

# The Last Colony

An expansion  
for Longshot  
by Nick Wedig  
For 3-6 players



Hatorasck

Trinity

T.B.

2

# Synopsis

---



In 1587, you fled religious persecution and a brewing war with Spain. **Sir Walter Raleigh** sold you on a series of dreams of a peaceful life in a land of lush bounty. One you arrived, though, your dreams turned to ashes. You were living in an inhospitable wilderness, surrounded by hostile natives and an ocean away from civilization. Your crops refused to grow, and sickness spread through the colony.

Shortly thereafter, the colony voted to send the **Governor John White** back to England to get assistance. Without supplies and support from Britain, your colony would never survive. He left in August, and promised to be back by the spring.

That was two years ago, and there has been no sign of Governor White. Did his ship sink in the Atlantic? Did Britain abandon you? Did Spain win the war against England, leaving you no monarch to watch over you? No one knows. All that is certain is that reserve supplies have run out, and two terrible growing seasons haven't produced enough food to last you through the oncoming winter.

Many colonists have begun to discuss fleeing the colony. But where do you go? Further into a savage wilderness? Do you brave the vast Atlantic in a tiny boat not made for ocean going? Just as the discussion starts, smoke is seen from the beaches. The boats are on fire. Who set them on fire? Who is sabotaging the only way home? Why would they do that?

*The Lost Colony* is an expansion for *Longshot*, taking the game from the far future into the mysterious past.

All the rules should work the same: create a character by choosing a Job and a Personality. Personalities are basically unchanged, though the Jobs are all new. You still follow the same basic rules for conflicts, conditions and the Common Pool. There's still a mystery (*who burned the boats and why?*), and there's still a town full of needy people with dwindling supplies.

Since this is a historical game, you have some sexist, racist, superstitious characters in here. I'm not condoning any of that (much the opposite). But it's necessary both historically and story-wise to include the elements, and see how they help contribute to the colony's downfall.

If you do anything at all with the game, let me know how it goes, okay? Contact me at [nickwedig@yahoo.com](mailto:nickwedig@yahoo.com).

This work is licensed under the **Creative Commons Attribution 3.0 Unported License**. To view a copy of this license, visit <http://creativecommons.org/licenses/by/3.0/> or, send a letter to Creative Commons, 171 2nd Street, Suite 300, San Francisco, California, 94105, USA.

# Pastor John The Priest

**Starting Dice:** 5d6 and 1d10

**True Believer:** Once per session, you can set one die to its highest value instead of rolling it.

---

## Background:

You lead your congregation through dark times, both physically and spiritually. They look to you for the guidance that only religion and the Lord can give. You left England to seek freedom to worship as you please as your own splinter sect. What heretical beliefs drove you to come to the New World? What unconventional religious beliefs do you hold?

With **Governor White** gone and his stand-in **Ananias** sick with a fever, the colony needs a leader. You feel that your religious authority is the best possible guidance. But every time you try to exert your influence over the colonists, Ananias's uppity wife **Eleanor** stops you, claiming to speak on Ananias's behalf. How can you make the colony recognize that divine authority invested in you is the best form of leadership? How can you quiet the woman who speaks in a man's place?

Everyone in town knows that the **Widow Audry** is practicing witchcraft and black magic. But none except you are willing to act on this knowledge. What evidence do you have of her vile sorcery? How can you expose her necromantic acts to the village?

---

## Authority:

You have authority over the **religious practices of the colonists**. What is sacred? What is taboo? How often do the people pray in church? In this time of need, have the villagers embraced God or rejected Him?

You also have authority over the **Colony Church**. Is it in good repair, or a ramshackle affair falling apart?

---

D4:       D6:       D8:   
D10:       D12:       D20:

# Webb The Incompetent

**Starting Dice:** 5d6 and 2d10

**Underdog:** You don't get a d4 in your condition dice. In its place, you get a d20.

---

**Background:** You're the town loser. The incompetent fool. Everyone thinks that you are a klutz and a deadbeat. And most of the time, they're right. What was your last big, spectacular failure?

Sometimes, the other townsfolk take advantage of you. You owe **Mannering** a lot of money because of your famr's continual failure. How can you get out of your debt?

Similarly, **Cage** made you look like a fool to pursue his/her object of affection. How did Cage embarrass you? How can you force Cage to give you respect?

**Respect:** **Milton** has never pushed you around like the others. Probably because he's afraid of everyone. But nonetheless, you are happy at least one person isn't mocking your every mistake.

---

**Authority:** You have authority over watching **people's condition trackers**. Make sure that they never reuse die sizes and that they set them to the maximum value when they acquire a condition and decrease the die counter when the condition is invoked.

You also have authority over **John Spendlove**, who brews the town's beer. It's safer than drinking the water, after all.

---

**Wounded:**                      **Insane:**                      **Diseased:**

**Enraged:**                      **Tired:**                      **Scared:**

# Manteo

# The Native

(Ignore the last name from your personality)

**Starting Dice:** 4d6 and 2d10

**This Land is My People's:** When in a conflict taking place outside the colony, you add 1d6 to your roll.

---

## Background:

You are a native of this land, one of the Croatan tribe, but an outcast from them. You have been serving as native guide and translator and diplomat for the colony for some years now. You travelled to England with **Sir Walter Raleigh**, and saw the wonders of British civilization. There, you converted to the Anglican faith. Why did you convert to the strange beliefs of these foreign men? Why join the Europeans when many of them (the **Widow Audry**, for example) hate you and treat you as less than human?

You returned to this land to help guide the Englishmen in America. Upon returning, though, you have found your life heart torn asunder. That stupid explorer, **Sir Richard**, tried to drive the vile Roanoke tribe away from the colony. But the idiot attacked the Croatans by mistake. Do all natives look the same to him? After much conflict and bloodshed, the Croatans want nothing to do with the British colony... or with you. Sir Richard's incompetence made you an outcast from your home and family. How will you get revenge on him?

---

## Authority:

You have authority over the **native inhabitants of these lands**. They don't like you or these European invaders, but if there are any questions about what they believe or how they act, you should be covering that matter.

You also have authority over **James Lasie**, the best woodsman the English have.

---

D4:       D6:       D8:   
D10:       D12:       D20:

# Dare

# The Hotheaded

**Starting Dice:** 1d6 and 3d10

**Hot Temper:** When you take the Enraged condition, you roll two of the appropriate die type, but only place one on your condition tracker.

---

**Background:** You're notorious in town for your terrible temper. You can get upset and angry at anybody for anything.

That cowardly **Milton** chickened out when you needed him/her. What were you doing when Milton failed you? How will you get Milton to fix things for you?

---

**Respect:** **Webb** is the only person in town that doesn't anger you on a regular basis. Sure, he/she's wildly incompetent and dangerously clumsy. But that's hilarious instead of enraging.

---

**Authority:** You have the responsibility over **angling the game towards action**, interesting interactions and conflict. You watch scenes to make sure that they are going to result in a change in circumstances or something exciting. Similarly, watch when people introduce new facts to make sure those facts can lead to interesting action later on in the game.

You also have authority over **Margery Myllet**, a lady of ill repute. How did she become a fallen woman? Does the town treat her fairly, or does she work this job because she is unable to get other, legitimate work?

---

**Wounded:**                      **Insane:**                      **Diseased:**

**Enraged:**                      **Tired:**                      **Scared:**

# Eleanor

Starting Dice:

5d6 and 1d10

# The Mother

**We'll Get Through This Somehow:** Once per session you can keep all the dice that you spent in a conflict that you lost.

---

## Background:

You came to this world with your family: your father, **Governor John White**, your husband **Ananias**, and with a child on the way. Your child was born, a daughter named **Virginia**. Now your father has gone back to England and hasn't been heard from in two years. Your husband acts as Interim Governor while he is gone, but now Ananias has taken ill with a terrible sickness. The colony needs leadership, and you are trying to act in Ananias's stead while caring for a sick husband and raising a baby child on your own. How do you manage it all? How does the stress wear you down?

Every time you try to guide the village through these tough times, **Pastor John** condemns and undermines you. Can you make him acknowledge your leadership? Why do you think his religious zeal is a bad guide for the village?

Your family life wasn't really perfect. Virginia isn't really Ananias's child at all. You had an affair with **Black Martyn**, but you broke it off. What attracted you to Martyn in the first place? Why did you end the affair? Do you really love Martyn or your husband? How can you keep your affair a secret?

---

## Authority:

You have authority over **minor NPCs**. You should give input when someone is trying to introduce a new NPC, and any unnamed NPC or group of NPCs are under your control if no one else claims them.

You also have authority over **the Farms**. The growing seasons have been harsh since you got here. What desperate measure have farmers taken to ensure their crops come in?

---

D4:

D6:

D8:

D10:

D12:

D20:

# Cage

Starting Dice:

4d6 and 2d10

# The Infatuated

**Fires of Passion:** You get a free 1d10 in any conflict where you try to defend your **Beloved**.

---

**Background:** You're in love. One of the other player characters is your **Beloved**, an angel descended to bless you with his or her beauty and personality. Which character is your Beloved? Why do you love him or her so?

There is a slight note of trouble in paradise, though. Your Beloved does not yet love you back. How can you earn his or her love? Why is your love forbidden?

That temperamental **Dare** did something terrible to your Beloved. What was it? How can you fix it, or how can you make Dare fix it?

---

**Respect: Mannering** tries to act like a greedy miser. But you know he/she has some good down inside. What noble act did you witness Mannering do when he/she thought you weren't watching?

Of course you also have Respect for **your Beloved**.

---

**Authority:** You have the responsibility to **call for more detail** or colorful narration of events. If someone is glossing over something exciting, interesting or important, ask them to give additional information. How do they manage that?

You also have authority over **Joan Warren**, a close friend of your Beloved. How does she interact with your Beloved?

---

Wounded:

Insane:

Diseased:

Enraged:

Tired:

Scared:

# Sir Richard The Explorer

**Starting Dice:** 3d6 and 3d10

**Manifest Destiny:** Once per session you can reroll all the dice in your pool during a conflict.

---

## Background:

You came to this land to explore strange new environments, to seek out new life and new civilizations, to boldly go where to Englishman has ever gone before. Why do you seek out the new and unknown? Are you seeking something in the forest, or fleeing something back in Europe? Does your external journey reflect an internal struggle?

Your first adventures in Virginia have gone poorly. When trying to drive away the savage Roanokes, you accidentally attacked the allied Croatan tribe instead. What simple mistake did you make that caused this? Was it a mistake at all, or a deliberate attack on the Croatan for some reason?

You don't trust the Privateer, **Black Martyn**. He tells everyone that he is loyal to the Crown, but you suspect that he is working for the Spaniards as a double agent. What makes you so suspicious? How will you find proof of his treachery?

---

## Authority:

You have authority over that **state of affairs back in Europe**. How bad is the war between England and Spain brewing back home? Is Queen Elizabeth revered or despised by the average person? These questions are your area of expertise.

You also have authority the **Spaniards**, who have established colonies to the south, and may be expanding north into Virginia.

---

D4:

D6:

D8:

D10:

D12:

D20:

# Hynde

# The Veteran

**Starting Dice:** 2d6 and 4d10

**True Grit:** You cannot be opposed in a conflict by NPCs or environmental hazards. Only Player Characters can stop you.

---

**Background:** You're old and experienced. Maybe you've been in the New World longer than anyone else. Maybe you adventured in the Middle East for decades before coming here. Where did you spend most of your rough and tumble life? Do you sit back with a calm "*been there, done that*" demeanor? Or do you tell rambling tall tales of your amazing adventures in the Caribbean?

**Mannering** swindled you, like the greedy bastard he/she is. How were you tricked, and what exactly did you lose in the deal? What is your plan to get it back?

---

**Respect: Dare** is a temperamental bastard. Maybe Dare reminds you of yourself when you were younger. Maybe you're entertained by his/her impotent rage. Why do you respect the loose cannon Dare?

---

**Authority:** You have authority over the nature of **the New World**. When someone says things about living conditions in the region, weather conditions or the locale vegetation, pay attention. Try to make sure everything is consistent and reasonably plausible. Try to think of interesting features of the region as a whole and of the terrain immediately outside the Roanoake Colony.

You also have authority over **Thomas Gramme**, a poor farmhand. What shady dealings has Tom gotten into this time?

---

**Wounded:**

**Insane:**

**Diseased:**

**Enraged:**

**Tired:**

**Scared:**

# Black Martyn

# The Pirate

**Starting Dice:** 2d6 and 4d10

**Shrug it Off:** Once per session, you can roll a Condition die instead of setting it to maximum to track how long you have that Condition.

## Background:

You are a pirate by trade, though you prefer the term “*Privateer*”. You captained **The Audacious** with a letter of marque identifying it as a British ship and authorizing attacks and pillaging of Spanish ships. Unfortunately, the Audacious, was destroyed by the Spanish back in European waters, so you signed on to **Sir Walter Raleigh’s** venture in the New World.

On the voyage over, you had an affair with **Eleanor**, and the child of that union was her daughter **Virginia**. But Eleanor broke off the illicit affair, though you wanted to continue. What attracted you to her in the first place? How can you get her back? Do you pity her sick husband? Or do you want to eliminate him from the picture as quickly as possible?

Most of the colony is happy to have an experienced sailor and adventurer on their side. All except for **Sir Richard**, that is. As a self-styled “*Explorer*”, Richard hates any pirates. He has accused you of secretly working for the Spanish, or perhaps playing both sides of the conflict. Are you? And how do you react to his accusations? How can you stop these personal attacks?

## Authority:

You have authority over the **clues about the mystery**. What evidence is found among the burning wreckage of the boats?

You also have authority over the **defensive measures of the colony** taken against invading natives and possibly against the Spanish. How well armed and fortified are you?

---

D4:       D6:       D8:   
D10:       D12:       D20:

# Milton

# The Coward

**Starting Dice:** 4d6 and 2d10

**Conflict Avoidance:** Once per session, you can force your opponent in a conflict to reroll all their dice.

---

## Background:

You’re know around town for being a scaredy-cat. A pushover. You’re a natural born worrier, and are afraid of basically anything that could kill you. Why are you so cowardly? What is your number one biggest fear? Why did you come here when you’re so afraid?

Why did you really abandon **Dare** when you were helping him/her? Why did you agree to help in the first place?

**Hynde** took something of value from you. What was it? How can you get it back without confronting Hynde about it?

---

## Respect:

**Cage** is able to come out and admit his/her innermost feelings about his/her Beloved. You’d be terrified of exposing yourself like that, so you give Cage a lot of Respect.

---

## Authority:

You have the responsibility to watch the story and **call for conflicts** as needed. If no one is willing to say Yes, then they’re gonna have to roll the dice.

You also have authority over **Robert Ellis**, your nephew in your care after his parents died on the frontier. How old is he? Does he idolize you or hate you?

---

**Wounded:**

**Insane:**

**Diseased:**

**Enraged:**

**Tired:**

**Scared:**

# Audry

# The Widow

**Starting Dice:** 5d6 and 1d10

**The Hex Sign:** Once per session you can set your opponent's die to its minimum value instead of them rolling it.

---

## Background:

Your husband **Roger** died of scarlet fever, leaving you alone here in the New World. Did you love him, or blame him for bringing you to this terrible place?

Some (particularly **the Vicar Pastor John**) in the village suspect you of being a witch. Do you have a heretical pagan belief set? Do you actually believe yourself to be a witch? Or is this all a vicious, nasty lie started by small minded, bitter people looking for a scapegoat?

Even while the village torments you based on vague rumors, they let terrible savages into their midst. Why does the village trust the wildman **Manteo**, particularly after he led the village into an ambush by his own people? Why should we trust this red skinned man with our very lives? How can we trust him, when he may be plotting the downfall of the colony? More importantly, how can you get him out of the colony?

---

## Authority:

You have the responsibility of **making sure everyone is contributing**. If anyone isn't speaking up but looks like they don't like an idea, ask for their opinion. If someone doesn't seem enthused, try to look for ways to get them involved and excited.

You also have authority **the Graveyard**, where the colony's dead have been buried. Your husband lies buried there, but who else? What secrets lie beneath its earth?

---

D4:

D6:

D8:

D10:

D12:

D20:

# Mannering

# The Greedy

**Starting Dice:** 2d6 and 3d10

**Secret Stockpiles:** Once per session, if the Common Pool goes empty, you do not have to check off a die size or contribute a die to the Common Pool.

---

**Background:** You're here on Roanoake, trying to become the biggest fish in this small pond. You want money, of course, but also power and resources. Everything belongs to someone, and it might as well all belong to you. What's your next big money-making scheme? How will you collect all the resources for yourself?

Your favorable dealings with the rest of town sometimes leave a sour taste in the mouths of others. How do you keep yourself safe from angry debtors?

Speaking of which, **Webb** owes you a lot of money, because of his/her failing farm. What favor could you get Webb to do for you to balance the books?

---

**Respect:** You've tricked and swindled **Hynde** in the past, but you respect his/her years of experience and worldly knowledge.

---

**Authority:** You have the responsibility to watch the resource economy and **the Common Pool**. Make sure every resource movement goes from the proper source to the right place. You decide who gets the resources if two players both try to pull from the Common Pool at the same time.

You also have authority over **Emme Merrimoth**, who owes you several months of back rent.

---

**Wounded:**

**Insane:**

**Diseased:**

**Enraged:**

**Tired:**

**Scared:**