

An American flag with thirteen stars and stripes is draped across a strip of aged, yellowed parchment. The parchment has faint, illegible handwriting visible beneath the flag.

**COLONIAL
Gothic**



New France

Brouillard

Table of Contents

Introduction	6
Glossary	7
Part I: The Colonies	8
Chapter 1: A Brief History Of New France	9
The Golden Age of New France	10
The War of the Conquest	10
British Rule and the American Revolution	10
Chapter 2: The French North American Colonies	13
Acadie (Acadia)	13
Terre-Neuve (Newfoundland)	14
Canada	14
Louisiane (Louisiana)	19
Baie du Nord (Hudson Bay) and Terres de Rupert (Rupert's Land)	22
Society	26
Economy	28
Religion	31
Chapter 3: Organizations	33
The Compagnie des Cents Associés	33
The Compagnie du Saint-Sacrement de l'Autel	34
The Knights of Malta	35
The Hudson's Bay Company	36
Chapter 4: Native American Tribes	37
Iroquois Confederacy (Haudenosaunee)	38
Wabanaki Confederacy	38
Algonquins	39
Hurons and Wyandot	39

Table of Contents

Montagnais	39
Atikamekw	41
Inuit	41
The Mandoag	41
Part 2: Settings	43
Chapter 5: The Golden Age Of New France	44
Adventures	45
Personalities	47
Chapter 6: The French And Indian War (1754-1763)	54
The French Commanders	56
Adventures	57
Personalities.....	59
Chapter 7: The American Revolutionary War (1775-1783)	66
Adventures	68
Personalities	70
Part 3: Rules	74
Chapter 8: Creating a Character	75
Colonists	75
Freeman	77
Military	77
Native American/First Nations	78
French Names	78
Chapter 9: Duels	82
Sword Duels	83
Pistol Duels	84

Table of Contents

Chapter 10: Mysteries	85
The Black Man's Mound	85
The Mysterious Cobbled Roads	86
Magnetic Hill	86
Black Bartelmy's Ghost	87
La Corriveau	87
The Kingdom of Saguenay	87
Chapter 11: Monsters	89
Feux-Follets	89
Flying Dogs	89
Mestabeoks	90
Tuurngaitis	90
Appendix I: Bibliography And Other Sources	91

Introduction

This book is a companion to the **COLONIAL GOTHIC RULEBOOK**, covering the French colonies in present-day Canada, the Great Lakes region, and the Mississippi Valley. You can use it to expand the action of a game set in the Thirteen Colonies, or to play a game set some decades earlier in **NEW FRANCE**.

The book is divided into three sections:

Part 1: *The Colonies* provides information on the history, geography, politics, and people of **NEW FRANCE**.

Part 2: *Settings* details three historical periods as settings for roleplaying adventures:

- The Golden Age of **NEW FRANCE** (1720-1744)
- War of Conquest/French and Indian War (1754-1763)
- British rule during the American Revolutionary War (1775-1783)

Part 3: *Rules* covers the creation of French colonial characters, local monsters and mysteries, and offers some notes for the GM.

This book is intended to give the historical, geographical and cultural background of **NEW FRANCE** while leaving the door wide open for the more esoteric elements of a traditional **COLONIAL GOTHIC** game.

While the book's contents are based on historical fact, you will notice that this book leans toward the French point of view of history. French names have been used to preserve a sense of the time and place. The glossary below gives their Anglicized counterparts or English translations.

This is not a history book. It is not intended to offend people or insult anyone's ancestry, origins or beliefs in any way. History does not serve everyone fair justice but we have to take it as it is made available to us. Please keep in mind that this book is for entertainment, and for this purpose we may have altered some facts to create a more convenient setting for intrigue and mystery.

With that said, have fun!

