New France

Brouillard

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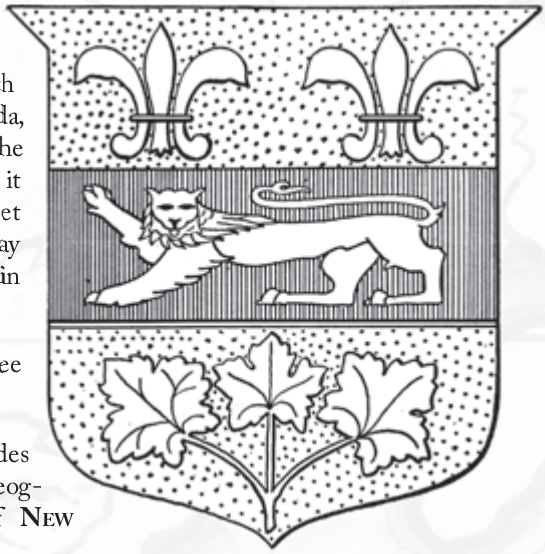
Introduction



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!