality; Teeth (Sharp); Vibration Sense.

Skills: History (Alien)-14; Observation-12; Tactics-13.

Tactics: The inscrutable Insect disables opponents with its ranged affliction attack, which appears to be an oddly-colored beam of light (HT-3 affliction, Acc 3, Range 10/100). Then, the insect will look for an intelligent host. It tries to latch itself on to a person's face (grappling at -5), which requires it to be physical for at least one second. Then it will sink into the victim's skull and infest the subject's mind. Each night thereafter, the victim must make a Quick Contest of Will with the Insect. After three failures, the victim is a slave to the Insects; a critical failure causes utter madness. The only way to remove the insect is through *trepanning*, which requires four hours and a SURGERY-5 roll. This procedure causes the Insect to flee. Failure inflicts 3d damage!

In the center of the pentagon is a large, heart-shaped tuber (similar to the one the PCs may have found in the beaver lodge). As the men chant in a strange language, the tuber writhes and pulses as if something grows inside it.

There are only two ways the ritual can be stopped. One, the PCs can kill Shen, who leads the ritual. Or, if Shen has less than four additional men to perform the ritual, it fails.

In the event of a failed ritual, the tuber twists and mutates and finally bursts into a horrible swarm of maggot-like Gnawing Larvae. Seeing this causes a FRIGHT CHECK-3! The wriggling larvae are hungry and will swarm to the nearest living beings to devour them.

The swarm of larvae has Move 5. It hits automatically and does 2 hit points damage per turn (armor not protecting). The swarm is dispersed if it takes 12 HP damage. The swarm is diffuse, meaning impaling and piercing attacks do 1 HP damage, and other attacks do 2 HP damage. If the swarm devours a cursed tuber (e.g., the one from the beaver lodge), it will spawn a second, smaller swarm (dispersed after 6 HP damage).

The second, and more difficult, way to stop the ritual is to destroy the tuber with fire *before* the ritual is completed.



Once the tuber takes more than 4 HP of burning damage, it swells and bursts, leaving a purplish and foul-smelling oil on the ground.

Ignoring the Ritual

If the ritual is not stopped, the tuber grows and forms into an alien Gnawing Tendril, a horrifying, multi-eyed worm that obeys the command of the Insects. Seeing the Tendril form calls for a FRIGHT CHECK-5!

Shen orders the Tendril to hunt down and devour the PCs before they can escape and warn others. Able to swim through the air, the Tendril makes for a deadly stalker.

Part 5: Escape

The adventure can conclude in a couple ways. Combat-minded PCs might strike out at Shen, stop his ritual, and defeat the unnatural Gnawing Tendril. This approach takes muskets, careful planning, and plenty of luck. Even if Shen is killed early on, his men will hunt the PCs down.

Or, wise PCs might decide to flee, perhaps planning to get aid at one of the nearby British forts. While Shen is a formidable foe, his small band is no match for a brigade of veteran British soldiers!

There are two good routes to escape the Fenmore settlement. The most obvious is by land, cutting through the woods and hoping to outrun Shen and the Tendril. It's a ten mile run to either Fort Edward or Fort Anne, which would take about four hours (or three with a successful AREA KNOWLEDGE or NAVIGATION roll).

The second method of retreat is via boat, paddling down the Hudson towards Fort Edward and Saratoga. The most obvious boat in the vicinity is the damaged four-man wherry boat kept near the beaver lodge. Or, industrious PCs might think to fashion their own primitive log raft – this would take six successful CARPENTRY rolls, with each roll representing an hour of labor.

A trip down the river to Fort Edward can be made in about two hours with a successful BOATING roll. A failed roll results in a three hour trip, as the boat is stalled by river hazards.

As soon as the PCs flee the Fenmore homestead, Shen and his band give chase. If it was successfully summoned, Shen unleashes the Gnawing Tendril to fly after them. The GM can handwave the chase, or run it with some simple chase rules (see inset). Either way, the GM should describe the horror of running through the woods, a band of crazed cultists and a screaming, gnawing horror at the PCs' heels!

The chase has three likely set-piece climaxes, although GM's are welcome to make up more, depending on the players' own clever tactics:

Cornered at Clay Hook Falls

Winded and off the trail, the desperate PCs find themselves scrambling to the top of Clay Hook Falls. An 18-foot cascade makes the terrain treacherous. Anyone slipping from the falls takes 2d cr damage from the fall on to the rocks below.

A PC succeeding at a TACTICS roll will be able to use the falls as high ground; the rocks at the top provide cover, and the trail is difficult to climb. Otherwise, the PCs find themselves pinned at the top with their foes coming from both directions. (Obviously, if the Tendril has caught up to the PCs, its ability to fly lets it scale the falls without difficulty!)

Battle of the Canoes

In this scenario, the PCs have taken the wherry boat down the river. Unfortunately, Shen's more agile canoes have caught up with them in a shallow part of the river. Shen's men are armed with muskets and bows and can easily start to pick the PCs off.

If the PCs succeed with a BOATING roll, they can take advantage of a fast-moving current, race ahead, and have enough time to disembark.

GM's Note: The GM can allow one more chance at a Chase Roll for the PCs to dash into the woods and outrun their dogged pursuers. In this case, if using the chase rules, the PCs have to win by 4+ to get away! PCs who want to hide can use STEALTH as their Chase skill, but it's at -5 due to the proximity of Shen's forces.

If the PCs stay in the river, the two forces engage in an epic water battle. GMs should start combat at about 15 yards, with Shen's forces closing by a yard or two each turn. The Gnawing Tendril flies in like a drunk fly, planning to destroy the PCs boat before swallowing them.

The 18-foot wherry boat does not offer much cover, and has DR 2, ST/HP 36+, HT 12c, SM +2. Shen's canoes are more fragile, with DR 2, ST 23, HT 12c, SM +1.

Escape to the Forts

In this scenario, the PCs skillfully escape through the wilderness and make it to the walls of one of the nearby forts (likely Fort Edward or Fort Anne).

Shen is smart enough not to charge at the walls of a well-defended British fort. He orders his men to fade into the woods, where they make their way back to Fenmore's house to loot its valuables and burn it to the ground.

Running the Chase

The finale of the adventure is likely to end with the PCs fleeing towards Fort Edward, Shen and the Gnawing Tendril in hot pursuit. The following rules are adapted from *GURPS Action 2: Exploits*:

Every hour of the chase, the leader of each side makes a Chase Roll (GMs should roll separately for Shen and the Tendril):

Flight by Land

Roll DX or RUNNING. Add +2 if everyone in the party has Move 5, or +3 for Move 6. This means unless injured, Shen rolls against a 14. The Tendril rolls against a 15 thanks to its Winged Flight and Vibration Sense.

Flight by River

Roll BOATING. The wherry boat gets +4 to the roll; a primitive log raft gets +3. Shen has agile, two-man canoes near the river to chase after the PCs. These more agile canoes give +5 to the roll, which means Shen is rolling against a 17.

Catching Up

If Shen or the Tendril wins the Chase Roll by an effective margin by 4+, they catch up to the PCs. However, if the PCs fled immediately (without wasting any time checking out the hour-long ritual), they have a head start. Shen or the Tendril only close the distance on the first success; on a second success, they catch up.

The Tendril, however, is not as clever as Shen. It hungers for the PCs and will chase them straight into the fort! The British are on edge, expecting an attack from the French, and if they see folks screaming and running towards the fort, there's a good chance they'll open fire.

If the PCs spent time at Fort Edward at the beginning of the adventure, there's a reasonable chance the fort guards will recognize the PCs. With brutal efficiency, a firing line of British soldiers take to the walls to fire at whoever – or whatever – is chasing the PCs. Unless the GM has different ideas, the Tendril will likely explode in a hail of musket fire and unsurvivable cannon fire (6dx4 pi++ in case GMs want to roll...).

If the PCs didn't spend time at Fort Edward, or fled to Fort Anne, then there's a chance the British soldiers will mistake the PCs for enemy scouts. GMs can have the players roleplay moments of begging not to be fired upon, or quickly roll

reaction rolls for each PC. A failure indicates a musket is fired at the PC (4d+2 pi++, effective skill 9); a critical failure might indicate a 12-lb cannon is fired at the whole party...

While escaping from a horrible Gnawing Tendril only to be shot dead by frightened British allies sounds like a terrible end for the heroes... it's a perfectly appropriate end for a Lovecraftian horror adventure!

Conclusion

The adventure concludes with the PCs fleeing the evil that lurks in the wilderness and returning to civilization.

For completing the adventure, surviving PCs should receive 2 character points. They should receive an additional character points for good roleplaying, and another point or two for excellent performance (e.g., rescuing Clara, defeating Little Shen and his Tendril).

Extending the Adventure

GMs wanting to extend the adventure can add an encounter with Mohawk scouts, who are ranging from Fort Anne to protect it from raiders:

The Mohawk Scouts

In 1758, the Mohawk peoples were still reeling from the Battle of Lake George, three years prior to this adventure. There, British-allied Mohawk fought French-allied Mohawk with terrible losses. Since that battle, the Mohawk in New York – while still allied with the British – have been hesitant to join in any conflicts where they might face against the brethren.

Two Mohawk scouts are traveling through the Hudson River valley at the time of this adventure – TSIOKWARIS and his companion, KANATASE.

The PCs might encounter the Mohawk scouts while traveling to Enoch Fenmore's cabin. The initial encounter will likely be tense, with the Mohawks unsure whether the PCs are French scouts, and the PCs unsure whether the native scouts are Huron or Algonquins, allied with the French.

Tsiokwaris speaks reasonably good English, and his natural curiosity will lead him to talk to the PCs. If befriended, he explains that he and his friend are scouts in service to Fort Anne. Tsiokwaris explains that the fort is undergoing a significant upgrade, rebuilding its palisade wall and adding 12-pound cannons to its defense. While the fort is undergoing repair, and colonials are working in the woods to bring in timber, the

Gnawing Tendril

Harbinger of Doom

ST	22	HP: 22
DX	12	Will: 12
IQ	7	Per: 12
HT	13	FP: 12



Basic Speed: 6.25 SM: +2
Move: 6 Bite: 2d+1 cut, Reach C
Dodge: 9

Traits: Affliction (Agony); DR 3; Flight (Winged, 10' Ceiling); Injury Tolerance (No Vitals); No Manipulators; No Legs; Teeth (Sharp Teeth); Vibration Sense.

Skills: Bowling-14.

Tactics: The gnawing tendril flops through the air on the strange, humid air currents it creates. While it follows the telepathic orders of the Insects, it also has an independent, bloodthirsty streak which can override their commands.

The tendril attacks with its jaws, sinking its shark-like teeth into its victims for 2d+1 cut. The bite causes excruciating pain to its victims; anyone bit must make a HT roll or suffer *agony* for one minute per point the roll was failed by. Agonized victims fall down helpless and in pain. Those with High Pain Threshold are at IQ-3 and DX-3 instead.

fort's commander LT. COL ARCHIBALD REYNOLDS is paying the Mohawks to extend their patrols.

If asked about what he knows about the are, Tsiokwaris admits the frontier has been quiet lately. He says that he's heard a few strange stories of cowardly deserters who have banded together to live in the wilderness. His friend, Kanatase, gestures to his face and laughs. "Purple-painted men," chuckles Tsiokwaris.

Tsiokwaris will not agree to accompany the PCs all the way to the Fenmore settlement, but will agree to go with them to Waggon Road. Tisokwaris explains that Algonquin raiders have been seen along Waggon Road, harassing British trade, and so he is going to spend a week patrolling along the road.

Finding the Mohawks on Waggon Road

At some point, the PCs might think to go get aid from the scouts. Waggon Road is seven miles from Fenmore's cabin. Someone making a HT or RUNNING *and* a NAVIGATION or AREA KNOWLEDGE roll can make the run in under two hours; assume it takes an extra hour for each failure. Finding the Mohawks along the road takes either luck or a reasonably good plan – perhaps a signal fire, or a TACTICS or SOLDIER roll to know where the Mohawks would start their patrol. If Tsiokwaris is convinced that there's an emergency (e.g.,

great roleplaying or a Good reaction roll or better), he agrees to accompany the PCs back to Fenmore's cabin. This will be especially true if he thinks any cowardly deserters are harassing them; he has no respect for men who desert their promises.

Once involved, Tsiokwaris and Kanatase will stay loyal to the PCs, and volunteer their help either defending them against Little Shen, or using their wilderness skills to help them escape. However, if either Enoch or Rigobert is killed, both Mohawks make suitable hosts for the released Insects.

Helping During the Chase

Even if the PCs do not try to find the Mohawk scouts after the initial encounter, GMs can add them back into the adventure during the final chase. This is especially appropriate if the PCs decide to flee across Waggon Road.

Again, if the two scouts see that the PCs are in trouble, they will jump to their aid, firing on Shen and his men, and (assuming they can summon the courage). If the two Mohawks see a Gnawing Tendril flying after the PCs, they may be more hesitant to join the fray. The GM should decide the helpfulness of the Mohawks depending on how well the PCs have befriended them to this point, or by rolling a suitable Fright Check for the men.

Home of the Insects

In Enoch's story, he explains that he found a strange, dirty white pyramid in the woods. The PCs might be tempted to go visit the structure themselves.

Ideally, this makes a great sequel to the adventure. The PCs and some British soldiers venture deeper into the dark woods beyond the Hudson. There, they'll discover a brood of Insects, patiently planning to infiltrate civilization and take over the colony. The pyramid is the buried tip of the Insects' massive ship, which lost power and became trapped on Earth due to the oxygen in its atmosphere. GMs should read Ramsey Campbell's short story "The Insects of Shaggai" for further inspiration.

If the PCs insist on venturing to the site in the middle of this adventure, the GM can handle it in a couple of different ways. One, the woods are vast and Enoch's memory is fading. He may very well not know the location of the pyramid anymore. The PCs may become turned around and lost, eventually having to turn back to familiar territory.

Or, GMs can let the PCs find the pyramid. At its top, a circulate hatch gapes open, waiting for would-be explorers to venture inside. Without further planning on the GM's part, entering the pyramid is a death sentence. As Xiclotl guardians surround the area, Insects pour from the hatch, sinking



themselves into the minds of the hapless PCs. Perhaps one of them will escape to warn others, or perhaps no one survives to return from the wilderness...

Special Thanks

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For more free one-shot adventures and their VTT assets, visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or tweet @SageThalcos on Twitter.

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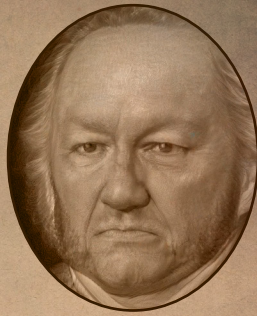
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Notable NPCs

Enoch Fenmore

Old Trapper

ST	12	HP: 12
DX	11	Will: 12
IQ	11	Per: 12
HT	10	FP: 10



Basic Speed: 5.25 Punch: 1d-2 cr
Move: 5
Dodge: 8

Traits: Fine Manual Dexterity +1; Fit; Loner; Odious Personal Habit (Sucks his teeth); Stubbornness; Workaholic. Speaks English and Iroquois (Broken). Despises lazy folk; takes pride in his craftsmanship.

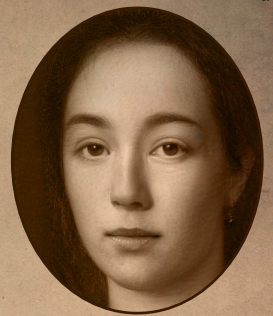
Skills: Area Knowledge (local)-12; Animal Handling-11; Armoury (Small Arms)-10; Boating-12; Brawling-13; Carpentry-12; Guns-12; Intimidation-12; Knife-12; Merchant-13; Professional Skill (Trapper)-14; Scrounging-12; Survival-13; Stealth-12; Swimming-12; Tracking-12; Traps-13.

Gear: Kentucky Rifle .45 Flintlock (4d-1 pi+, Acc 3, Range 110/1200, RoF 1, Shots 1(60), Bulk -6, Rcl 3, 7 lbs.); large skinning knife (1d cut, reach C, 1, Parry 8); beaver felt hat.

Clara Fenmore

Settler

ST	11	HP: 11
DX	11	Will: 13
IQ	12	Per: 12
HT	12	FP: 12



Basic Speed: 5.75 Punch: 1d-2 cr
Move: 5
Dodge: 8

Traits: Charisma 1; Fit; Honesty; Nightmares; Pacifism (Reluctant Killer). Speaks French and Iroquois - Mohawk (Broken).

Skills: Area Knowledge (local)-12; Animal Handling-12; Boating-10; Carpentry-12; Cooking-12; Guns-11; Housekeeping-12; Knife-11; Merchant-12; Naturalist-11; Riding-10; Sewing-11; Survival-12; Tracking-11.

Gear: None.

Rigobert Dieupart

French Deserter

ST	12	HP: 12
DX	12	Will: 9
IQ	10	Per: 11
HT	10	FP: 10



Basic Speed: 5.5 Punch: 1d-2 cr
Move: 5
Dodge: 8

Traits: Acute Hearing 1; Compulsive Generosity; Confused; Duty (Insects - especially at night); Fit; Outdoorsman 1; Paranoia; Secret (Deserter). Generally anxious; Has a noticeably round face. Prone to telling stories about his days as a Caribbean smuggler. Speaks French and English (Accented).

Skills: Area Knowledge (local)-11; Brawling-13; Escape-12; Guns-12; Savoir-Faire (Military)-10; Smuggling-10; Soldier-9; Spear-11; Stealth-12; Survival-11; Swimming-12.

Gear: None.

Little Shen

Leader of the Enthrallled

ST	12	HP: 12
DX	12	Will: 12
IQ	12	Per: 13
HT	13	FP: 12



Basic Speed: 6.25 Punch: 1d-2 cr
Move: 6
Dodge: 10

Traits: Callous; Combat Reflexes; Duty (Insects); Fit; High Pain Threshold; Outdoorsman 2. Speaks Iroquois - Oneida (Native) and English and French (Accented). Weirdly calm at all times.

Skills: Area Knowledge (local)-13; Axe/Mace-13; Boating-12; Bow-13; Diplomacy-12; First Aid-12; Guns-13; History (Alien)-12; Knife-13; Naturalist-12; Occultism-13; Spear-12; Survival (Woodlands)-15; Tactics-11; Tracking-15; Traps-11; Wrestling-13.

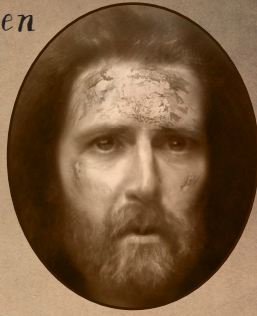
Gear: Carries a war club (1d+3 cr, Reach 1, Parry 10); Pennsylvania Long Rifle (4d-1 pi+, Acc 3, Range 110/1200, RoF 1, Shots 1 (60), Bulk -6, Rcl 3, 7 lbs.); leather jacket (DR 1); small knife (1d-2 imp, Reach C, Parry 9).

Notable NPCs

Purple-Painted Men

Loyal Cultist

ST	12	HP: 10
DX	11	Will: 10
IQ	10	Per: 10
HT	11	FP: 11



Basic Speed: 5.75 Punch: 1d-2 cr
Move: 5
Dodge: 8

Traits: Duty (Insects); Fit; Slave Mentality

Skills: Area Knowledge (local)-12; Axe/Mace-12; Boating-11; Guns-12; Knife-12; Survival-11.

Gear: A few have Kentucky Rifles (4d-1 pi+, Acc 3, Range 110/1200, RoF 1, Shots 1(60), Bulk -6, Rcl 3, 7 lbs.) or bows (1d imp, Acc 2, Range 180/240, RoF 1, Shots 1(2), Bulk -7, 2 lbs); some carry war clubs (1d+3 cr, Reach 1, Parry 9) or large knives (1d cut, Reach C, 1, Parry 8).

GM Notes: For a challenging adventure, GM should include three Purple-Painted Men for every PC in the group. For a more forgiving adventure, include two for every PC.

Tsiokwaris

Mohawk Scout

ST	12	HP: 11
DX	11	Will: 12
IQ	12	Per: 10
HT	12	FP: 12



Basic Speed: 5.75 Punch: 1d-2 cr
Move: 5 Tomahawk: 1d+3 cut, reach 1
Dodge: 9

Traits: Acute Vision 2; Combat Reflexes; Curious; Duty (Fort Anne); Fit; Sense of Duty (Mohawks); Wealth (Struggling); Weapon Bond (Rifle). Speaks Mohawk and English (Accented).

Skills: Area Knowledge (local)-12; Axe/Mace-12; Boating-10; Guns-12; Knife-12; Merchant-11; Soldier-11; Survival-12; Swimming-12; Thrown Weapon-12; Tracking-12; Wrestling-11.

Gear: Tsiokwaris carries a Pennsylvania Longrifle (4d-1 pi+, Acc 3, Range 110/1200, RoF 1, Shots 1(60), Bulk -6, Rcl 3, 7 lbs.); he also carries a small knife and a spike tomahawk.

GM Notes: Tsiokwaris is also included as a backup character, in the event one of the PCs dies horribly before the adventure's end!

Kanatase

Mohawk Scout

ST	12	HP: 12
DX	11	Will: 10
IQ	10	Per: 10
HT	12	FP: 12



Basic Speed: 5.75 Punch: 1d-2 cr
Move: 5 Knife: cut, reach 1
Dodge: 9

Traits: Fit; Outdoorsman 1; Shyness (Severe); Sense of Duty (Tsiokwaris); Wealth (Struggling). Protective of innocents. Speaks Mohawk and English (Broken).

Skills: Area Knowledge (local)-12; Axe/Mace-11; Boating-11; Bow-12; Cooking-9; Guns-12; Knife-13; Sleigh of Hand-11; Soldier-9; Survival-12; Swimming-12; Tracking-11; Wrestling-12.

Gear: Tsiokwaris carries a Kentucky Longrifle (4d-1 pi+, Acc 3, Range 110/1200, RoF 1, Shots 1(60), Bulk -6, Rcl 3, 7 lbs.); he also carries a large knife.

Handouts

Nathan Keales

- I hear Fort Anne is rebuilding their walls. They've hired Mohawks to keep the colonials safe while they work in the woods.
- I don't understand why we're involved in a war started by two kings across an ocean.
- It's been a hot summer. I should have replaced my roof.
- After the British defeat at Fort Carillon, it's lucky the French haven't swept through the valley yet.

Abby Keales

- It's been three months since the French have been seen south of Fort Carillon. Maybe the war is winding down?
- Fort Edward has a new commander, General Lyman. The troops have a lot of faith in him after the disaster earlier in the summer.
- Sunday suppers in Wood Creek are my favorite. So many good friends here today.
- I heard the elite Roger's Rangers are stationed at Fort Edward again.

Duncan Mackintosh

- Why are we drinking cider?
- Pelt prices are way up in New York. Anyone selling them in Saratoga this year is a fool.
- The British deserve to lose this war. All the commanders are paper-skulls. The loss at Fort Carillon was insanity. We outnumbered the French five to one and still lost!
- What the devil am I eating? Whoever heard of squash inside a corn pancake?

Newt Pepperell

- I hope no one needs medical attention. I'm unlicensed. Just like every single other surgeon in the army.
- Is there brandy today? Fort Anne has been out for months.
- I'm happy to play a little music for us after supper.
- The humidity is a beast today. I'd water the horses again after supper. And everyone drink some more water.

Gilberte Aurette

- I heard the Mohawks are abandoning the war. They're tired of fighting each other again and again.
- The war is definitely not going to be over anytime soon. All the violence moved west near Ontario.
- I heard Algonquin raiders have been spotted along Waggon Road. I don't know if they're acting for the French or independently.
- I cooked something a little special this afternoon. Something I learned from the Huron.

Handouts A - Banter Cards

Instructions

Hand each player their banter card at the start of the session.

Tell everyone they're gathering for Sunday supper in Woods Creek. The food is hot, the afternoon is sweltering, but everyone is in good spirits.

Then, each player should take turns reading or paraphrasing a line from their banter card. The scene ends when everyone's gotten through all the information. Encourage them to improv and make it organic!

Handouts

August 19th 1759

My dearest father

As I was travelling to Wood Creek, I recalled that I did not impart everything I had intended in the letter I left you. First, Beaver Pelt prices in New York are substantially *higher* than in Saratoga. You and Clara may want to wait to sell goods there in the Fall. Second, near the place where you keep your wherry boat, I ~~had seen~~ observed one of the Devil Beavers lurking in the old lodge. Please use caution and do warn Clara.

Always your obedient son,

Jacobe

Handout B - Letter from Jacob Fenmore to his father. This letter should be sealed in an envelope. The text reads: "My dearest father. As I was travelling to Wood Creek, I recalled that I did not impart everything I had intended in the letter I left you. First, Beaver Pelt prices in New York are substantially higher than in Saratoga. You and Clara may want to wait to sell goods there in the Fall. Second, near the place where you keep your wherry boat, I observed one of the Devil Beavers lurking in the old lodge. Please use caution and do warn Clara."

Handouts

August 14th 1759

My dearest father,

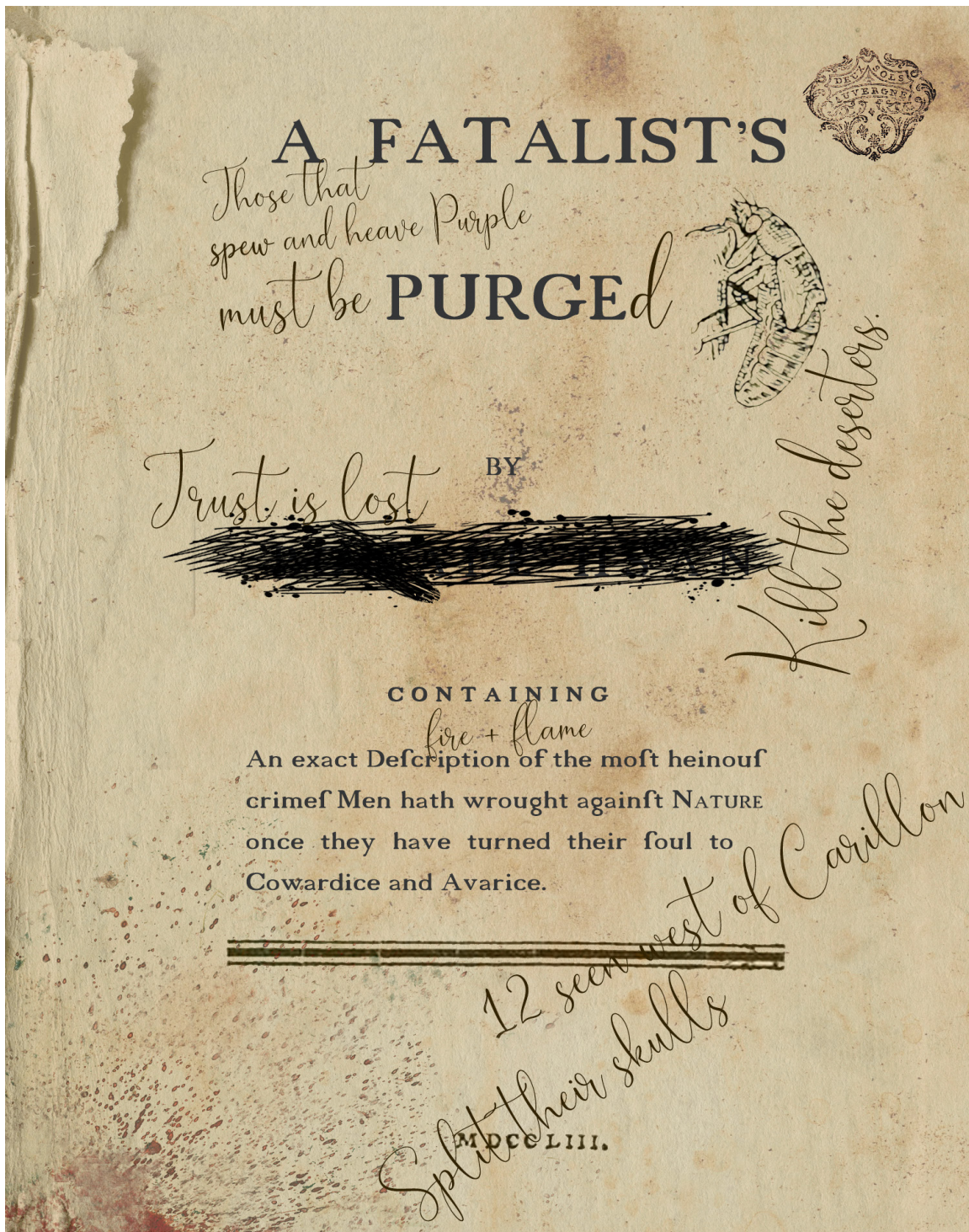
I have good news to share, but regret that neither you nor Clara are here to hear it from my lips. General Abercromby has offered me a commision to winter at Fort George. I fear this autumn will bring enemy forces to the area. There is much danger from the French, Indian raiders, and rapacious deserters. Please take Clara and winter in Saratoga or Albany.

Always your obedient son,

Jacobs

Handout C - Letter from Jacob Fenmore to his father, found in his cabin. The text reads: "My dearest father, I have good news to share, but regret that neither you nor Clara are here to hear it from my lips. General Abercromby has offered me a commision to winter at Fort George. I deeply fear this autumn will bring enemy forces to the valley. There is much danger from the French, Indian raiders, and rapacious deserters. Please take Clara and winter in Saratoga or Albany."

Handouts



Handout D - The book found inside the dead body in the woods.

The man
was on the hunt for the Purple-Painted Men when he was killed.

Handout — Player Safe Map



Easy to Read	[-10]
Hidebound (-2 to creative tasks)	[-5]
Miserliness	[-10]
Missing Finger (-1 DX on your left hand)	[-2]
Stubbornness	[-5]
	[]
	[]
	[]
Protective of his land	[-1]
Likes picking up languages	[-1]
Makes no secret he thinks the war is stupid	[-1]
Hates being the center of attention	[-1]
Rarely drinks anything more than cider	[-1]
	[]

Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Punch	1d-2 cr	C	8	Skill 12	-	-
Small knife	1d-1 cut	C, I	9	Skill 12	£30	0.5 lbs.
	1d-2 imp	C				

[illegible]

Speed/Range Table

For complete table, see p. 550.

Speed/Range Modifier

Linear Measurement (range/speed)

Close

0-5 yds

0*

Short

6-20 yds

-3

Medium

21-100 yds

-7

Long

101-500 yds

-11

Extreme

501+ yds

-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

Hit Locations

Modifier

Location

0

Torso

-2

Arm/Leg

-3

Groin

-4

Hand

-5

Face


-7

Skull

Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Money

£100



Possessions

Item

Location

Cost

Weight

Boots

Feet

£80

3 lbs.

Cloth bag (2 gallon)

£3

0.5 lbs.

Personal basics

£5

1 lb.

Ordinary clothes

£120

2 lbs.

Character Notes

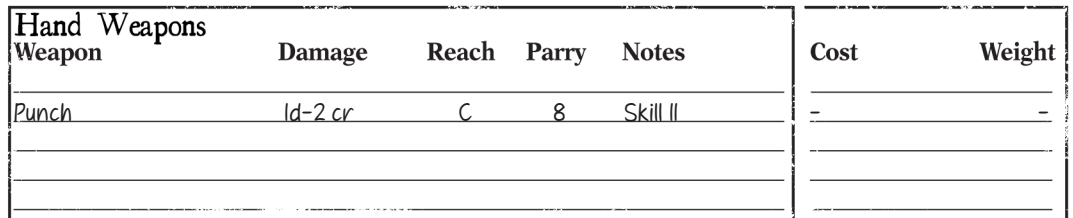
Just weeks ago, you served in the colonial militia and fought at the Battle of Carillon. It was a disaster for the British, with over 2,000 men killed. The battle cost you a finger too, when the breech on your musket exploded.

You returned home to Wood Creek, vowing to never again help the British in one of the ill-fated wars. Fortunately, your sister Abby did a wonderful job maintaining your household. You're about to have your best harvest ever. Seeing how high the flax prices are in Saratoga this year, you're confident you'll do well. Then you can expand your crops, replace your roof, and hire some workers for next season.

Totals:

£ 587 14 Lbs.

[illegible]



Speed/Range Table For complete table, see p. 550.			Hit Locations		Possessions	
Speed/ Range Modifier	Linear Measurement (range/speed)		Modifier	Location	Item	Location
			0	Torso		
			-2	Arm/Leg	Shoes	Feet
			-3	Groin	Cloth bag (2 gallon)	
			-4	Hand	Personal basics	
			-5	Face	Ordinary clothes	
			-7	Skull	Locket with father's portrait	
			<i>Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)</i>		Silver earrings	
Close	0-5 yds	0*				
Short	6-20 yds	-3				
Medium	21-100 yds	-7				
Long	101-500 yds	-11				
Extreme	501+ yds	-15				

[illegible]

When your brother Nathan joined the colonial militia, you took over the house and farm. Without him around to tell you what to do, you made some big changes of your own. By the end of the summer you doubled the yield of not just your own crops, but the crops of all the Wood Creek settlers! This feat earned you the reputation of being the sharpest person in Wood Creek.

Now that Nathan is back, with a crippled hand and wounded ego, you're devising your next moves. You really want to move to Albany, or even New York, but you lack the confidence to do it on your own. And with the war with the French still raging, you doubt it's the time for any big moves right now.

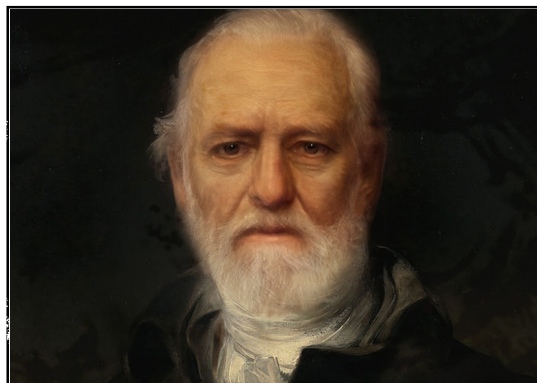
1700's HORROR

Name DUNCAN MACKINTOSH Player _____ Point Total 107

Ht 5'11" Wt 190 Size Modifier 0 Age 72 Unspent Pts -

Appearance Aging Scottish gentleman and trader, unable to see his limitations

ST	11	[10]	HP	12	[2]	MOVE 5
DX	11	[20]	Will	13	[5]	
IQ	12	[40]	Per	12	[0]	DR -
HT	10	[10]	FP	10	[0]	



BASIC LIFT (ST × ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

Encumbrance	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

Active Defences

Dodge	Parry	Block
9	10 (Sword)	-

Reaction Modifiers

Appearance _____
Status +
Reputation +1 from Merchant (buying/selling)
+1 from Born Soldier (other soldiers)
+2 from Sense of Duty (Scots, when in danger)
+2 from Reputation ("Immortal Duncan")

Advantages & Perks

Born Soldier I	[5]
Combat Reflexes (+2 to Fright Checks, +6 vs. mental stun)	[5]
Reputation +2 ("Immortal Duncan", 10 or less)	[5]
Single-Minded (+3 to lengthy, boring mental tasks)	[5]
Status I (Gentleman)	[5]
English (Native)	[0]
French (Accented)	[4]

Disadvantages & Quirks

Absent-Mindedness	[-15]
Bad Temper	[-5]
Chummy (-2 to IQ skills when alone)	[-10]
Secret (Jacobite Traitor, Utter Rejection)	[-10]
Sense of Duty (Fellow Scots)	[-5]
Gets angry if he's called old	[-1]
Won't admit to weakness ("I won't die dung-hill!")	[-1]
Whiskey snob	[-1]
Emotional - tears up easily	[-1]
Always a gentleman	[-1]

Skills

Name	Level
Armoury (Small Arms)	11 [1]
Brawling	13 [4]
Broadsword	12 [4]
Carousing	11 [2]
Carpentry	12 [1]
Cartography	11 [1]
Current Affairs (local)	13 [2]
Fast-Draw (Knife) (includes +1 from Combat Reflexes)	12 [1]
Guns (Musket + Pistol)	12 [4]
Intimidation	13 [2]
Knife	12 [2]
Leadership (includes +1 from Born Soldier)	12 [1]
Merchant	13 [4]
Musical Instrument (Bagpipes)	11 [2]
Navigation (Land)	11 [1]
Riding (Equines)	10 [1]
Savoir-Faire (High Society)	12 [1]
Savoir-Faire (Military) (includes +1 from Born Soldier)	13 [1]
Scrounging (includes +1 from Born Soldier)	13 [1]
Soldier (includes +1 from Born Soldier)	12 [1]
Swimming	10 [1]
Tactics (includes +1 from Born Soldier)	12 [2]
Teamster (Equines)	11 [1]

Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Punch	1d-2 cr	C	10	Skill 13	-	-
Small knife	1d-1 cut	C, I	9	Skill 12	£30	0.5 lbs.
Scottish backsword	1d+2 cut	I	10	Skill 12	£550	3 lbs.
	1d imp					
Hilt-punch	1d-1 cr	C				

[illegible]

Speed/Range Table

For complete table, see p. 550.

Speed/Range Modifier

Linear Measurement (range/speed)

Close

0-5 yds

0*

Short

6-20 yds

-3

Medium

21-100 yds

-7

Long

101-500 yds

-11

Extreme

501+ yds

-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

Hit Locations

Modifier

Location

0

Torso

-2

Arm/Leg

-3

Groin

-4

Hand

-5

Face


-7

Skull

Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Money

£25



Possessions

Item

Location

Boots

Feet

Cloth bag (2 gallon)

Personal basics

Gentleman's clothes

Tricorn hat

Character Notes

After the disastrous Battle of Culloden, you fled Scotland for the colonies. Not wanting to live anywhere near the British, you made your home on a large plot of land in Wood Creek, some forty miles from Albany. Folks said you were too old to live life in the wilderness, but you heartily disagreed! Soon you earned the nickname "Immortal Duncan" from the kind folks of Wood Creek.

Little did you know that you'd soon find yourself in the middle of another war. The English and French have been fighting for years across the frontier. You secretly hope Montcalm and his French soldiers give the English some serious bloody noses along the way.

Totals:

£ 943

12 Lbs.

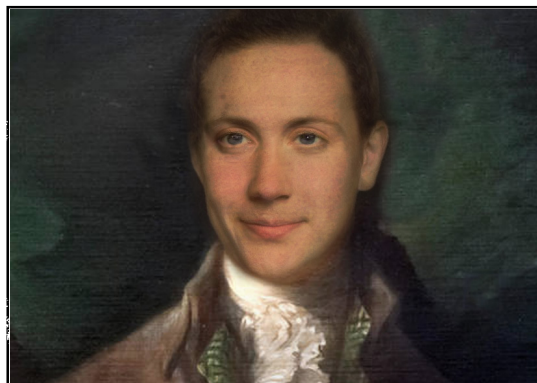
1700's HORROR

Name NEWT PEPPERELL Player _____ Point Total 107

Ht 5'9" Wt 135 Size Modifier 0 Age 24 Unspent Pts -

Appearance Troubled regimental surgeon's mate - dawdling before returning to Boston

ST	9	[-10]	HP	9	[0]	MOVE	5
DX	12	[40]	Will	12	[0]		
IQ	12	[40]	Per	12	[0]	DR	-
HT	11	[10]	FP	11	[0]		



BASIC LIFT (ST x ST)/5 16 lbs DAMAGE Thr 1d-2 Sw 1d-1
BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

Encumbrance	
None (0) = BL	<u>16</u>
Light (1) = 2 x BL	<u>32</u>
Medium (2) = 3 x BL	<u>48</u>
Heavy (3) = 6 x BL	<u>96</u>
X-Heavy (4) = 10 x BL	<u>160</u>

Active Defences

Dodge	Parry	Block
8	9 (Unarmed)	-

Reaction Modifiers

Appearance -
Status +2
Reputation +1 from Healer (patients)
+1/-1 from Compulsive Carousing

Advantages & Perks

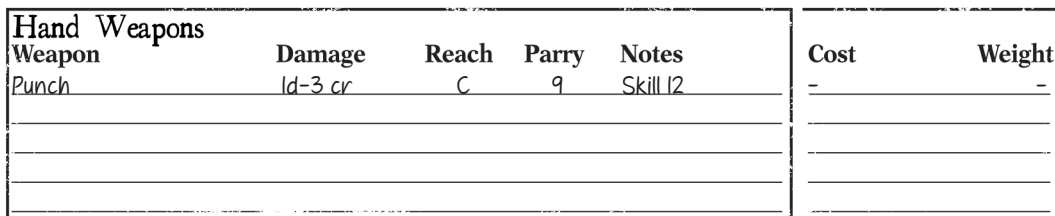
Healer I	[10]
High Manual Dexterity +1	[5]
Military Rank I (Regimental Surgeon's Mate)	[5]
Status 2 (Son of the Baronet of Boston)	[5]
Wealth (Comfortable)	[10]
Honest Face	[1]
English (Native)	[0]
Latin (Literate - Written only)	[2]

Disadvantages & Quirks

Alcoholism (roll vs. Will to avoid a binge)	[-15]
Code of Honor (Hippocratic Oath)	[-5]
Compulsive Carousing	[-5]
Duty (British Army, 9 or less)	[-5]
Indecisive	[-10]
Has serious father issues	[-1]
Music brings him peace	[-1]
Bites his nails	[-1]
Hates when people call him Newton	[-1]
Annoyed by professional soldiers	[-1]

Skills

Name	Level
Acting (add +1 when acting innocent)	11 [1]
Area Knowledge (local)	12 [1]
Chemistry	10 [1]
Current Affairs (New York region)	12 [1]
Diagnosis (includes +1 from Healer)	12 [2]
Diplomacy	11 [2]
Guns (Pistol)	12 [1]
Hiking	11 [2]
History (British)	10 [1]
Linguistics	11 [2]
Mimicry (Bird Calls)	10 [1]
Musical Instrument (Violin)	11 [2]
Naturalist	10 [1]
Navigation (Land)	11 [1]
Physician (includes +1 from Healer; heals 1d-2 hp)	13 [4]
Riding (Equines)	11 [1]
Savoir-Faire (Military + High Society)	12 [1]
Scrounging	12 [1]
Surgery (includes +2 from Healer and Manual Dexterity)	11 [2]



Speed/Range Table

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

Hit Locations

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Money

£175

Possessions

Item	Location
Boots (DR 2)	Feet
Cloth bag (1 gallon)	
Personal basics	
Surgeon's uniform	
Jug of fine brandy	
Surgeon's kit	
Fiddle	
	</

When you're intoxicated, suffer -2 DX and IQ, and -4 to self-control rolls. Hangovers give you Low Pain Threshold and -2 to DX, IQ, and self-control rolls

Your father is the Baronet of Boston, and like all British baronets, cares little for his son's welfare. He forced you into the military where you became the assistant to the regimental surgeon. He, like your father, was also a drunk.

But it all doesn't matter, because when you're a member of the surgeon's office, there is no requirement for an actual physician's license. The only men you treat were the stupid or the unlucky. Thank you, father.

Fortunately, after the disastrous Battle of Carillon, the War Office has asked that you tend to the colonial settlements for six months before reporting back to duty at Fort Anne. This is far more interesting work, as the colonials always have a healthy supply of cider...

Totals:

£ 901 10 Lbs.

[illegible]

Cost	Weight
£150	0.5 lbs.

[illegible]This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Totals:	£ 320	5 Lbs.
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1700's HORROR

Name TSIOKWARIS Player _____ Point Total 115

Ht 5'7" Wt 140 Size Modifier 0 Age 24 Unspent Pts -

Appearance Curious Mohawk scout - currently protecting trade roads for the British

ST	12	[20]	HP	11	[-2]	MOVE 6
DX	11	[20]	Will	12	[0]	
IQ	12	[40]	Per	12	[0]	DR -
HT	12	[20]	FP	12	[0]	



BASIC LIFT (ST×ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2
BASIC SPEED 5.75 [0] BASIC MOVE 6 [5]

Encumbrance	
None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

Active Defences

Dodge	Parry	Block
10	10 _U (Tomahawk)	-

Reaction Modifiers

Appearance	
Status	-1 from Social Stigma
Reputation	+1 from Merchant (buying/selling) +2 from Sense of Duty (Mohawks, in danger)

Advantages & Perks

Acute Vision +2	[4]
Combat Reflexes (+2 to Fright Checks, +6 vs. Mental Stun)	[6]
Fit (+1 to all HT rolls)	[5]
Weapon Bond (his lucky Pennsylvania rifle)	[1]
Iroquois - Mohawk (Native)	[0]
English (Accented, literate)	[4]

Disadvantages & Quirks

Curious	[-5]
Duty (Fort Anne, 12 or less, hazardous)	[-15]
Sense of Duty (Mohawks)	[-10]
Social Stigma (Second-class Citizen)	[-5]
Wealth (Struggling)	[-10]
Finds the French untrustworthy and dangerous	[-1]
Inept at fishing (and doesn't like fish)	[-1]
Nervous to leave familiar areas	[-1]
Feels responsible towards innocent folk	[-1]
Wears a lucky bit of string on his wrist	[-1]

Skills

Name	Level
Area Knowledge (local)	14 [4]
Axe/Mace	12 [4]
Boating (Rowboat/Canoe)	10 [1]
Bow	11 [2]
Guns (Musket)	11 [1]
Guns (Rifle) (add +1 with his lucky rifle)	12 [2]
Hiking	12 [2]
Knife	12 [2]
Merchant	11 [1]
Savoir-Faire (Military)	12 [1]
Soldier	11 [1]
Stealth	12 [4]
Survival (Woodlands)	12 [2]
Swimming	12 [1]
Tactics	10 [1]
Thrown Weapon (Axe/Mace)	12 [2]
Tracking	12 [2]
Wrestling	11 [2]

Tsiokwaris is intended as a backup character in the event one of the other PCs dies early in the adventure!

Cost	Weight
£40	1 lb.
£50	3 lbs.

[illegible]

When the war
trade, you and your friends
to Fort Anne to offer
scouts. The fort's commander
Archibald Reynolds, is
the French and their
colonials while they re-

Reynolds pays well and
of independence to you
hope that the war will
return to Canada. John
up, embrace your friends
life of trading.

Totals:

Totals:	£ 606	15 Lbs.
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Nathan Keales

Hardworking Settler



PER 11

Aby Keales

Sharpest Person in Wood Creek



PER 12 - INTUITION

Duncan Mackintosh

Aging Scottish Gentleman



PER 12

Newt Pepperell

Regimental Surgeon's Mate



PER 12 - HONEST FACE

Gilberte Aretti

Fearless French Refugee



PER 11 - ENEMY (6 OR LESS)

Tsiokwaris

Mohawk Scout & Merchant



PER 12