



**COLONIAL
Gothic**



**Flames of Freedom:
Beginnings**

FLAMES
OF
FREEDOM:
BEGINNINGS

AN ADVENTURE

CHICAGO:

Printed for Rogue Games.

MMXVII.

AUTHORS

Graeme Davis & Richard Iorio II

EDITING

Sean Carrol

ART

David Detrick

American Memory Project

Dover Publications

FCIT

Library Congress

CARTOGRAPHY

Gabriel Brouillard, Robert S Conley & Jeff Preston

GRAPHIC DESIGN & TYPOGRAPHY

Richard Iorio II

Bits and Mortar (<http://www.bits-and-mortar.com>) is a pro-retailer, pro-brick-and-mortar, pro-PDF, pro-ebook initiative backed by several tabletop game and fiction publishers. We love real, physical brick and mortar game and book stores, and we want to see them survive – and thrive – even as the digital content options for traditional publishing become more prevalent.

No hidden rules, no hoops to jump through. If you buy a **Rogue Games** book, you get the PDF for free.

Period.

If you buy it on **Amazon**, or in a game store not part of **Bits and Mortar**, or from some other online dealer, you get your PDF. All you need to do is send **Rogue Games** (info-rogue-games.net) a copy of your receipt (photo or copy of email receipt), or any other means of proof of purchase. Once we get it, you get your PDF.

Easy as that.



INTRODUCTION

Back in 2009 friend, and former **Colonial Gothic** Line Developer Graeme Davis presented me with an idea: create a campaign for **Colonial Gothic** taking into account the totality of the American Revolution. At first, I balked at the idea. It was not because it was a bad idea (it wasn't) but published campaigns tend to sprawl and quickly get out of control. Yet, anticipating my skepticism, Graeme had a trump card: "Remember *The Enemy Within* campaign for **Warhammer Fantasy Roleplay**?"

He got me.

He knew the special place both that campaign and **Warhammer FRP** holds with me. He knew I had run *The Enemy Within* three separate times, as well as played in it as well. It also did not hurt that one of the writers for the campaign gave me the nudge I needed to go for it.

Flames of Freedom is a campaign conceived to allow you to take part in the history of the American Revolution. I, as well as Graeme, wanted something that was not only filled with action but offered information on areas that could be use again and again. That is why we included not only great adventures but sourcebooks dealing with the major cities important in the war.

Flames of Freedom is more than allowing players to take part in the history of the period. It is more than guidebooks to Boston and Philadelphia. **Flames of Freedom** is about revealing the secrets lurking in history's shadows. Some of these secrets are explanations for real historical events (see *A Fortuitous Mist* on page 46), but the real secrets is the slow reveal of what is hinted in **Colonial Gothic's** background.

A careful reading of **Colonial Gothic** you see clues and historical bits revealing that something deeper has taken place during England's colonizing of North America. Purposely, these events have been hinted at, and the reason for this is simple: it adds to the overall tone of a secret history of Colonial America.

When Graeme and I hashed out the first two parts of **Flames of Freedom**, the major goal I set was to tie all the various loose threads in **Colonial Gothic** and bring them together. Starting in Boston the threads begin to be weaved into a larger tapestry, which only will be seen, by the time the campaign is over.

The events of **Flames of Freedom** are big. Taking the characters from Boston to the heart of the Continental Congress at Philadelphia, upon finishing these two chapters, the players discover things are more than they seem. Those familiar with the original two



The long march to freedom begins here.

While the world watches, and both sides draw up the plans of war, others lurk in the shadows, prowling forgotten tunnels, and heroes battle. An ancient enemy sows seeds of strife, and a much larger battle is about to begin. While Colonists cry for freedom and Loyalists struggle to reconcile with England, dark enemies gnaw and plague the unsuspecting.

In Boston the siege grinds on, but the end is in sight. Now is the time to break the yoke of tyranny on the city that sparked the revolution. Secret plots, secret cults, and mysteries abound, as you explore the city of Boston during the last days of the siege. You are at the start of the revolution and will be caught up in a series of events that will take you from one end of the city to the other.

Victory in Boston, is only short live.

Spring, 1776. The Second Continental Congress works at creating a new nation. But as they debate, shadowy forces prepare to strike.

Welcome to Philadelphia.

As Congress works, the Heroes scour the City of Brotherly Love for a friend's missing son. Not all is as it appears, and soon their simple assignment turns into a race against time to prevent a tragedy that could kill the American independence before it has begun.

Flames of Freedom: Beginnings, is the first volume in an epic campaign for **Colonial Gothic**. In this book you will find our guide to the great cities of Boston and Philadelphia, and a ready-to-play adventure which sets the stage for the entire Revolution.

RGG 7001

US \$24.99



52499



CD \$34.25 UK £19.00 EU €22.85 AD \$38.99

**ROGUE
GAMES**

www.rogue-games.net