

An American flag with stars and stripes is positioned behind the title text. The flag is slightly tilted and appears to be waving. The background of the entire page is a dark green, textured surface with a repeating floral or damask pattern.

COLONIAL
Gothic

BESTIARY



Bestiary



Games so good they sneak up on you.™

CHICAGO



Powered by 12°. It is time to use your 12-sided dice.

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Go tell Mankind, that there are Devils and Witches; and that tho those night-birds least appear where the Day-light of the Gospel comes, yet New-Engl. has had Examples of their Existence and Operation.

- Revd. Cotton Mather, 1689

Monsters are everywhere. They lurk in the untamed mountains and forests of the New World. They stalk the towns and cities of the Thirteen Colonies. They wait in the shadows to prey on the foolish, the unwary, and the unlucky.

Within these pages, the **Colonial Gothic** GM will find a selection of creatures great and small, ready to challenge even the most valiant Heroes. Some are denizens of the New World, both natural and supernatural. Others spring from the myths and legends of antiquity, and have crossed the great Ocean along with the colonists. Some do not belong in this world at all, but may be summoned here by dabblers in sorcery.

The **Colonial Gothic Bestiary** contains descriptions and game statistics for more than 50 creatures from myth, legend, and nightmare to supplement the creatures found in the **2nd edition Colonial Gothic Rulebook**, along with notes for the GM on using them in **Colonial Gothic** adventures, and an index listing the creatures in both volumes.

Even in this new Age of Reason, there are creatures that confound science and challenge sanity. Are you ready to face them?

RGG 1667

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