

An American flag with stars and stripes is positioned at the top left, partially overlapping a horizontal strip of aged parchment. The parchment contains faint, illegible cursive handwriting. The background of the entire image is a dark, textured surface with a repeating diamond pattern.

COLONIAL Gothic

A golden-brown line drawing sketch is centered in the lower half of the image. It depicts a Native American man on the left, wearing a feathered headdress and holding a long rifle. He is facing a colonial soldier on the right, who is wearing a tricorn hat and a long coat, also holding a rifle. The drawing is done in a loose, sketchy style.

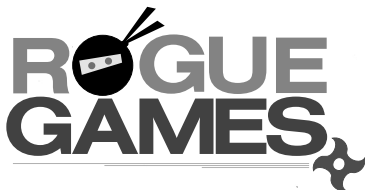
Adventure



**COLONIAL
Gothic**

Adventure

ROGUE GAMES, INC.



GAMES SO GOOD THEY SNEAK UP ON YOU.



POWERED BY 12°. IT IS TIME TO USE YOUR 12-SIDED DICE.

An Rogue Games Publication

www.rogue-games.net ✉ info@rogue-games.net

@Rogue_Games on Twitter

www.facebook.com/rogue.games

Colonial Gothic: Adventure

RGG 1620 ✉ ISBN: 978-1-939299-43-7

Colonial Gothic: Adventure all contents © 2016 by Rogue Games Inc.

First Published in 2016 by Rogue Games, Inc.

245A 11th Street, Wheeling, IL 60090

Rogue Games, Rogue Games logo, 12°, 12° logo, Colonial Gothic & Colonial Gothic logo are TM and © 2007-2016 by Rogue Games, Inc.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior express permission of the publisher.

That said, if you're doing it for personal use, knock yourself out. That's not only allowed, we encourage you to do it. For those working at a copy shop and not at all sure if this means the person standing at your counter can make copies of this thing, they can.

This should be considered your "express permission." Got it? Good? Carry on.

All rights reserved. Without limiting the rights under copyright reserved above, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written permission of both the copyright owner and the above publisher of this book.

All rights reserved.

Printed in the United States.

This is a game where people make up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional. Any resemblance to real people, historical figures, unspeakable horrors, or cultists dedicated to ushering the Old Ones into our dimension is purely coincidental.

You have to admit it is kinda hilarious.

Credits

Written by Richard Iorio II

Editing by Tom Cadorette

Proofreading by David Carol, Sean Misniak, Patty Scalise, B “don’t call me Beatrice” Swift & Henry Thompson

Layout and pre-press by Richard Iorio II

Art by Manuel Castman, Bradley K. McDevitt, James Onley, Jeff Preston & James Shields

Cartography by Gabriel Brouillard & Dyson Logos

Published by Rogue Games, Inc.

12° created by Richard Iorio II & James Maliszewski

Visit the Rogue Games on the web: www.rogue-games.net



The PDF Guarantee

Like the book? Want the PDF? If you buy a print copy of any Rogue Games' book in a store or online, we give you the option of getting the PDF, ePub or Kindle version free of charge. All you need to do is email us proof that you purchased the book, and the file will be sent your way. Visit the Rogue Games website (www.rogue-games.net) to learn about the PDF Guarantee.

Introduction

Adventure. ¶ At the heart of **Colonial Gothic** is adventure. It is what drives the game. Yes, you can argue that without the historical setting and the occult supernatural **Colonial Gothic** would not exist. You would be correct, but (and there is always a but) does the game work without something for the players to do?

No.

No roleplaying game exists in a vacuum. You do not simply create a set of rules and craft a evocative setting, and then stop. Doing so does a disservice to not only the players of a game, but the game itself.

Truth be told I have done a disservice to the game by not designing more adventures for it. The reasons for this are varied, but they boil down to the same theme: research.

A game like **Colonial Gothic** lives — and dies — by making sure you have the history correct. If you get the history wrong, it does not matter how creative an adventure is, it fails. Research takes time, and the more obscure the information you need, the longer it takes to find it.

Still, it is time to make up for the lack of adventures. Here are two which stand on their own, and are set in two different locations. These adventures, and their earlier versions, have been run for many players. For my own games, they have served as ways to introduce new players to the game.

Set in Trenton, New Jersey *Sin Eater* deals with a vampire whose reasons for being one and embracing what he is. For some the fact that the protagonist is a Quaker might come as a surprise, but a close study of the faith, you soon discover that no one else could be a vampire.

The second adventure *The Angels of Jacob Hill* is a reworking of the adventure found in the very first edition of the game. Truth be told I never liked the first version of this adventure. It was a product of an earlier time, and one that I was a far different writer. Those who remember the first adventure will find that the new version shares only the location.

So here you go, two adventures to use as you see fit. Take what you like, change what you do not like, and have fun with them.

Adventure

Mysteries abound in the American Colonies. From whispers of strange things lurking in the woods, to ancient evils lurking in the night's darkness waiting to strike, the colonies are full of curious things.

While all attention is focused on the bloody conflict between subjects and crown, there are some seeking to take advantage of this. They work without fear of being caught, and they know it will be too late when these plans are put into action. Now you can learn of these plans in the two adventures found between these covers.

In ***The Angels of Jacob Hill*** you learn of strange disappearances plaguing the region of Peekskill New York. At first, it was an occasional hunter, or a lone traveler disappearing without a trace. Now villagers have begun disappearing, and no one knows how, or why, this is happening. The latest disappearance occurred just three days ago, when four Peekskill children went missing from their beds. Residents of Peekskill and neighboring villages have scoured the woods looking for them, but so far the villagers have discovered no clues to their location. Unbeknownst to the rest of the villagers, a small group resides in the area and is behind the recent troubles. This group? Angels. Sadly things are not what they seem, and these angels might be something that arrived from the stars.

In ***Sin Eater*** you discover that some evil has been living in the colonies for a very long time. They have lived here so long they have become one of the most dangerous threats. Are you strong enough, not only in physical prowess, but also in courage to face this evil? Set in Trenton, New Jersey, ***Sin Eater*** is the perfect adventure to run as a bridge between **Flames of Freedom: Boston Besieged** and **Flames of Freedom: The Philadelphia Affair**.



RGG 1620

\$9.99

**R - GUE
GAMES**