

BRAVE NEW WORLD

SANCTIFY. SUSTAIN. SURVIVE.

*A LRP inspired by New England and the
Salem Witch Trials*

Premise

It is 1670. Three years ago you packed up your family and what little belongings you had, seeking refuge for your religious beliefs. You boarded a ship and spent months at sea, unsure if you would survive the journey. By some miracle and the grace of God you landed on the shores of Massachusetts and created the newly formed colony of **Providence Hill**.

Food is scarce. Anything that is different from you is seen as dark and dangerous. The only constants are your family, friends, and God. The past three years have been harder than expected, your little pocket of the world having been affected by constant bad luck. Sickness, poor harvests, attacks from all sides and a general malaise of ill-fortune. It has been seen as the work of the Devil himself, an attempt to overthrow the new "Kingdom of God" that you and your Puritan brethren are trying to establish. No doubt wicked agents have infiltrated your colony, and there are witches trying to destroy what you have built.

Perhaps it is time you finally root them out and send them back to where they belong.



The Game

This game is a historical focused game with some elements of horror. It will be part resource management, part life simulator, exploring aspects of the early colonisation of America and the horrors of that era, whether it be fear of the unknown, the terror of isolation, or the uncertainty of your faith.

Players are ordinary people who are just trying to live, and will be split into family groups, each with their own attitudes and quirks. There are no gunslingers, no great swordsmen, weapons are what you work the land with - shovels, sticks, rocks. There is safety in numbers, but numbers make noise and noise draws the unknown. There will be elements of trade and diplomacy with other groups and colonies, each of whom have their own attitudes and goals of survival.

The game is an opportunity to explore a small taste of survival in a harsh new environment with limited tools and supplies. Religion, superstition, and desperation will be a big focus of the game in terms of understanding the world around you, and players should expect uncomfortable situations regarding these topics.

This is not a game where you will hunt monsters in the woods, but your eyes may play tricks on you and you may see something unnatural that seems all too real.

This is a PvP game.

Themes: The game focuses on themes of 'the other', isolation, tribalism, starvation, resource management, suspicion, horror, superstition, mass hysteria and religious obsession.

Influences include; *The VVitch* (2015), *Black Death* (2010), *Jamestown* (2017-2019), *The Crucible* (1996), *Don't Starve* (video game), *Banished* (video game), *Uncovered: Salem* (podcast), *Puritans in New England*, *Early Colonisation of North America* and the *Salem Witch Trials*.

For questions and further information please contact the Game Team either at:

Discord: <https://discord.gg/RPY2HVBBhq>

Facebook: [Brave New World LRP | Facebook](#)

Email: virtuousproductions.larp@gmail.com

Conduct & Safeguarding

Please read the Virtuous Productions Events Conduct & Policy page for all information regarding our beliefs and attitudes regarding these matters: [Conduct & Policies | Virtuous Productions](#)

In conjunction with this, we have provided a trigger warning list for the subjects and themes that *might* be present during this game. While some items on the list may not be present at certain games, we wish to make note of possible scenarios that may be encountered.

Please inform a member of the Game Team if any of these are an issue for you and we will try to provide an alternative encounter or scenario so you may still attend.

Hate, Discrimination & Oppression	Mental Health	Blood, Injury & Medical	Violence & Crime	Other
Classism Disownment Genocide Hate Crimes Homelessness Homophobia Ostracisation Poverty Refugee Experiences Religious intolerance Religious persecution Sexism Xenophobia	Amnesia Anxiety Attacks Dissociative Episodes Haullicinations PTSD Self-Harm Suicide	Amputation Anaphylaxis Blood & Gore Bodyparts Cannibalism Chronic Illness Coma Dead Bodies Death Decapitation Dismemberment Emesis (vomiting) Eyeball trauma Heart Attack Loss of Vision Medical Treatment Plague & Contagion Paralysis Physical Injuries Seizures Starvation Surgical Procedures	Authoritarianism Blackmail Branding Captivity & Confinement Disapprances Execution Fire & Arson Gun Violence Hanging Humiliation Home Invasion Kidnapping Live Burial Mob Violence [Attempted] Murder Poisoning Torture Whipping	Animal Attack Colonisation Drought Flood Hunting Maritime Disasters Massacre War Snakes

HISTORICAL SETTING

We believe that historical games should recognise the context in which they are set, and while some themes and topics should be avoided, we believe that LARP should allow certain stories to come to the forefront. We hope that by providing a safe environment for difficult subjects to be approached and questioned, it will provide further education, empathy, and a desire to gain further knowledge and understanding as to the experiences of those who have suffered in the past. Below we will address that were present during the historical setting of this game and how we intend to interact with them.

Colonisation

By the very nature of this game we cannot ignore the subject of colonisation and that it has been the cause of generations of trauma and death. It was intentional to gain control over land and people through conquest and the promotion of imperialism, by eradicating others through violence, subjugation, or assimilation. As a result, millions people have suffered through colonisation.

It must be recognised that those who significantly suffer are the native populations living in the area being colonised. The game is set on the borders between Massachusetts and Connecticut in the late 1600s, where a number of indigenous peoples found themselves under attack, displaced by having their homes, and their resources stripped away from them. These peoples included:

- ❖ **Massachuseuck (Massachusett)**
- ❖ **Wôpanâak (Wampanoag)**
- ❖ **Narragansett**
- ❖ **Nehântick (Niantic)**
- ❖ **Nipmuc**
- ❖ **Nauset**
- ❖ **Pennacook**
- ❖ **Pequot**

To ignore the presence of these peoples in this game serves to further eradicate their existence in the history of North America, something that we are not comfortable promoting. As such, we have decided that in *Brave New World LRP* indigenous people are present in the game world, but will not be played by any non-indigenous player or crew member. Instead they will be present through references by NPCs, downtime write-ups, and other 'off-screen' attributes.

Players cannot:

- Play an indigenous person
- Have encounters with indigenous people in their backstory

In game, we are treating this absence as the various indigenous people in the area actively distrust and avoid new colonists. They have opted to interact with other western power colonies who have existed in the area far longer than Providence Hill (such as the French, Spanish, Portuguese, and Dutch).

As player characters based in Providence Hill you are aware that native peoples exist, however, they are just beyond your sphere of influence..

Any insults about indigenous populations specifically featuring their physical features and cultural identity will not be tolerated. Slurs are not to be used under any circumstances.

“Othering”

“The act of treating someone as though they are not part of a group and are different in some way” - Cambridge Dictionary

A large part of witch trials throughout history focused on the aspect of ‘othering’; singling people out for their perceived differences from the collective. This will be a major theme throughout *Brave New World* and players will be expected to engage in this both via NPCs and other Players as part of the PvP system.

Please be aware of this when engaging in this game. Players are **always** encouraged to check in with each other when participating in direct ostracisation.

Xenophobia

A significant aspect of Colonisation involved in large-part was xenophobia. By creating an “Us vs. Them” narrative, both within the colony and without, we hope to raise questions, interactions, thought-provoking stories for players to take away with them. In the game there will be a number of different colonies that are English, but other imperial powers such as the French, Dutch and Spanish will feature as well. By the antagonistic nature of the game, the “Us vs. Them” narrative will feature as part of the storyline and players should expect In-Game xenophobia to feature.

Any behaviour that deviates into direct racism and racist ideologies will not be tolerated. See the ‘Racism’ note under [Features of the period we will not engage with](#).

Religious Intolerance

This game is about exploring religious hysteria and part of that comes from a communal belief system. As such, players must play a **Puritan character** (see the [“Puritan”](#) section of the Gamebook for further details).

NOTE: We do not wish to deny players from playing characters of different faiths if they are wishing to explore this aspect of history and storytelling. If choosing to do so: to do so:

- You must inform the Game Team if you intend to play a character who is not a Puritan.
- As a non-Puritan, you will not be able to make use of your Family Ability (you will also not be affected by Family Abilities used against you).
- You understand that the nature of the game will explore aspects of religious intolerance and these scenarios may be targeted towards you depending on the gameplay.

By exploring religious hysteria, we cannot pretend that religious intolerance does not exist - this will be a theme that appears in the game. To ignore religious intolerance when religious hysteria is a big theme of this game only serves as a veneer for the topic of discussion.

There will be NPCs encountered who will have different beliefs to the player characters, and players will have to decide how to interact with these NPCs following the “wrong” faith. There will be aspects of play where characters who do not identify as Puritan may be treated differently, poorly, or even be condemned for their faith.

Any religious intolerance that includes words or phrases that are -phobic to a particular faith, such as slurs, will not be tolerated in this game. Example of historical words and phrases that people may engage with:

- ❖ “Popery”
- ❖ “Heathens”
- ❖ “Agents of the Devil”
- ❖ “Devil Worshippers”
- ❖ “Idolators”
- ❖ “Cursed Set”
- ❖ “Anti-Christian”
- ❖ “Strangers”

We ask players to choose phrases that are non-specific to other religions where possible and focus on the fact that a character is *not Puritan* rather than direct insults to another faith directly.

Ostracisation

The use of declaring someone a ‘witch’ or ‘bewitched’ was generally used as a blanket term against anyone who behaved (or was perceived to behave) outside of the status quo. Our aim is to recognise and engage in the concept of others’ perception and interpretation of *active behaviour* rather than inert in hopes to avoid a player’s actual behaviour being called into question.

For example; The player of John Mathers is shy, and therefore rarely talks, or if they do, it’s very quiet. This is not something that should be called out.

Mathias Porter quivers dramatically and uncontrollably in the presence of a cross. This is active behaviour and can absolutely be called into question.

If ever you are unsure, we ask you to drop OC and simply ask to be on the safe-side.

Any accusations made towards another individual specifically featuring their physical features, inert behaviour, disabilities, etc. will not be tolerated. You will be asked to leave the game and banned from any future VP Events.

Sexism & Gender

The Puritans had a very strict and defined concept of gender, believing that there were only two genders: male and female. While both were believed to be spiritually equal, women were generally considered weaker in their ability to fight against corruption, and as such were submissive to men.

However, Puritan women had very high literacy compared to the norm of the period and held strict domestic authority. This paradox is something we wish to explore in this game in a safe manner. For all intents and purposes, men and women characters should consider the other gender as strange and incapable of their full understanding.

The ‘status quo’ for citizens of Providence Hill should be treated as thus:

- **Church & Community Meetings:** Men and women sit on separate sides of the building.
- **Speaking & Opinions:** In community meetings, everyone is able to speak and share opinions regardless of gender. However, if a spouse (regardless of gender) tells the



other to be quiet and they are ignored, it is considered improper and the sign of a disloyal spouse.

- **Marriage:** While Puritans did not openly engage in sex-before-marriage, they did believe that a happy marriage filled with love and mutual respect of the other's domain would lead to less adultery and immorality.
- **The Domain:** Men and women were considered masters of their respective areas of expertise and domains.

Women were seen as the final say in regards to the running of the hearth and home, the management of supplies such as food, clothing, firewood, and the health and well-being of their family. It would also extend to the organisation and handling of servants, education, charity, perception of the family on a domestic level and familial respect. These topics were generally deferred to the woman at all times, and for a man to overstep their bounds into the 'woman's domain' was considered highly inappropriate.

Men on the other hand were very much in charge of more external features and traditionally "higher thought" skills and areas such as politics, religion, higher-education and learning, commerce, trade, and management of either businesses or land. They were also primed for more martial and physical roles such as soldiering, hunting, hard-graft, carpentry and other artisanal crafts. They would also be deeply focused on how the family is perceived on a wider political level and how that will affect their own personal reputation. A woman may share her opinion on such matters, but the man has the final say in regards to his area of expertise.

General hard-work to ensure the success of the family was balanced by both genders.

Your character gender will be based on what they appear as. If you are dressed in masculine clothes, your character will be perceived as a man; if you are dressed in feminine clothes, your character will be perceived as a woman.

NOTE: There were always outliers in any given situation - for example Bridget Bishop in Salem was a businesswoman and owned large amounts of land, she was financially independent and a widower. While this gave her a certain level of respect, it also made her a target for the witch hysteria of the Salem Witch Trials for engaging in an aspect of life that was 'not her domain'.

We as Game Runners wish to allow players to tell their own stories with their characters and those who wish to play with elements of gender presentation to do so. For example, a player may wish to play a female character who engages in more traditionally masculine roles. The player can absolutely do this, however they must be aware that there will be elements of pushback in the game as they would be considered as acting "outside the bounds of their gender". We hope these instances will provide interesting roleplay opportunities for players to engage with.

Please consider this when deciding how you wish for your character to engage with their respective gender role.

Features of the period the gamewill not engage with

- **Slavery** - we recognise that slavery and the slave trade was a practice present at this time but this will not be explored in this game. , however there may be an acknowledgement that during this time in history it is present.

- **Racism** - while xenophobia will be present in the game, we will not be playing on any aspects relating to present or perceived race, skin colour, or ethnic origin.

Features of the period that may be engaged with if there is consent

- **Homophobia** - some players may wish to engage with storylines focused on queer relationships, which may sometimes include homophobia. The plot and storylines of *Brave New World* will not feature elements of homophobia. The game will treat queer relationships as 'unspoken about'. However, players who may wish to engage in storylines relating to queer history and homophobia can do so but only with consent from *all* parties involved. Direct and open homophobia without consent will not be tolerated.
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GAMEPLAY

Combat

While fighting is not intended to be a significant aspect of this game, the frontier is wild and full of dangers. Roads and trade might exist and you might be carving out some semblance of civilisation, but danger still lurks where you might least expect it. One might need to fight for their food or protect their new colony from outside forces, there may be times when combat is required.

Fighting

- **Heroic Fighting:**
As a VP Events Game, we encourage dramatic and thematic fighting, otherwise known as “heroic fighting”. This is to encourage and enrich the story, rather than the aim to ‘win’. Dramatic swings, drawn out executions, no tippy-tap of weapons and remember to pull your blows to avoid real injury (accidents happen, but just be aware and careful!). Make your movements big, deliberate and fun for all players and crew.
- **Take your hits:**
You are not a superhero but an ordinary person of the 17th Century. As such, we encourage you to roleplay any hits or injuries you may gain during the course of combat. This is to encourage a level of danger when combat arises but also provide game for your fellow players who are playing surgeons.
- **No Head Hits:**
Absolutely no head-hits. While we understand accidents can happen, we still urge players to be careful and avoid these as much as possible. If a player or crew member is seen repeatedly hitting attendees in the head you will be removed from the game and the site. This is regardless of armour or costume.
- **Physical Contact/Grappling:**
All physical contact, touching, grabbing, guiding, restraining must be explicitly negotiated and agreed upon between the parties beforehand. If consent is not clear, assume it is not given.
- **“PAUSE” and “PLAY”:**
If in the middle of combat a person declares **“PAUSE”** by holding a fist up in the air, the person/s they are in combat with must immediately cease fighting and drop OC - this does not affect the combat around them though others should be aware to not engage with those who are **“PAUSED”**. This command should be used to deal with an issue or dispute only between those you are in direct combat with - whether it simply be an opportunity to stop and move from uneven ground, or to point out dangerous fighting. When the issue has been dealt with, the person who instigated the pause may raise their hand in the air and declare **“PLAY”** to resume combat once again.
- **“SAFETY”:**
If in the middle of combat a person declares **“SAFETY”** this is an OC call in which all people in the immediate area must stop what they are doing and kneel to the ground. This is primarily to handle a safety issue, or in the instance that someone has become genuinely injured for them to be seen to. Safety can be called by anyone at any time for any reason. Once the situation has been seen to and dealt with, **“TIME IN”** will be declared and you may continue from where you left off.
- **“TIME FREEZE”:**
In some instances a Secretary or crew member may declare **“TIME FREEZE”**. This indicates for players to immediately pause in their RP and close their eyes. Players may open their eyes when **“TIME IN”** is declared. We encourage Time Freezes to be

used in minimal circumstances, though at times it may be called upon for certain scenes or interactions.

Non-Combatants

Brave New World takes place in a setting where safety was minimal and the expectation of death was all-too-real. It is dangerous to leave the safety of the village boundaries, and even there, there are plenty of hostile parties keen to burn the colony to the ground.

As such, if you find yourself in a combat situation where you would likely be attacked and you are a non-com or choose not to participate in the fighting, we ask you to place your hand in the air. While your hand is in the air you cannot be attacked. Please withdraw from said situation at the earliest available opportunity, at which point you must roleplay being injured.

If you wish to observe or be a part of a combat situation in the woods and do not wish to be a combatant, bring a simple musical instrument such as a drum, flute, tambourine etc. and if there is combat, stay back and make noise. We ask that this is done with a degree of self-awareness and not in a way that is confusing or immersion breaking to the other participants. If you leave the camp as a non-com you must stay that way until you return - flagging yourself as a non-com and then pulling a weapon halfway through is not in the spirit of these rules and will make it more difficult for crew to identify safe targets.

Hiding and barricading yourself into a place is a perfectly legitimate response to combat if you choose.

Healing

Living on the frontier was an uncertain time with dangers from the environment, animals and hostile parties all giving risk of serious injury or even death. We ask players and crew to react to hits based on roleplay alone, however, certain situations are rather more deadly, and will require you to draw from a bag from a [Surgeon](#).

Medicine and healing during this time was limited, still drawing on the ideas of humorism (based on the four humors: blood, phlegm, yellow bile and black bile) alongside basic medicinal care with plants gathered from the new world including tobacco, chocolate and coffee. As such, there is no knowing whether or not your injury or illness will have lasting issues or not.

In the bag are a number of paper 'results' of the healing, once drawn you must roleplay accordingly to what the paper result says. Perhaps you will die, or maybe make a miraculous recovery, or maybe you will heal, but with some very strange rp effects alongside it...

Death

Death is permanent in the game. If your character dies, please inform a member of the Game Team. **Any resources your character had on your person at the time of death must be deposited in the Colony Storehouse** - unless your character was executed for a crime [see: the [Crime & Punishment](#) section of the Gamebook]. You may make a new character, however you will not start with any new resources until the start of the next game - this is to avoid characters dying merely as a resource farm.

Weapons

Hand Weapons

Hand weapons must look in keeping with the setting - swords were primarily for the rich or those who could afford them, while for ordinary folk, metal tools, sticks and rocks might be all

that they have to hand - as ordinary people of the town, you should have **one handed melee weapons** (unless you have chosen the [Hunter](#) or [Forester](#) archetype).

Weapons must be larp-safe, made of foam and latex. Only stab-safe weapons may be used when using a 'stabbing' action in combat.

Real knives or bushcraft items may only be used in appropriate settings and cannot be taken into combat or used in any other manner than its original intent.

Armour

Armour is limited and there is little reason for 'ordinary' members of the colony to be in possession of this. However, through circumstances or character backstory you may have some armour to hand. Armour will largely consist of a plain breastplate and/or a helm such as a lobster-tail pot helmet or a pikeman's pot helmet.



Firearms

This new colony has minimal supplies and as such only has a select number of communal firearms available (these will be provided by the Game Team and made available from the Armoury). These firearms are available for anyone in the colony to use as they wish, however, they will have limited ammo, which is represented by a paper ticket which must be torn after a shot has been fired. This is to represent the limited supply the colony has in terms of ammunition. Ammunition can be gained in game through various means.

Players will not be able to use their own firearms unless they are playing a “Hunter” archetype.

Ranged Weapons

If players would like ranged weapons and not be the [“Hunter”](#) Archetype, you are able to make use of bows and arrows. Bows must be 30lb pull or lower.



Resources

A significant part of the gameplay of *Brave New World* is resource management. Players must decide where and how resources should be divided up so that the colony may survive the Winter. The choices made will determine the state that **Providence Hill** will be in at the start of the next game as well as the bonuses given to family units.

Resources are physical items that can be collected in game whether through searching the site, trade, theft as well as many other means. They include:

- Food
- Wood
- Coin
- Powder
- Cloth

Other items of course can be traded as much as players wish, and indeed merchants may come in looking for items that are not classed as resources. However, only the resources noted above can be put within the *Colony Storehouse* and *Private Family Stores*.

There are two 'pots' in the game where resources will be able to be supplied, the *Colony Storehouse* and *Private Family Stores*.

The Colony Storehouse

The Colony Storehouse will be expected to be full of all required resources by the end of the game. If the stored resources are not full the colony may not survive the Winter, or, if they do survive, there will be consequences. Information will be provided prior to the next game via Downtime write-ups. For example:

Not enough food was put into the Colony Storehouse by the end of the game, as such, the people of the colony will need to have their food rationed and the communal firearms will need to be used for hunting throughout the Winter. At the start of the next game a number of players will begin with various illnesses due to limited food, and the communal firearms will have less supply of ammunition at the start of the game. However, there is an over abundance of coin in the Colony Storehouse, this will provide new opportunities for people to invest in at the following game.

Players can of course pool their resources into the communal 'pot' to ensure the survival of

the colony. However, players also have the choice to fill the stockpile of the *Private Family Stores*.

Private Family Stores

Only the family members and the NPC secretaries will be aware of what is in their respective private stores. The resources in the private stores will belong to the family only and is the family's personal supply - these are used to help provide a comfortable living and potentially give bonus opportunities or additional supplies to start with at the following game. For example:

The Barrow family have filled their personal quota of wood and overstocked the amount of food needed for the Winter, but they are lacking cloth. By filling their personal quota of wood they will not suffer from illnesses at the beginning of the next game. The surplus food has also helped them in avoiding the issues of rationing, and so all the family members start the game well-fed. They also used some of the additional food to trade with a local Dutch colony, letting them start the game with additional coin. They have also been invited to a meeting at the next game to discuss future trade opportunities with the Dutch colony. However, due to the lack of cloth to sustain their bandage supply, they start the game with a number of traumatic wounds due a fight with hostile forces.

The hope of this game is to allow players to decide whether they wish to work for the communal goal or for their respective family. While choosing to focus on their family may be ideal, it might earn suspicion or even condemnation from other families who put more resources in the communal 'pot'. If one family is well-fed and wealthy at the start of the following game, it could earn ire from the rest of the colony, but it may be the thing between a family's survival and death.

Entering Resources into the Storehouse

A Colony Secretary will make their presence known as to where and when they will be setting up their 'office space'. This will be open at sign-posted times throughout the weekend. All resources intending to be put in the Storehouse must be done before Time Out on Sunday if they wish to be counted towards the following game. Players must approach the Storehouse secretary with their respective resources and inform the secretary of any information the Secretary requires.

THE COLONY OF PROVIDENCE HILL

The Council of Elders

Providence Hill is overseen by The Council of Elders, made up of the Heads of each family to ensure their family interests are being served, they also offer guiding hands to their respective family members should they need it. **They are not decision-makers, or leaders of the family in any formal capacity and should not be treated as such.**

The Elder NPCs ensure the Families continue to abide by the family briefs. They also act as a go-between for players and the Game Team to skew plot or provide game that players are looking for. They can be bribed, killed and affected by player abilities.

Current Family Elders:

- **Master Thaddeus Abbot**
- **Master Increase Barrows the Elder**
- **Master Zeal-for-the-Lord Goodwin**
- **Mistress Joy-in-Sorrow Mather**
- **Mistress Deliverance-Anne Osborne**
- **Right Hon. Rev. Cotton Porter**
- **Mistress Creedence Ward**
- The [Kinless](#) do not have a Family Elder



The Town Secretaries

The Colony Secretaries are officials who exist to report on the events occurring in the Colony; they have no preference on whether the Colony survives or not. They record the resources allocated both in the Colony Storehouse and the Private Family Stores, alongside any significant events in the Colony including official deals made, decisions, activities taken, trials, etc. They do not belong to any particular family and therefore are not beholden to family ideologies or goals.

These NPCs exist to ensure player action is observed and recorded so that the Game Team are aware of the events occurring in the Colony and can react/respond accordingly. They act as refs when required and may provide game or interactions themselves, however, **they cannot be bribed and are not affected by player abilities.**

Providence Hill Community Buildings

- The Chapel
- The Community Meeting House
- The Ordinarie (Tavern)
- The Armoury
- The Schoolhouse

- The Tailor's Cottage
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Character Creation

Choosing your family determines your character focus as well as what your starting bonus is. Each family's focus will skew certain elements of gameplay your way, and there will be a certain level of expectation with how other players and NPCs respond to your character.

A large aspect of this game is focused on religion and mass hysteria. One of the aspects we wish to include is the concept of power and belief, in that by believing in something so strongly it is effectively real - such as the belief in witches. We wish to represent this through the use of family 'abilities'. These actions are achieved through communal belief and understanding of the world around them, effectively using 'magical-thinking' to make their actions become true.

As such, these abilities **will only work on characters who are Puritans**, these abilities have **no power over characters following different religions or faiths and therefore will not work on them.**

Families

Players may change families in game (by being 'adopted' or 'married' into the family) by asking the respective **Family Elder**.

You may choose to play the game without a family, but it will mean that you start without access to a Private Family Store, you will rely entirely on the Colony Storehouse for resources and survival. These people fall under the category of the '[Kinless](#)'.

If you choose to play a character who is *not* a Puritan (after confirming with the Game Team) you will not have access to the Family Abilities, but similarly you will not be affected by Family Abilities either.

The Abbots

Quality: Keepers of Decorum

They are represented on the Council of Elders by **Master Thaddeus Abbot**.

*Recognised in their **shades of blue**, the Abbots are known for their distinctively immaculate attire. **Their garments are simple but obsessively maintained: crisp linens, spotless cuffs and perfectly tied caps.** They always carry a **small scented sachet** to ward off “corruption”.*

- The colony’s guardians of moral cleanliness, propriety, and social reputation
- They believe that sin spreads like a sickness, quietly but catastrophically.
- It is they whose opinion carries weight with who is trusted, who is shunned, and who is quietly watched.
- They excel at spotting impropriety and ensuring that scandal never takes root, insisting it must be dug out and removed immediately.

Starting Ability: **“A Stain Upon You”**

Once per game, an Abbot may declare to a single target that there is “a stain upon you”. The target is overcome with an overwhelming sensation of exposure, as if a deeply hidden shame, moral failing or secret misdeed is laid bare for all the world to see - it does not matter how true this is. The feeling is intense and immediate. This feeling will dissipate once the Abbot has declared the stain has been washed clean or the town declares it so.

For example: *“Mistress Mather, there is **a stain upon you** in the way you conduct yourself.”*



The Barrows

Quality: Searchers of Knowledge

They are represented on the Council of Elders by **Master Increase Barrows the Younger**.

*Not too worried about fashion, they focus on **plainer clothes, traditionally green**. What collars they wear are simple and largely unadorned. Jewellery, like the rest of their attire is simple and not overly frivolous, however, they will always wear a **brooch or a necklace featuring a feather or quill**.*

- Perhaps the most studious of the founding families, known for their quiet devotion to scholarship and the written word.
- Their pursuit of knowledge - be it theological, historical, or arcane - has earned them a reputation as keepers of wisdom and enlightenment.
- Though less inclined to trade or engage in martial affairs, their counsel is sought by many, with their records, reports, diaries and journals held to the highest regard.
- They consider the act of documentation sacred.

Starting Ability: ***"It is known that..."***

With the innate need to understand the world around them the Barrows have gained an insight into what they believe is certain and factual above all else. Once per game a Barrow player may say directly to another a statement about another person/object/thing that they believe is a direct fact. This is done by saying the statement out loud and directing with the hand held outwards at the person in question. The receiving player will believe the statement to be true with a fervent resolve until they have had the scales "fall from their eyes" and the Barrow 'corrects' them or the truth has had all evidence pointed towards it.

For example: ***"It is known that the Barrow family always get first choice from the merchant."***



The Goodwins

Quality: Keepers of Order

They are represented on the Council of Elders by **Master Zeal-for-the-Lord Goodwin**.

Elaborate lace on their collars and cuffs. Their clothing is well-made and of high-quality, featuring primarily various shades of purples and pinks. Their jewellery is not ostentatious, but regal and dignified. A signet ring or brooch featuring a crest or seal is a distinctive feature of their attire.

- The Goodwins are known as the most civic-minded of the founding families, recognised for their steadfast commitment to order, duty, and discipline for the good of the community.
- They believe that Man cannot be trusted to follow God's rules without a reminder of the law. Order is what rises humankind above the beasts of the land.
- They are deeply principled, believing that structure and accountability are the bedrock of a just and holy society.
- Their influence is felt in the careful maintenance of law and tradition.

Starting Ability: **"Your name is in the ledger"**

This ability must be invoked by pointing to a single individual and stating: "Your name is in the ledger." Once per game, a Goodwin may publicly declare that an individual carries an unresolved obligation - something promised, neglected, or left incomplete. The obligation need not be proven; the Goodwin's word is enough to make it *matter*, the target is filled with an overwhelming sense of obligation and a belief of being watched and judged by all until the matter is resolved. The ledger remains open until the task is fulfilled, renounced, or formally dismissed by the Goodwin or the town.

*For example: "Master Nicholas Ward, **your name is in the ledger**, you still owe restitution of five coin to Mistress Barrow"*



The Mathers

Quality: Expert Tradesfolk

They are represented on the Council of Elders by **Mistress Joy-in-Sorrow Mather**.

*Leaning into their trading history, their clothing reflects brighter colours, **primarily reds and oranges and more rich fabrics such as silks and velvets**. They particularly enjoy showing off their **jewellery or embroidered linens**. They are always seen wearing **brooches or jewellery that features a ship or articles of a ship such as a ship's anchor** that further enhances their family connection to trade.*

- The Mathers wish to create a legacy for themselves.
- While still very religious, they very much feel the church and God should welcome any and all (as long as they convert of course).
- They are able to easily deal and produce trades with others, enabling them to experience a whole host of different people from all walks of life.
- They are held in high-regard by foreigners.

Starting Ability: **“Lets shake on it”**

“Lets shake on it” is the Mathers family’s special ability, it must be said and done alongside a handshake. Any member of the Mather family can use this skill once per game - it can be used in any circumstance where a deal of some kind can be made (not necessarily over resources). The player or NPC who shakes hands is held in a binding contract with the player where they find themselves almost supernaturally unable to break their deal, gaining a sense of overwhelming dread and doom were they to do so.



The Osbornes

Quality: Pursuit of Expansion

Represented on the Council of Elders by **Mistress Deliverance-Anne Osborne.**

*Wearing **shades of grey and dark accessories.** The Osbornes clothing is practical and hardy. They regularly carry additional accoutrements of iron tools so they are ready for any circumstance they might find themselves in. Their family symbols include **hammers, sickles and lanterns.***

- The Osbornes came to the New World intending to expand the horizons of the Lord and bring Christendom to the devils and heathens they might encounter.
- They intend to subdue the wilderness, expand their borders and bring all land under righteous order.
- They believe that God grants dominion to the bold, however they are not reckless.
- They understand that survival of the Colony is based on careful growth and the imposing of structure upon a wild world. The Colony must survive and expand above all else.

Starting Ability: **“This Land is Claimed”**

“This Land is Claimed” is the Osborne family’s special ability and can be used once per game. The statement must be loudly declared alongside marking a place with chalk or charcoal, or simply firmly planting one’s feet at the entryway. The effect ensures that the Osborne has claimed dominion over the immediate space (a room, a building, a field, an entryway, etc.) All those within the area feel as though the space has become the Osborne’s by divine right - they have effectively become Master of the space. Any attempt to resist, challenge, or trespass upon the space against the Osborne’s will imports an intense feeling of pressure, unease and spiritual wrongness, as if they are defiling a sanctified place. The effect lasts until the mark has been removed, or the Osborne is no longer present in the space.



The Porters

Quality: Religious fervour

They are represented on the Council of Elders by the **Right Honourable Rev. Cotton Porter**.

Wearing predominantly black with a very restrained and pious look. They always wear a plain cross (not a rosary) on full display. They may have elements of lace and embroidery in their attire, but it is kept simple, believing that ostentatiousness leads to sin, they ensure decoration is minimal but dignified.

- The Porters sought out a new land in hopes of creating a “Religious experiment” by creating a colony in the vision of God. A new Eden. “The House Upon the Hill”.
- The Porters are particularly vocal in their religious authority, and are especially distrustful of other religious attitudes.
- They are the first to call out those who might be acting ‘in sin’ and the first to praise the Lord for the bounty they have received.
- More than anything the religious sanctity of the colony must be upheld above all else.

Starting Ability: **“I rebuke you!”**

“I rebuke you” is an action only a Porter player can do. It can be used once per game in any circumstance. It must be exclaimed loudly enough for everyone to hear with a hand pointed at the person the ability is directed at. Any player or NPC who is ‘rebuked’ will be overcome with an overwhelming sense of religious condemnation. They will feel as if God has forsaken them and they are damned, their soul is marked unless they are able to gain forgiveness from The Porters or are convinced that God has forgiven them.



The Wards

Quality: Defenders of the Righteous

They are represented on the Council of Elders by **Mistress Creedence Ward**.

*Practical clothing usually featuring **browns, russets or leathers**, clothes that are hard-wearing and long-lasting. Sometimes seen with armour, but not exclusively. They forgo lace and frivolous decoration, preferring something practical and meaningful. The symbols of the family include **shields, swords or axes**.*

- Sanctuary and security is achieved through defence and safety. Prepared and defiant, the Wards have every belief that the only way to survive is to be prepared for any eventuality.
- The Wards are perhaps the most martial of the founding families, long associated with defense, vigilance, and service.
- While not prone to grand speeches or displays, they are deeply loyal and protective, believing that peace is something earned through readiness and resolve.
- When danger comes, they will not falter.

Starting Ability: **“Not One Step More”**

“Not One Step More” is the Ward family’s special ability. It must be invoked by stepping between the threat and its target, and declaring: “Not one step more.”

Once per game, a Ward may use this ability to interrupt an act of aggression, coercion, or violation - whether physical, social, or spiritual. The declaration creates a moment of absolute pause: no one may advance, attack, or escalate until the Ward is removed or yields. Those who attempt to press forward between the Ward and their target will feel physically restrained by a mounting pressure, guilt, resistance, or even dread. The effect lasts until the Ward steps aside or is forcibly displaced.



Kinless

Quality: Individuality and personal strength

They do not have a Family Elder representative or have access to a Private Family Store - instead they rely entirely on the resources put into the Community Storehouse.

*Being the individuals that they are, the Kinless have no bespoke preference to distinctive style or design. All that sets them out from those in an established Family is their **ivory or beige attire**, preferring to **show their individuality through styling, accessories, and accoutrements**.*

- The Kinless are those without association of family who have made the individual choice to travel across the world on their own.
- Being untethered from prior bonds and connections enables them to be free to give their loyalty however they please.
- They rely heavily on the community as a whole for their personal survival, but they are un beholden to family bias, opinions or feuds.
- These are the individuals who show their worth and choose whom to bind themselves to without family baggage acting as a weight on their trust.

Starting Ability: **“Let me share your burden”**

“Let me Share your burden” is the special ability of the Kinless. It must be invoked by saying to another individual: “Let me share your burden”.

Once per game, a Kinless may use this ability to compel someone to tell the truth. It is not necessarily that the individual trusts them, but the lack of family baggage earns a certain level of unconnected-ness where truths may feel they can be given more openly. The ability imports an overwhelming feeling of spiritual judgement and condemnation from the Lord upon the target. This feeling can only be alleviated by the target admitting all their sins, grievances and guilts to the Kinless who enacted this ability, and they feel spiritually compelled to do so.

*For example: “Master Osborne, you seem to be struggling, please, **let me share your burden.**”*



Archetypes

While player characters may skew one way or another in terms of skills and abilities, there are a selection of skills that all players start with.

- Reading (at least the Bible)
- Writing your name
- Using firearms (only the 'hunter' archetype may use their own personal firearms and skill to call out to their target)

Hunter

While anyone may make use of a firearm, your own ability and skill through years of stealth and hunting have earned you the ability to pinpoint your foe better than others. You may call out specific targets before firing, making it much more likely for you to hit them.

Examples would be "Hey! You with the moustache!" or "Hey! Big Bear!"

Hunter archetypes may have a *personal firearm* and start with some powder resources.

Types of characters: Hunter, ex-Soldier, Militia, Trapper

Land Owner

You are intending to tame the land and work it to your will. Whether through luck or sheer perseverance you have achieved this goal and now have land under your name (the native population may have other opinions). These are represented by paper Land Deeds, these enable you to hand over the deed to the secretary at the Storehouse in exchange for any additional resource (except for coin and powder) equivalent to the size of the land deed. 1 Acre = 1 Resource. Land deeds can be bought, sold, bartered and even stolen.

Land Owner archetypes will start with a number of Land Deeds.

For example: John Cooke has two Five Acre Land Deeds, John exchanges them to the Storehouse secretary for 5 Food and 5 Wood resources.

Types of characters: Farmer, Businessperson, Philanthropist, Landlord

Surgeon

Whether studying the medicinal arts or merely having lived off the land long enough to know what plants don't kill you, you've managed to come to an understanding of health and healing. While medicinal knowledge of the period is extremely limited, you and those you have helped haven't *all* died, so there is a method to your madness. As a surgeon you start the game with a baggie of paper results which the patient must draw one of. The information on the paper will inform the patient of the result. Maybe they are healed, maybe they have some strange side effects, maybe they will get worse.

Once per day a surgeon may enable a patient to redraw their paper result. They also have the "**Right as rain**" ability, where once per game, a surgeon can state that a patient will be "*Right as rain*" halting the progression of worsening illness/injury/death until the following day.

Surgeons will be provided a “medical baggie” at the beginning of the game.

Surgeon players should NOT provide their own bandages, these are a limited resource in the game and can be accessed by the [‘Tailor’](#) archetype.

Types of characters: Herbalist, Magician, Doctor, Midwife

Tailor

Cloth can be used for many things - all of which are useful to the creation of a Godly town in a New World. You are able to produce and work with cloth, enabling you to create high-quality or hard-wearing garments, ship sails, home linens and so on. But sometimes even the simplest of things still need to be crafted.

Tailors can make and produce bandages for surgeons with cloth resources. Cloth resources will give a certain amount of bandages and these are in limited supply. Once a bandage has been used to treat a wound it must be returned to a Tailor.

The Tailor must wash the bandages to ensure they are clean enough to be made use of again. A bandage must be (genuinely) washed and hung to dry and will not be available for use until the bandage phys-rep is (genuinely) dry.

Tailor archetypes will start with a percentage of cloth resources.

For example: Agnes Abbott has a cloth resource that equals five bandages worth. They choose to remove two bandages from the cloth resource and put the rest of the cloth resource (3 Cloth) into the Community Storehouse.

Tailor players should NOT provide their own bandages, these are a limited resource in the game and will be provided in-game.

Types of characters: Tailor, Seamstress, Sail Maker, Weaver

Merchant

Whether you are a banker, come from a rich family, or simply have accumulated capital through canny business deals before you set off to the new world, you have cash to spare. At the start of the event you **will be given a substantial amount of cash to spend as you wish.**

Types of characters: Quartermaster, Business Owner, Con artist

Forester

Toil and hard-work is your remit, you know how to handle and heft weapons and weight and know that there are dangers and unknowns in the forests of the land. You are prepared for the dangers you might encounter, capable of turning your tools into vicious weapons when required. Through this knowledge and skill you are able to carry **two-handed weapons** and **collect wood resources** from the forest.

Forester archetypes will start with some wood resources.

Types of characters: Woodcutter, Bodger, Logger, Woodhick

Academic

Through various learning you have gained the ability to write extensively and you are more easily able to pick up on foreign languages.

You may pick a foreign language to start with that you are able to converse in as well as read: Dutch, Spanish, French. Writing in the particular language of choice will be represented by different colours of text: **Dutch (Orange)**, **French (Blue)**, **Spanish (Red)**, other languages that may appear in game will be represented in different colours.

To converse in the language of your choice please start a conversation with either: **“Hoi”**, **“Bonjour”**, **“Hola”** then continue the conversation by placing your hand in front of your face with your thumb pointing towards yourself, and your little finger pointing out towards the person you are speaking to. This allows other players to know you are conversing in a foreign language. When the conversation has finished, sign off with, **“Vaarwel”**, **“Au revoir”**, **“Adios”**.

If you and another person speak another language fluently you may absolutely converse in said language - however, please be aware that some players with the language skill may not be fluent in said language and may wish to join the conversation. Please ensure everyone who should be able to understand the conversation is able to do so.

Types of characters: Teacher, Priest, Lawyer, Scholar



Costume

The 17th century is not the easiest period to costume for, and so we have decided that there is no need to aim for complete historical accuracy in terms of costuming this game. We do however ask that you aim for the basic 'silhouette' to give the overall effect of the costuming of the era.

SEE BELOW FOR COSTUME EXAMPLES.

Basic costuming consists of:

- Hat
- Coif
- Shirt/Shift
- Collar/Ruff
- Doublet/Coat/Jacket/Jerkin
- Breeches/Skirt

We ask that you aim to have at least 3 items listed above to create the basic look. Additional accessories and garments are up to the player's discretion. We hope that this will generate a pseudo-uniformity, while still allowing players to make their characters feel individual and recognisable

Colours were traditionally muted, using natural dyes, and natural materials such as wool or linen, however, depending on style, wealth and accessibility to trade, additional accessories, fabrics and colours could be used. (Please be aware of your respective family colours when putting together a costume).

Wealthy citizens would likely have more formal and well-fitting clothes, as well as fabrics such as silk or velvet. Collars could have more lace or turn into sizable ruffs, jewellery would be dramatic and refined.

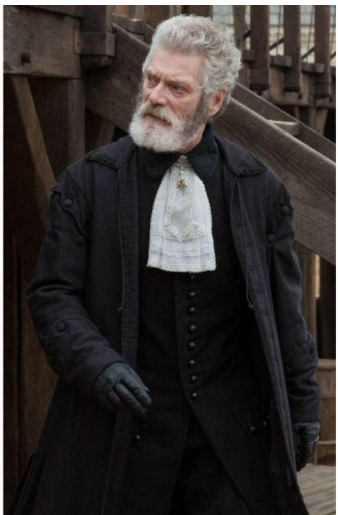


NO

Please avoid the traditional “Hat with a buckle” look as seen with most thanksgiving pilgrim costumes.

Gender:

This game features a distinct binary element in regards to gender - as such, if you are dressed in feminine attire, you will be perceived and treated as a woman and vice versa for men.



Additional Information

Being a Puritan

All players (unless pre-discussed with the Game Team) will play Puritan characters. While we do not expect you to fully research in-depth the history or understanding of Puritan beliefs, we ask you to adhere to this basic guide. The extent at which you follow these beliefs is down to your character's personal preference, however, the 'standard' at which your character performs as "the ideal Puritan" will be put into question and will feature as an aspect of gameplay.

Puritans believed in the sanctity of the scriptures and as such were well-versed in the Bible, and as such aimed to purify the Church of England from perceived Roman Catholic elements - both of which were believed to have deviated from the 'pure' basis of the Bible. This led to the rejection of Anglican rituals, which they viewed as "popish idolatry," and focused on preaching based on scripture and everyday experiences. With moral and religious dedication, Puritans saw themselves as God's chosen people, living godly lives as individuals and as a community, focusing on preaching, writing pamphlets, and experimenting with religious expression and social behavior.

As a Puritan of Providence Hill you follow these adherents:

- You were chosen by God to help redeem the world by your total obedience to his will.
- If you were true to God, you would be blessed; if not, you would fail.
- It is the government's responsibility to enforce moral standards and ensure true religious worship is established and maintained.
- All genders are spiritually equal.
- Everyone must be able to read the Bible to be able to follow the word of God.

You also believe in these certainties:

- God is real - and therefore so is the Devil.
- The Devil and his agents are actively targeting your colony intending to destroy it.
- The Bible is infallible and the ultimate guide for faith, morality, and social order.
- All humans are inherently sinful and incapable of good without God's grace.
- Sin is contagious. If one person strays, the entire community is at risk.

A suggestion we recommend is selecting a passage or quote from the Bible, learning it and reciting it as a basis for your character's beliefs. Puritans were learned in the recitation of Bible verses and while we do not expect to hold Players to such a standard, it may be helpful in terms of gameplay.

Attending Church

Going to Church was paramount to the Puritans, learning, reading and abiding by the scriptures was the fundamental basis of everything they believed in, as such, it was considered suspicious if one were seen avoiding or not attending church.

In this game we understand that some people may not be OC comfortable attending a 'church service'. As such we are instilling a phrase: "**I was there**" or "**I was at church.**"

Players must take this statement as absolute *fact* without question that the player was most definitely in church in an IC manner even if they were not OC present.

Etiquette

- Terms of address:
 - **'Doctor', 'Captain', 'Magistrate'**, etc. - Titles for any man of a particular profession or rank
 - **'Master' or 'Mistress'** - A title for a man or woman of reasonable social standing. (Mistress was used for both married and unmarried women).
 - **'Goodman', 'Goodwife' or 'Goody'** - A title for a younger man or a woman (regardless of marital status) who is of lower social standing than that of a Master or Mistress.
- **Doffing ones hat:** Must be done to a man or woman of higher social standing than oneself.

Religion, Science & Superstition

During this time, these three subjects were one in the same and we ask both Players and NPCs to incorporate this into the gameplay, as it will be at the core of everything you do. The existence of the Devil and his agents was as real as the ground beneath one's feet, and belief in charms, luck, curses and witches were based in (what was believed to be) scientific fact.

Quakers

The Puritans had a particular hatred for those of the Quaker faith as they were antithetical to everything the Puritans stood for. The Quakers believe all people have direct communion with God - meaning a lack of need for the clergy, that the Bible should be respected but cannot be understood fully without the Holy Spirit's guidance, all people (and genders) are equal and that one can gain salvation through inner light.

During the period of Brave New World, Quakers were also known as radical dissenters and were active in the disruption of church services, the refusal to pay tithes, and refused using titles, and the common practice of 'doffing one's hat' to superiors.

This led to hard rules from Puritan based colonies who saw Quakers as fundamental dangers to the Puritan way of life. For example; The Boston Bay Colony's legislature in 1658 stated: *"...every member of the sect of Quakers who was not an inhabitant of the colony but was found within its jurisdiction should be apprehended without warrant by any constable and imprisoned, and on conviction as a Quaker, should be banished upon pain of death, and that every inhabitant of the colony convicted of being a Quaker should be imprisoned for a month, and if obstinate in opinion should be banished on pain of death."*

Catholics

While Anglicans rejected Catholicism, Puritans believed that Anglican beliefs did not go far enough. They sought to remove everything that was perceived as 'ritual' from church services, including music, art and ceremonies - believing that these had been developed over the centuries and had deviated from God's initial "pure" intentions. Churches were largely self-governing as an active form of defiance against the Pope, Bishops and Cardinals, intending to remove what they considered to be 'Catholic corruption'.

Other Religions/Faiths

The Puritans believed that they were God's chosen people, and as such, it was their duty to promote their 'true' belief to the world around them. The persecution they faced in England only served to strengthen their resolve, and set them on a path to the New World. They sought religious freedom, but only the religious freedom that would suit them. They believed in a strict joining of church and state and for those who did not follow their strict brand of Christianity was ultimately a force of destruction (whether knowingly or not). Some could perhaps be converted - hence the creation of "Praying Towns" intended to convert the native populations - but ultimately they would never be seen as 'pure' as the Puritans were.

Science & Superstition

During this period the Western world entered the 'Scientific Revolution', in which experimentation, study and exploration became paramount to understanding the world around us. However, the shift from Superstition to Science was neither quick, nor easy, and many thinkers of the day would use their scientific knowledge to expand or explain their still-held beliefs. During this time Magic and Reality were very much entwined.

Confirmation bias played a big part in the blur of Science and Superstition, and often examples of superstitious beliefs were treated as straight certainty of the world rather than anything nefarious.

Such examples include:

- You can inherit the spiritual disposition of your ancestors as much as hair or eye colour. (ie: if your father was known as someone who lied and stole, you were likely to have inherited such traits).
- "Moon Farming" - basing when to do certain activities on the phases of the moon. *"...pole beans should be planted when the horns of the moon are up, to encourage them to climb; but a farmer must not roof a building then, for the shingles will warp upward. He should plant root crops during the "dark of the moon" but not pick apples, which will rot regardless how they are stored..." - David Hawke*
- God put 'signs' throughout the world for you to interpret. If you could harness and understand these signs you will have a fortuitous life. (ie: a comet was believed to be a planet condemned by God and plucked from the sky. It was seen as a warning by those who saw it to change their ways).

Superstitions that have lasted to this day were present during the 1600s, including throwing spilled salt over your shoulder, if you put a garment on inside out, keep it that way or you'll change your luck etc. Consider how your character might lean into or respond to aspects of superstition and how this shapes their worldview.

Witches in the Game

While there were always skeptics, there was also the belief in the reality of witches as agents of the Devil - whether this is real as we understand it today is irrelevant, it was very real for the Puritans. As game runners, we wish to leave the reality of witches as an ambiguous possibility.

To do this, at the beginning of each game player packs will contain a slip of paper that will say "villager". One of these slips will instead state "witch", we intend for this to be completely random. Players who receive the 'witch' slip are able to either lean into this from a roleplay perspective or ignore it completely. An additional slip will be added to the pool each game, therefore increasing the number of 'witches' present. **This is purely a Game Device used**

to generate suspicion among players. We strongly urge the player who draws the “witch” slip to keep it hidden.

Witches were people who were believed to be either possessed or given unnatural powers by turning their back on God. This was often described as the accused having written their name in ‘the Devil’s Black Book’ and becoming a servant to the Devil.

Superstitious beliefs, while used by many everyday people to varying degrees, were also used as ‘evidence’ against those accused of witchcraft. Of course, the examples of evidence varied wildly and the inconsistencies only furthered the hysteria present in witch trials - some judges believed wholeheartedly and others came with a strong dose of skepticism. Players are encouraged to decide their opinions and beliefs on the reality of witches early on.

Spectres

“In their fits they would cry out, There stands Amy Duny, or Rose Cullender; and sometimes in one place and sometimes in another, running with great violence to the place where they fancied them to stand, striking at them as if they were present; they would appear to them sometimes spinning, and sometimes reeling, or in other postures, deriding or threatening them.” - Samuel Pacy, “A Tryal of Witches at the Assizes Held at Bury St. Edmunds” (1662)

People would claim to see a ‘spectre’ of a person who would then be accused of being a witch. Often this spectre was able to physically harm and attack the person who could see them, however, they were invisible to everyone else present. Many of the ‘witnesses’ during the Salem Witch Trials claimed to observe spectres of the accused. This was known as spectral evidence.

However, it should be noted that the Devil can also disguise himself as one of the accused, thereby framing an innocent person. As such, those judging a proposed witch need to decide ultimately is the spectre the Devil pretending to be someone who is innocent, or is the person actually a witch? Only people with virtuous reputations can be deemed beyond reproach.

Spectral evidence was held both in high regard and condemned by various figures throughout the 1600s and will be an element that features in the game.



Crime & Punishment

Criminal behaviour was very much equated to a lack of 'Godliness' and was taken very seriously. To ensure the future of the Colony, the Puritans instilled a number of laws into the ledger to determine moral sanctity. These crimes include:

- Drinking is allowed in moderation, however toasting is banned: *"this drinking and quaffing of healths had it origin and birth from Pagans, heathens, and infidels, yea, from the very Deuill himself."* - William Pryne, 'Health's Sickness' (1622)
- Celebrating Christmas - it promotes "popery"
- Sports and games on Sundays
- Stealing
- Lying in public
- Saying the Lord's name in vain
- Forming a solemn pact with the Devil & conducting in witchcraft
- Murder
- Burning of property
- Wearing "strange" apparel
- Denying the Scriptures
- Harboring a Quaker
- Failing to attend Church
- Failing to pay taxes for schooling (this will be paid into the Colony Storehouse)

These will remain as criminal offences in the Colony, as to whether your character is charged with them is down to other players. Some might be punishable by a fine, while others might be more permanent. We hope, rather than deterring players from participating in these crimes, instead players will find opportunities to enact these crimes in secret, or on the sly, or create backroom deals with other characters, while others will seek to condemn those who have their criminal behaviour discovered. Some characters may even seek to falsely accuse

others for their own gain, but would certainly be guilty of lying in public if they are caught doing so.

Punishment

If a person is accused of a crime a Magistrate will arrive to question them - if the person admits to their guilt, their punishment will be dealt out swiftly regarding the crime. If they claim their innocence a trial will commence the following day in which a Judge will be summoned and witnesses will be able to speak and give evidence in regards to the accused. The Judge will always have the final call on determining guilt. Punishment will be decided and the Magistrate alongside the Colony Secretaries will ensure that it is carried out.

Examples of punishments for criminal offences include:

- **Fines** - these will be paid into the Colony Storehouse
- **Public humiliation** - a sign with your crime will be worn on your person for an amount of time
- **Branding** - a letter representing your crime will be branded upon your body
- **Execution** - for only the most extreme criminal offences. Your worth of resources will be withdrawn from your Private Family Stores and will be put up for auction

We understand that some players will not be comfortable with certain forms of punishment, and we respect that. As such, we are always happy to discuss alternatives that will suit your comfort level while also adhering to the game setting.



Historical Context

There is no need to read this section to play *Brave New World LRP*. This is just extra information for those who might find it useful or relevant,

Notable Historical events

- **1649** - Charles I is beheaded. The Commonwealth of England begins under Oliver Cromwell
- **1650** - The First Stadtholderless Period begins in the Dutch Republic
- **1651** - Natick, Massachusetts - the first “praying town” to convert native peoples to Christianity - is established

- **1652** - Boston Silversmiths were hired to produce shillings, sixpence and threepence coins for the colony
- **1654** - The Anglo-Spanish War begins
 - Jews fleeing Dutch-ruled-Brazil arrive in New Amsterdam
- **1660** - The British monarchy is restored under King Charles II “the Merry Monarch”
- **1663** - John Eliot “The Apostle of the American Indian” publishes the Bible in the Alonquain language
- **1665** - King Charles II “the Bewitched” rules Spain
 - The Second Anglo-Dutch War
 - The Dutch cede territory to the English, New Amsterdam becomes New York
 - The Great Plague of London
- **1666** - The Great Fire of London
 - The Pequot people are given 2500 acres of land and a reservation is established
- **1667** - **The Colony of Providence Hill is Founded**
 - The Treaty of Breda ends the Second Anglo-Dutch War
 - The Anglo-Spanish War ends
 - “The Dreadful Hurricane of 1667” ravages the East Coast of America
- **1668** - Yellow Fever is first recorded in America
 - Widespread harvest failure - especially of tobacco
- **1669** - Sweden's Mora Witch Trial
- **1670** - **Starting year of Brave New World LRP**
 - The first English colonists arrive in what would become South Carolina
 - King Louis XIV prohibits French colonies from trading with non-French colonies
 - Frigates from Spanish Florida prepare to attack an English settlement. The English settlers have been warned in advance by Native peoples. The attack is abandoned.
- **1675** - King Phillip’s War (also known as: Metacomb’s Rebellion or the First Indian War)
- **1692** - The Salem Witch Trials

Money

While shillings existed, bartering was the main form of trade alongside foreign coins including English, French, Portuguese, Dutch and Spanish. Counterfeit coins were also present. In this game we intend to primarily refer to coins as “Shillings”. Colonies from other nations may trade in their own coinage or other forms of currency, which is worth what you - the players and the NPCs - deem it so.