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LEAGUES OF Gothic Horror



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Leagues of Gothic Horror

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Contents

INTRODUCTION.....	3	OCCULT RELICS.....	70
STEP INTO THE SHADOWS.....	3	SAMPLE OCCULT RELICS.....	71
A GUIDE TO USING THIS BOOK.....	4	CHAPTER THE THIRD.....	77
CHAPTER THE FIRST.....	5	MONSTERS.....	77
NEW ARCHETYPES.....	5	OPTIONAL: UNHOLY NIGHTS.....	87
NEW SKILLS.....	6	MORTALS.....	96
NEW TALENTS.....	7	MAJOR VILLAINS.....	105
CREATING A GHOST CHARACTER.....	7	SINISTER CULTS.....	122
NEW FLAWS.....	9	CHAPTER THE FOURTH.....	131
NEW LEAGUES.....	10	AUSTRIA-HUNGARY.....	131
OCCULT LEAGUES.....	11	TRANSYLVANIA.....	132
MUNDANE GEAR.....	14	EGYPT.....	133
WEIRD SCIENCE.....	15	AFRICAN WITCHCRAFT.....	133
BORROWING ITEMS.....	15	FLYING DUTCHMAN.....	134
CHAPTER THE SECOND.....	39	GENERIC LOCATIONS.....	134
HORROR MECHANIC.....	39	OPTIONAL: DARK PLACES.....	136
SANITY.....	39	GERMANY.....	137
SHOCK.....	39	GREAT BRITAIN.....	138
MENTAL DISORDERS.....	40	ROMANIA.....	140
REGAINING SANITY.....	40	SCANDINAVIA.....	141
SAMPLE PHOBIAS.....	41	UNITED STATES OF AMERICA.....	141
CORRUPTION.....	42	CHAPTER THE FIFTH.....	143
FORTUNE-TELLING.....	42	AROUND THE TABLE.....	143
MAGIC.....	43	THE DEVIL'S IN THE DETAILS.....	143
TRADITIONS.....	44	FEAR & SUSPENSE.....	144
MAGICAL ENERGY.....	44	STRANGE EVENTS.....	145
CASTING RITUALS.....	45	VILLAINOUS CHARACTERS.....	145
LEY LINES.....	46	MORALITY.....	146
ECLIPSES.....	47	COMBAT.....	146
RITUALS.....	48	COMMON PLOT ELEMENTS.....	147
MAGICAL TEXTS.....	57	CHAPTER THE SIXTH.....	149
SAMPLE MAGICAL TEXTS.....	59	STYLE OF GAME.....	149
MENTALISM.....	66	EXAMPLE CAMPAIGNS.....	151
CLOAKING.....	66	ADVENTURE SEEDS.....	152
EXTRASENSORY PERCEPTION.....	67	GOTHIC HISTORY.....	155
MIND OVER MATTER.....	68	WHO'S WHO.....	156
TELEKINESIS.....	68	REFERENCES.....	158
TELEPATHY.....	69		



Introduction: Step into the Shadows

"They told of dripping stone walls in uninhabited castles and of ivy-clad monastery ruins by moonlight, of locked inner rooms and secret dungeons, dank charnel houses and overgrown graveyards, of footsteps creaking upon staircases and fingers tapping at casements, of howlings and shriekings, groanings and scuttlings and the clanking of chains, of hooded monks and headless horsemen, swirling mists and sudden winds, insubstantial specters and sheeted creatures, vampires and bloodhounds, bats and rats and spiders, of men found at dawn and women turned white-haired and raving lunatic, and of vanished corpses and curses upon heirs." —Susan Hill

Welcome, brave reader, to *Leagues of Gothic Horror*! Light your table lamp and turn up the wick, ensure you are alone, check all the doors and windows are securely locked, and prepare to enter a world where the arcane and occult are very real.

What is Gothic Horror?

Wikipedia summarizes Gothic fiction as characterized by *"prominent features [including] terror (both psychological and physical), mystery, the supernatural, ghosts, haunted houses and Gothic architecture, castles, darkness, death, decay, doubles, madness, secrets, and hereditary curses."*

Beginning in 1764 with the publication of Horace Walpole's *The Castle of Otranto*, Gothic Horror was so named because it featured Gothic buildings such as castles and monasteries as the central locale. Combining elements of history, romance, and the supernatural, it relied on portraying an atmosphere of decadence and decay, with subtle, creeping dread that emerged from the shadows only fleetingly. Villains were invariably corrupt aristocrats or clergy, while early protagonists were weak and largely inconsequential to the story. It was not they who laid the villain low, but the fiend's own hubris and dark deeds, coupled with the notion of divine justice. Even so, early stories laid the foundation of strict moral-

ity to which later novels would adhere, with the forces of Good opposed to the forces of Evil.

As the genre evolved, emphasis shifted to the villains as the focus of the tale. Many heroes followed the Byronic model, a form of early anti-hero known for their arrogance and cynicism, rebellious streaks, and disdain for social norms. More often than not these heroes were outcasts, unwanted and unloved by society. By the start of the Victorian Era, Gothic Horror had declined in popularity. As the decades wore on, though, it would re-emerge as a *tour de force*, made popular by authors such as Henry James, Edgar Allan Poe, Robert Louis Stephenson, Bram Stoker, and Oscar Wilde—authors who gave us some of Gothic Horror's most memorable and long-lived, villains and stories.

New elements were added to these stories. Heroes became bolder and more proactive forces of Good. Psychology, fear, and gradual descent into madness replaced more subtle elements of the supernatural. Many Gothic novels played on societies' fears—*Dorian Gray's* hedonism goes against social mores; *Dracula's* lust for the blood of young women speaks of sexual desire; *Dr. Jekyll* suffers from the inner turmoil of good versus evil, yet also shares similarities with *Dr. Moreau*, whose use of twisted science attempted to overcome animal tendencies with those of polite society.

As the new century grew, Gothic Horror took on new forms, heralding the modern age of horror stories. H. P. Lovecraft introduced the world to his sanity-shattering Cthulhu Mythos, placing the notion of decadence and decay at the heart of many stories. Robert E. Howard's hero Solomon Kane combined pulp and Gothic horror elements in an historical setting. M. R. James forsook many traditional Gothic clichés, ushering in a new style of ghost story. Today, Gothic horror as a unique literary genre may be dead, but it continues to exert an influence from beyond the grave.

What is *Leagues of Gothic Horror*?

For all of mankind's advances in science, the world remains a realm of mystery and supernatural occurrences. This is the age of sinister fictional and historical villains,

Leagues of Gothic Horror



such as Count Dracula, Mr. Hyde, and Jack the Ripper, and an era when interest in the occult reaches new heights. While *Leagues of Adventure* firmly focuses on exploration and scientific endeavor, this book is one of restless spirits and haunted houses, spooky castles and Gothic architecture, fog-shrouded streets and deep forests, decadence and decay, secrets and madness, and where the supernatural defies the rationality of science and cold logic.

It is important to note that nothing in *Leagues of Adventure* is rendered extraneous by this work—*Leagues of Gothic Horror* adds to the setting, but it replaces nothing. We've already created a vibrant Victorian world of adventure and intrigue. Rather than create an entirely new game that would by necessity reuse most of the material in *Leagues of Adventure*, we instead present an expansion that draws on, and greatly expands, the existing material into a new but related area.

What this book is not is a strictly defined setting. Like the core rules, it is a toolkit, from which the Gamemaster can draw elements that interest him while ignoring those that do not. You can take what we've written verbatim and run creepy ghost stories that (hopefully) leave your players with goosebumps and fumbling desperately to turn on the lights before they enter a dark room. Or you can find inspiration in more recent "action-horror" movies such as *The Mummy* trilogy or the oft-maligned (but thoroughly enjoyable) movie *Van Helsing*, creating a world of pulpy Victorian horror-adventure.

Finally, while the *Ubiquity* system can certainly handle

any genre, its narrative qualities and roleplaying, and investigative skills lend themselves ideally to the ghost stories and supernatural mysteries of the Gothic Horror genre, where brains often triumph over brawn. This expansion is not just limited to Victorian-era adventuring, however, and works equally well with any flavor of *Ubiquity*.

Rules Materials

Much of the material in this expansion has its origins in the *Globetrotters' Guide to Gothic Horror* supplement. Other material has been drawn from other supplements in the aforementioned series. We make no apologies for this—we want to provide the most complete Gothic Horror expansion we can without referring you to buy multiple products not available in print format, and that has meant reusing material that, until now, has only been available in electronic format. Truth be told, with a little imagination anything published for *Leagues of Adventure* has a home in this expansion. A line had to be drawn, however, and what you now hold in your trembling hands is the essential

material, as well as a very healthy dose of new material.

A Guide to Using this Book

Chapter the First: Lights in the Darkness provides new options for player characters, including Archetypes, Skills, Talents, Flaws, Leagues, and weird science devices.

Chapter the Second: Concerning Matters Arcane and Metaphysical describes magic and mentalism, magic texts and occult relics, and the price to one's sanity one must pay when one dabbles in the forbidden arts.

Chapter the Third: Things That Go Bump in the Night lists some of the supernatural creatures, major villains, and sinister organizations that haunt the dark recesses of the night and prey on unsuspecting victims.

Chapter the Fourth: Dark Places explores places of interest around the world with a strong supernatural feel.

Chapter the Fifth: The Nature of Darkness describes tips for Gamemasters on how to run Gothic Horror games and set the necessary ambience.

Chapter the Sixth: Sinister Tales and Dark Occurrences includes basic advice on the types of adventures you can run and campaign examples.

And now, without further ado, we invite you to explore the dark and mysterious world of *Leagues of Gothic Horror*, a world that awaits only your entry into its shadowy realm...



Chapter the First: Lights in the Darkness

"There are darkneses in life, and there are lights. You are one of the lights." —Bram Stoker, *Dracula*

Creating a character for *Leagues of Gothic Horror* is different to creating a *Leagues of Adventure* character in only one small regard—there are new options to pick from, as well as new weird science devices. Every option in the core rules remains usable, as do those presented in the *Globetrotters' Guide* series of supplements.



New Archetypes

Alienist

An alienist is a Victorian Age psychiatrist, skilled at understanding the workings of the human mind. By definition, they are also legal experts on mental instability, and may be called upon to testify as to the mental state of one accused of a crime. Although their work is grounded in the rational, a small few have developed such knowledge of the human psyche that they have awakened mental powers similar to those of the mentalist.

Gypsy

While not suitable for a regular *Leagues of Adventure* campaign due to their status as outsiders, gypsies are perfect for a *Leagues of Gothic Horror* game, being a modern staple of the genre.

Found across much of Europe, though concentrated most in the Eastern countries, gypsies are nomadic wanderers. They are more correctly called Roma or Romanies. It is commonly believed the roots of the name gypsy lie in Egypt. In those ancient days the gypsies fought against many nightmare beasts, employing not silver, as is common today, but gold. For this reason, gypsies remain fond of the precious metal. Exactly why the gypsies left Egypt has been lost to the mists of time.

While some gypsies serve dark powers, such as those in Count Dracula's employ, most are dedicated to fighting the creatures of the night. Indeed, the gypsies know many occult secrets, and are considered masters of divination through a variety of means, with the Tarot deck, crystal ball, and palmistry being their primary methods.

Mentalist

The great majority of so-called mentalists are fraudsters, stage magicians, and experts in sleight of hand and the reading of body language. They pass themselves off as being blessed with the powers of clairvoyance, precognition, telekinesis, mindreading, and extrasensory perception.

A small few, though, truly have the gift to manipulate the material world through the power of thought alone and/or contact the spirits of those departed. Such unusual souls may have been born with the gift, gained their powers through instruction in a secret Tibetan monastery, by touching an enchanted object, studying an occult tome, or surviving a near-death experience.

Monster Slayer

Depending on your game, a monster slayer might be a member of a secret religious order dedicated to protecting humanity against supernatural terrors, or an individual who has lost everything to the horrors of the night and has sworn vengeance. Unlike occultists and metaphysicians, monster slayers are very much about physical action, not cerebral investigations.

Mystic

Mystics are those men and women who work to develop an intuitive understanding of the cosmos and their position in it. Perhaps they read books and study under strict masters, but intellectual comprehension is not their goal. If they study the form, it is only to realize the form-

Leagues of Gothic Horror

less: the ineffable truths pursued by Mystics can only be understood and communicated indirectly through the languages of symbolism, faith, and ecstasy.

Whether they seek epiphany through simple meditation or elaborate ritual, all mystics agree that in order to truly understand reality we must abandon all preconceived notions of the world and give ourselves over to veiled, sometimes counterintuitive celestial truths.

Occultist

From tribal sorcerers who call upon the ancestors to European businessmen who beseech angels and demons, magic is a very real and potent force. Occultists are fascinated by the arcane and unknown in the world. They have an ear for strange rumors and they live to investigate mysteries. They often have unique philosophical and religious views that can make them seem unbalanced or insane. Occultists often possess unusual information, a rare artifact, or an extraordinary ability that makes them invaluable to an expedition.

Outcast

Outcasts are rejected, scorned, and shunned by their people. Some chose this path as a sacrifice for their ideals or their loved ones, but most have the role of outcast thrust upon them as the result of a crime, peculiar beliefs or practises, or a lowly birth. Many live on the outskirts of the society that rejects them, but more have been ejected from their homes and are doomed to wander—forever seeking a place to settle but never fitting in anywhere. Although the stigma is often unpleasant, many come to value their position and find it liberating to be free of the societal expectations that most cultures place upon their members.

Police Officer

Whereas the Law Man Archetype represents the top of the policing ladder, this one serves for the common bobby on the beat and sergeants. While such individuals are unlikely to be members of true gentlemen's clubs, making them ill-suited for many regular *Leagues of Adventure* games, they are ideal for *Leagues of Gothic Horror*. After all, who is it patrolling the fog-shrouded streets and protecting the citizens on a nightly basis? And who, therefore, is most likely to stumble across the mutilated corpses left behind by a vampire or werewolf?

Soldier

While military officers in the age of colonialism are men of good social rank, a commoner who wants to serve his country is an enlisted man or noncommissioned officer. This does not make them an ideal choice for a standard *Leagues of Adventure* campaign, but their lowly birth does mean they can mix with the common people without raising suspicion or attracting unwanted attention, a handy trait in *Leagues of Gothic Horror*.

A soldier's life may permit one to travel to exotic locales, but military service is far from glamorous. Boredom is a soldier's biggest enemy, and for some the only means to alleviate the tedium of barracks life is to volunteer to join expeditions. Soldiers are not necessarily brave in the face of danger, but they know how to handle themselves in a fight and follow orders.

New Skills

Academics

Academics has a new Discipline—Occult. It concerns the study of all matters arcane, both practical and theoretical. It also provides broad knowledge concerning various ritual trappings and schools of magic, and familiarity with folklore concerning monsters and their supposed strengths and weaknesses.

Alienism

Base Attribute: Intelligence

Alienism is the study of the human mind and is the forerunner of modern psychiatry. It seeks to unlock the unconscious and bring rationality to the irrational.

Your character may specialize in one of the following fields:

- * Hypnosis: Ability to induce a hypnotic state, implant suggestions, or regress a patient
- * Metaphysics: Knowledge of phenomena that defy scientific explanation or questioning
- * Profiling: Ability to create a personality profile based on physical evidence
- * Psychology: Knowledge of the mind and human behavior
- * Psychotherapy: Knowledge of how to treat mental ailments

Focus

Base Attribute: Willpower

Focus represents the ability to concentrate and ignore distractions. This includes meditation, overcoming fear, and resisting torture and manipulation. Formal instruction in this Skill is rare in Western societies, but it may be learned through experience.

Characters with this Skill may substitute their Focus rating for Willpower rolls.

Your character may specialize in the following:

- * Concentration: Ability to tune out or ignore distractions
- * Courage: Ability to overcome fear in life-threatening situations
- * Meditation: Ability to clear the mind and attain inner peace
- * Resistance: Ability to withstand torture
- * Resolve: Ability to resist manipulation and temptation

Magic

Specialized Skill

Prerequisite: Magical Aptitude Talent

Base Attribute: Willpower

The magical traditions represent carefully guarded secrets passed down through centuries. Although they are all powered by the same mystical source, each tradition focuses on certain spells and rituals. For each level of the Magic Skill he takes, the magician learns one ritual, and may learn additional rituals by taking them as Skill Specializations or learning them during play through reading magical tomes.

Your character must focus on a specific tradition:

- * Animism: Knowledge of summoning and controlling spirits, typically those of ancestors and animals

- * Black Magic: Knowledge of dark magic, such as Satanism or Voodoo, and the ability to blur the line between life and death

- * Ceremonial: Knowledge of ritualistic high magic to invoke the power of angelic spirits or elementals as a means of channeling their will

- * Natural: Knowledge of how to exert control over the elements and the living world

- * Old Ways: Knowledge of one of the old faiths, such as those of the Celts, Egyptians, Mesoamericans, or Vikings

Conversing with the Natives

Romany: Domari (Middle Eastern Romany), Para-Romany (a creole tongue), Romany.

Although the Romany language is historically a member of the Indic language group, it contains heavy influences from the various tongues of the Balkans as well as neighboring Greece. As such, in *Leagues of Gothic Horror* it is treated as a unique language group. As with other groups, the languages within it have been greatly simplified for the purposes of game play.

New Talents

Two of the Talents presented below tie directly into the Horror and Sanity system detailed later in the book. If you do not intend to use those rules, these Talents are not available to characters.

Alternate Identity

Prerequisites: None

While anybody can pretend to be someone else, your character has a full alternate identity, complete with different friends, contacts, enemies, Leagues, and perhaps even a different spouse. Perhaps he is a spy for a rival power, a respected member of high society who dons a mask and hunts creatures of the night once the sun sets, or prefers not to have his association with certain Leagues widely publicized.

Creating a Ghost Character

While we don't recommend vampire or werewolf characters in *Leagues of Gothic Horror*, we do offer guidelines for the creation of a ghost character.

- * Ghost characters receive 9 points to purchase Attributes. Body is fixed at 0 and cannot be increased. Dexterity and Strength start at 2, but can be improved if the player wishes.

- * Defense is calculated on Dexterity + Willpower, and Health on Charisma + Willpower.

- * Ghosts receive 15 Skill points as normal, and can purchase any Skills they desire. Those linked to Dexterity or Strength are only useful against other spirits or if the ghost can assume a physical form.

- * A ghost has special powers (see p. 81) equal to half of its Willpower rating (rounded up) and Haunting Points equal to its Will x 2. The Speech ability is strongly recommended, but not a requirement. Additional special abilities can be purchased at the cost of 7 Experience points each, to a maximum not to exceed the Willpower rating.

- * All other character generation rules apply as normal. Unless the campaign acknowledges ghosts as a relatively common part of society, the character's choice of League should be severely limited.

- * Ghosts physically interact with and harm each other as if they were mortals. Attacks are made as normal. The ghost typically has one or two weapons it died with in its possession. These become spectral weapons capable of harming other ghosts. Attacking a mortal requires the Telekinesis ability.

- * The Channel Dead ritual allows a magician or medium to converse with a ghost character. The time the character has been dead applies as normal, although a ghost character with Speech can choose to communicate regardless of any limits on the abilities of the magician or medium.

- * Ghosts cannot receive First Aid. Within the first hour, each Haunting point heals one point of non-lethal damage or converts one point of lethal damage into nonlethal. After that, it must heal naturally, so to speak, at the same rate a mortal heals. A ghost that dies (again) is permanently banished from the mortal plane.

- * Be warned: ghost characters are subject to Banish Spirit, and should therefore avoid magicians!

Benefit: Your character has an alternate identity that will stand up to the most rigorous investigation. You may take new Resources for this alternate identity equal to the total levels of his existing ones (except Followers and Rank (League), as explained below) at the point this Talent is taken. For instance, a character with Contacts 0 and Status 1 in his prime identity may switch these to Allies 1 and Patron 0 for his alternate identity. Once chosen

Leagues of Gothic Horror

these cannot be changed later. The character's Followers (henchmen) and Rank (League) can only be exchanged for a different Follower and League, not other types of Resource.

After character generation, whenever your character buys a new Resource or increases an existing one he must decide to which of his identities it applies. The different identities cannot access each other's Resources without drawing suspicion.

Normal: Your character has no alternate identity and cannot switch Resources.

Advanced: You may take this Talent three times. Your character gains a third identity at second level, and a fourth one at third level.

Dowsner

Unique; Only available at character creation

Prerequisites: Empathy 4

The centuries old art of dowsing allows a character to find hidden objects or ones that cannot easily be tracked, such as a missing person or a ship on the high seas.

Benefit: Dowsing can be done in the field or from afar using maps.

In the field, a dowsner requires a wooden dowsing rod. By walking slowly over an area, he uses the rod to sense concealed objects, such as water, precious metals, or even human remains. Detecting a concealed object in this way requires an Empathy roll.

When the general location of an object is not known, the dowsner can use a map to narrow down his search. Many use a crystal pendulum, but this is not essential. In order for the dowsing to work, the user must have suitable maps to hand and make an Empathy roll. The more successes he scores, combined with suitably detailed maps, reduces the search to a smaller area.

Dowsing is not an exact art when used in this manner. At best, it can narrow down an area to a few streets in a city of a hundred square miles of open land or sea. Whatever the outcome, actual field investigation will always be required in the end.

Normal: Your character has no special ability to locate hidden objects.

Exorcist

Unique; Only available at character creation

Prerequisites: Willpower 3

Your character might be an ordained minister (or equivalent), possessed of immense personal faith and willpower, or simply know words of power passed down through generations of his family. Regardless, he has the ability to exorcise spirits from the world of mortals.

Benefit: Exorcists automatically learn the Banish Spirit ritual (p. 49) without needing the Magical Aptitude Talent. This enables them to banish ghosts and other incorporeal haunting entities. They use their Willpower x 2 in place of Magic. This Talent does not allow the globe-trotter to learn other rituals.

Normal: Your character has no ability to banish spirits unless he takes the Magical Aptitude Talent and learns the Banish Spirit ritual.

Fortune-telling

Unique; Only available at character creation

Prerequisites: Investigation: Enigmas 4

Whether she uses a crystal ball, tea leaves, dice, a Tarot deck, or merely deduces omens from seemingly natural occurrences, your character can divine information and see beyond the veil into the future. The information received is always cryptic and requires interpretation before it can be put to any use.

Benefit: Once per game session your character may attempt to deduce the future by making an Investigation: Enigmas roll (see Fortune-Telling, p. 42). Reading the future typically takes 10 minutes.

Normal: Your character cannot discern the future.

Lunacy

Unique; Only available at character creation

Prerequisites: None

Your character is affected by the changing phases of the moon. As the moon waxes, he is full of energy and extroverted, but his mental state is more fragile. On the nights of the new moon he is lethargic and introverted, but has a stronger will. This may stem from inherent madness or be the result of a curse laid on the individual or his family.

Benefit: During the nights of the gibbous moon (more than half full), your character has +1 to his Charisma and Strength-based Skill ratings, but -1 to his Willpower rating. On the three nights when the moon is full, the modifiers are +2 and -2 respectively.

During the three nights of the new moon, your character has -2 Strength and Charisma-based Skill ratings, but +2 to his Willpower rating.

Normal: Your character is unaffected by the phases of the moon.

Magical Aptitude

Unique

Prerequisites: None

Your character has the innate ability to channel magical energy and conjure spirits, and use them to cast spells and perform rituals. Although we use the term magician regularly, terms like shaman, wizard, and mystic apply equally.

Benefit: Your character may buy levels in the Magic Skill (p. 7), perform rituals and cast spells (p. 43), and craft occult relics (p. 70).

Normal: Your character cannot use magic.

Medium

Unique; Only available at character creation

Prerequisites: Empathy 4

Your character is able to channel and communicate with the spirits of the departed.

Benefit: Your character automatically learns the Channel Dead ritual (see p. 50) without needing the Magical Aptitude Talent. Empathy is used in place of Magic when “casting” the ritual. This Talent does not allow the globe-trotter to learn other rituals.

Normal: You cannot communicate with the dead.

Mentalism

Only available at character creation (but may be increased later with experience points)

Prerequisites: None

Your character has a psychic ability, such as telepathy, extrasensory perception, or telekinesis, allowing him to perform amazing feats with the power of his mind. Such characters are commonly known as mentalists.

Benefit: Your character manifests a specific psychic power selected when you take this Talent (see p. 66).

Normal: Your character has no psychic abilities.

Advanced: You may buy this Talent up to three times. Your character gains a +2 bonus when using his psychic power at second level and a +4 bonus at third level. Alternatively, this Talent may be purchased more than once to gain an additional psychic power.

Psychic Resistance

Prerequisites: Willpower 3

Whether through a natural gift, knowledge of simple counter charms, or years of training her mind, your character has built up a resistance to mind-altering supernatural phenomena. She may pierce illusions, resist demonic possession, or stand up to supernatural terrors more effectively than most other mortals.

Benefit: Your character gains a +2 bonus to resist rituals, psychic powers, and supernatural abilities.

Normal: Your character has no special defense against supernatural powers.

Advanced: You may buy this Talent up to three times. Your character gains a +4 Psychic Resistance bonus at second level and a +8 bonus at third level.

Rabble-Rouser

*Unique***Prerequisites:** Charisma 3

Your character easily manipulates or inspires common people to help him achieve his goals. When necessary, he can stir up the masses to join his cause—and one never knows when a band of angry pitchfork-wielding, torch-carrying peasants might come in handy.

Benefit: Your character may recruit temporary Followers. The cost of the new Resource is equivalent to boosting a Talent. Your character gains two new Followers for each boosted level. For example, a hero who boosts the Resource by three levels gains six followers. The boosted

Resource lasts for the remainder of the scene, at which point the new companions depart.

Normal: Your character is unable to recruit temporary Followers.

Second Sight

Unique; Only available at character creation

Prerequisites: Empathy 4

Your character is able to sense psychic energy in her surroundings. She does not display any specific powers, but occasionally gets flashes of insight, has prophetic dreams, or senses power in a person, object, or specific area that others cannot detect.

Benefit: You make an Empathy roll whenever your character tries to sense psychic energy around her. The more successes you roll the more sensitive your character is to the strength and source of the psychic energy. Sometimes the Gamemaster will make this roll on your behalf to see if your character gets an unbidden flash of insight, or to sense an unseen power at work.

Normal: You are unaware of psychic phenomena.

Stable

Prerequisites: None

Your character possesses unusual strength of mind and can endure greater amounts of psychological trauma than others.

Benefit: Your character has +2 to her Sanity rating.

Normal: Your character's Sanity is unmodified.

Advanced: Your character may take this Talent twice, gaining an additional +2 Sanity rating for each level.

Unflappable

*Unique***Prerequisites:** Willpower 3

Your character is not as deeply affected by horrific encounters as others.

Benefit: Your character has +2 on all Horror checks.

Normal: Your character has no bonus to Horror checks.

New Flaws

Two of the Flaws presented below tie directly into the Horror and Sanity system detailed later in this book. If you do not intend to use those rules, these Talents are not available to characters.

Physical

Albino: Your character lacks pigmentation in his skin, eyes, and hair and suffers one point of nonlethal damage for each hour you spend in direct sunlight. Other people may discriminate against you, especially in lands where

Leagues of Gothic Horror

vampires are part of folklore. You earn a Style point whenever your character suffers harm or discrimination due to his lack of pigmentation.

Mental

Cautious: Your character acts only when he has all the available knowledge at his disposal and has calculated the best avenue for progression. It is not that you are hesitant or unable to reach a decision—you just prefer to plan before acting. You earn a Style point any time you or your comrades suffer from your inability to make a quick decision. At the Gamemaster's discretion, you can also earn a Style point by voluntarily taking a -2 Initiative penalty during combat.

Disbeliever: Your character has absolutely no belief in the supernatural. You look for any rational explanation rather than admit there are things beyond the ken of mankind lurking in the shadows. You earn a Style point whenever he manages to find a plausible, mundane explanation for a supernatural event or convinces someone else to think his way.

Fainthearted: Your character is very sensitive to traumatic stress and is more easily shaken than most. You suffer a -2 penalty whenever you must make a Horror check. You earn a Style point each time you must make a Horror check. *A character with the Fainthearted Flaw cannot take the Unflappable Talent.*

Highly Strung: Your character has fragile nerves and can tolerate lesser amounts of psychological trauma than most. Your Sanity rating (p. 39) is reduced by 2. You earn a Style point each time your character loses one or more points of Sanity. *A character with the Highly Strung Flaw cannot take the Stable Talent.*

Social

Distrustful: Your character has a hard time trusting others. Perhaps the nature of her work makes her suspicious of those who offer the open hand of friendship, or maybe she was betrayed by someone close to her in the past. Whatever the reason, she finds it very hard to open up to others about anything. You earn a Style point whenever your character's distrustful nature prevents her from achieving a major goal or causes her or her friends trouble.

Doomsayer: Your character is given to prophesying death and destruction. Maybe you do it because you are driven by powerful dreams or simply for attention. Some might hail you as a walking curse, while others considered you an unabashed liar, but they rarely give your predictions a warm reception. You earn a Style point whenever your character is persecuted for her predictions or when one of her dire predictions comes true.

Masochism: Your character gets a kick out of feeling pain. You aren't truly self-destructive, but sometimes you may take it too far, and you might even seek out someone to cause you pain. You earn a Style point whenever your character hurts herself or needlessly invites harm.

Meddler: Your character cannot help but involve herself in other people's business. No matter their problem, you have a solution. You earn a Style point whenever your character's interference in other people's affairs causes her or her allies trouble.

Nemesis: Your character has an implacable rival. He may be a suitor for the same woman, a proponent of a rival theory, a gentleman you shamed in public, or a vampire whose brides you have slain. Whatever his nature, neither of you is prepared to let bygones be bygones. The nemesis may plot behind closed doors or act openly against you. Your nemesis is at least as powerful as your character, and has allies and contacts he can call upon. You earn a Style point whenever your nemesis rears his ugly head and makes life extremely difficult for you or your comrades.

Righteous: Your character believes the end justifies the means. No matter how morally reprehensible the act, you are willing to do it if it leads to the conclusion you seek, and you are always prepared to defend your actions. You earn a Style point if your character's actions alienate him and his friends, or cause others to publicly question his motives and moral judgment.

Sadism: Your character derives pleasure from inflicting pain. You enjoy inflicting physical and emotional discomfort and have a hard time to resist toying with your victims instead of finishing them off. You earn a Style point whenever your character is needlessly cruel to her friends or enemies.

Miscellaneous Flaws

Weirdness Magnet: Your character often gets mixed up in strange and unusual occurrences. The stars align, ghostly apparitions appear, and cursed people come looking for help when you are around. You earn a Style point whenever your character ends up involved in supernatural events through no fault of her own.

New Leagues

Fifteen new Leagues suitable for *Leagues of Gothic Horror* games are introduced below. As always, Gamemasters and players are encouraged to create their own Leagues to suit the particular style of their game. Similarly, the Gamemaster may rule that certain Leagues do not exist in his campaign.

The Ancient Order of Druids

Historically, the theory of ley lines was first put forward by Alfred Watkins in 1921. In *Leagues of Gothic Horror*, the notion of ley lines as both Neolithic trackways and lines of earth power on which prehistoric monuments stand is well known among antiquarians and occultists.

As well as researching the practises of their ancient forebears and partaking in rituals honoring nature and

the cycle of the heavens, the Ancient Order of Druids (founded 1781) plots ley lines and maps prehistoric monuments. While some members are antiquarians, most are not—they are interested in the quasi-mythological stories attached to the sites and their astronomical alignments rather than preserving them or conducting scientific excavations.

Common members are known as Druids. Those members who wield true magical powers are known as Arch-Druids. They are primarily practitioners of Natural Magic, though a few are students of Old Ways: Celtic.

Starting Skill List: Linguistics* and one from Academics: History, Academics: Occult, Anthropology, Craft: Cartography, Investigation, Performance

* First language group must be Celtic.

The Circle of Mediums

The Victorians' morbid fascination with death has led to a surge in spiritual beliefs, even among God-fearing men and women. The Circle of Mediums comprises two levels. The Lower Circle are those curious about life after death, in conversing with those who have passed over to the other side, proving the existence of spirits, and who have a modicum of talent as a medium. The Upper Circle comprises mediums of proven talent and renown.

Unfortunately, the Circle's name has been tainted by fake mediums preying on those grieving for departed kith and kin. While members do everything they can to root them out and expose their fraudulent practises, they must tread carefully lest it tarnish their organization with the same brush.

Starting Skill List: Pick two from Academics: Occult, Con, Empathy, Investigation, Linguistics

Special: Members who wish to progress to Rank 3 must possess the Medium Talent.

The Cunning Folk

Once found across Northern Europe, cunning folk are a rare breed today. A mix of magician, herbalist, astrologer, and fortune teller, cunning folk were popular with the peasants but viewed with suspicion by the Church and government. Few had any dealings with the Devil, despite the accusations of their enemies and their working knowledge of low magic. Indeed, among the lower classes they were highly respected for providing charms to combat witchcraft and locating missing persons.

In Britain, the end of the cunning folk was marked first by the Witchcraft Act of 1736 and then by the Vagrancy Act of 1824, which outlawed "persons pretending or professing to tell fortunes, or using any subtle craft, means and device, by palmistry or otherwise, to deceive and impose." Although they continue to practise their arts, modern cunning folk do not advertise their services.

Like practitioners of old, they continue to combat students of black magic, as well as other servants of darkness. They also hunt for grimoires in the hope of finding lost knowledge once known to their ancestors.

Occult Leagues

During the Victorian Age, spiritualism and the occult were sources of great fascination. Occult societies, some open to public membership and others kept secret and inclusive sprang up across Western Europe. Most of these societies achieved nothing toward true understanding of the occult, being little more than private clubs or schools of philosophy that picked parts of other religions they found enjoyable and worked them into a new philosophy and belief system. A small few, though, practiced actual magic, being havens for true occultists and mentalists. What all these societies shared were grandiose and important sounding names.

To create your own occult society, just pick one or two words from any of the lists below and string them into whatever order you think sounds best.

Organization

Brethren, Brotherhood, Brothers, Church, Circle, College, Council, Coven, Cult, Fellowship, Followers, Fraternity, Guild, Illuminates, Initiates, League, Lodge, Order, Priory, Society, Synod, Temple, Union

Adjective

Ageless, Alchemical, All-Encompassing, All-Knowing, All-Seeing, Ancient, Arcane, Astral, Bloody, Burning, A color, Dark, Divine, Druidic, Egyptian, Enlightened, Enochian, Esoteric, Eternal, Fraternal or Maternal, Grand, Hermetic, Hallowed, Hidden, Holy, Honorable, Illuminated, Illustrious, Immortal, Inner, Invisible, Light, Magic, Majestic, Mystic, New, Oriental, Righteous, Rosicrucian, Royal, Sacred, Satanic, Secret, Shadowed, Starry, Supernatural, Theosophical, Twilight, Unseen, Universal, Veiled

Object

Alchemy, An angel, An animal, Ark, Art, Beast, Book, Circle, Compass, Dawn, A deity, Dusk, Eye, Fire, Golden Fleece, Hand, Heart, Key, King, Knowledge, Lore, Ones, Paradox, Pharaoh, Power, Pyramid, Ring, Rites, Rose and Cross, Secrets, Science, Solomon, Specific lunar phase, Spirit, Square, Star, Stone, Sun, Tablet, Tongue, Triangle, Truth, Understanding, A weapon, Wisdom, Word, Zodiacal sign

Examples: *Ancient Temple of Egyptian Wisdom, Brothers of the Crimson Sword, Circle of the All-Seeing Moon, Eternal Initiates of Illustrious and Enlightened Hermetic Lore, Grand Lodge of the Rose-Cross, Hermetic Order of the Golden Dawn (a real occult society), Honorable Fellowship of the Golden Unicorn and Universal Light, Priory of the Black Pharaoh*

Leagues of Gothic Horror

Starting Skill List: Pick two from Academics: Occult, Animal Handling, Craft: Pharmacology, Con, Empathy, Medicine, Streetwise

Special: Cunning folk who take Magic must pick from Ceremonial or Natural.

The Frankenstein Club

Properly named the Society for the Advancement and Preservation of Life, the "Frankenstein Club," as it is more commonly known in the press, is a collection of doctors and engineers. One faction, primarily devoted to the creation of intelligent biological life, is also searching for a means of extending life beyond natural limits, as well as conducting research into new medicines. The other faction is seeking to push beyond the boundaries of intelligent mechanical life.

For all their noble motives, there is a darker side to the Club. A small cabal is engaged in experiments to transplant brains into other bodies, both organic and mechanical. Through this, they hope to cheat death. Naturally, this revolutionary procedure will only be open to the right kind of citizens—the powerful, the learned, and those with great wealth.

Starting Skill List: Pick two from Academics: Philosophy, Craft (pick one), Medicine, Science: Biology, Science: Chemistry, Science: Engineering

The Ghost Club

Founded in 1860, dissolved in the 1870s, and re-established in 1882 by Alfred Alaric Watts, the Ghost Club is devoted to unlocking the secrets of the occult. Every member is a firm believer in the supernatural. They know from personal experience that ghosts and demons are very real, that fell sorcerers invoke the black arts, and that evil is not simply a philosophical construct to explain the wickedness of society.

Many members are true mentalists and occultists, using their gifts to categorize, investigate, and combat supernatural evil in all its insidious forms, as well as explore the mysteries that lurk beyond the thin veil of reality that separates our world from others.

Unlike in other Leagues, membership continues after death—once a member, forever a member. On November 2nd each year, the names of all members, living and deceased, are solemnly recited. Membership goes beyond mere remembrance—the Ghost Club accepts benevolent spirits and specters as members.

Starting Skill List: Pick two from Academics: Occult, Alienism, Empathy, Investigation, Linguistics

The Golden Circle

Prerequisite: Members must be of gypsy ethnicity. They need not have the Gypsy Archetype.

While most gypsies are aware of the monsters that haunt the dark and take steps to avoid them, very few are actively engaged in their destruction. Those who do

invariably belong to the Golden Circle, a loose knit organization that transcends cultural, religious, and tribal differences between the disparate gypsy communities.

Easily identified to fellow gypsies by a gold ring or earring into which is mounted a chip of moonstone, members can find temporary shelter among any gypsy community boasting a fellow member of the Golden Circle. Other communities are less willing to accept them into their ranks unless their survival is already threatened, fearful the Circle member's presence will bring down reprisals once the visitor has left. Naturally, those gypsies allied to the forces of darkness consider the Golden Circle to be enemies.

Starting Skill List: Pick two from Academics: Occult, Athletics, Firearms, Melee, Ride, Survival

The Hellfire Club

More formally, and rather bizarrely, known as the Order of the Friars of St. Francis of Wycombe, the Hellfire Club first opened its doors in 1719. A club for gentlemen (many of whom were involved in politics), it soon developed a reputation for sinister practices, not least because the president was recorded as being the Devil (in a purely honorary capacity).

For most members, the Hellfire Club is merely a place where strict Victorian social morals are wantonly cast aside in favor of drinking, gambling, and wenching. In essence, it is an upper-class party club where anything goes.

Within the organization is an inner circle formed of members of all ranks. They have discarded Christianity in favor of the old faiths. These are usually those with a sexual content, such as Bacchus and Venus. Some inner cabal members have learned magic.

Starting Skill List: Pick one from Academics: Occult or Academics: Religion. The other Skill is your choice.

The Holy Brotherhood

The supernatural may be scoffed at by government ministries and law enforcement agencies, but religious institutions have known of, understood, and battled its malign presence for millennia. After centuries of wrangling and debate, the various faiths finally pooled their resources into the Holy Brotherhood, an ecumenical organization sworn to protect all of mankind, regardless of whatever faiths they hold, against evil in all its forms.

Members do not have to be ordained clergy, but all are expected to be well-versed in the scriptures of the leading faiths. Some members are investigators, patiently piecing together clues and tracking monsters to their lairs. Others are the Brotherhood's frontline soldiers, skilled at monster slaying or experts at crafting weird science devices specifically attuned to combating the unholy powers of the supernatural.

Starting Skill List: Academics: Religion, and pick one from Academics: Occult, Alienism, Bureaucracy, Firearms, Investigation, Linguistics, Melee, Stealth

The Magicians' Circle

Founded in 1872, the Magicians' Circle is a club where stage magicians meet to socialize. While they might swap petty illusions and tricks with their peers, they will never reveal the secrets of the singular, trademark acts that have made them famous. Thus, there is a certain amount of rivalry, jealousy, and espionage involved in club life.

Unbeknownst to the rank-and-file membership, mere illusionists skilled at simple sleight-of-hand tricks and misdirection for the most part, there is a cabal within the Circle that has unlocked the ancient secret of true magic. They travel widely, ostensibly on the grounds of researching and mastering new tricks from foreign lands. In truth, they search through crypts, libraries, and lost cities for codices, grimoires, amulets, and other artifacts that will expand their understanding of ritual magic.

Mentalists are welcome in the Circle, though those with true psychic powers are, like their magical counterparts, a small minority.

Starting Skill List: Pick two from Academics: Occult, Acrobatics, Con, Empathy, Investigation, Larceny, Performance, Stealth

The Ministry of Unusual Affairs

While it publicly scoffs at the notion of the occult, the British government is not entirely ignorant of its presence. Working behind the scenes to safeguard the Empire from diabolical magicians, perverse cults, and supernatural creatures, not to mention crazed weird scientists, is the Ministry of Unusual Affairs.

Officially, it handles all matters that fall outside of other ministries' activities, a loosely-defined and far-ranging remit that gives agents a great deal of leeway in the matters they investigate. Agents typically identify themselves as operatives of "the Ministry," politely ignoring requests for further clarification.

The Ministry isn't interested in prosecuting every magician or mentalist nor battling every ghost and weird scientist—only those that pose a threat to the Empire or its citizens are targeted. The 1735 Witchcraft Act, which makes it a crime to claim to have magical powers or practice witchcraft, gives the Ministry and the courts all the authority they require to carry out their duties.

Unfortunately, the maximum penalty allowed under the law is one year—hardly a major deterrent, even in an age when hard labor is available as a sentence. As such, Ministry operatives have license to remove threats to the Empire by whatever means they deem necessary, but only in cases when the security of the Empire is truly threatened. An agent who guns down a medium in cold blood, for instance, is going to face a murder charge, but the government will look the other way if the victim was a black magician animating an army of zombies with the aim of attacking London.

The Ministry hires people from a wide variety of backgrounds. Former soldiers and policemen work alongside operatives trained as antiquarians, librarians, linguists,

and weird scientists. The only requirements are British citizenship, an open mind, a willingness to combat threats that, officially, do not exist, and the ability to keep a secret.

As part of the government, a member's Rank (League) Resource represents an official status, rather than membership of a typical gentleman's club or society.

Starting Skill List: Pick two from Academics: Occult, Con, Empathy, Firearms, Intimidation, Investigation, Linguistics

The Society for Rational Explanations

Whereas the Society of Skeptics demands firm proof of unusual phenomena or wild claims, the SRE (more properly the Society for the Promotion of Rational Explanations and Mundane Origins) seeks the opposite.

The Society is comprised not of Doubting Thomases, but men and women who are fully aware the supernatural exists. It is members' unwaveringly believe that the publication of unequivocal evidence supporting the existence of the supernatural would lead to mass social disorder. Members consider it their duty to prevent such knowledge reaching the public.

When stories of supernatural events have already made the newspapers, the Society publicly ridicules them. The organization finds, and sometimes concocts, plausible natural events and scientific phenomena to expose "fraudulent" mediums and explain away supernatural activity.

Starting Skill List: Pick two from Academics: Occult, Alienism, Con, Diplomacy, Empathy, Investigation, Linguistics

The Society for the Advancement of Science and Technology

Science has revolutionized both industry and the home, offering citizens seeking a modern lifestyle all manner of machines and gadgets.

The Society is a collective of businessmen, inventors, wealthy backers, and middle- and upper-class citizens keen to promote greater use of technology in all aspects of life. As well as funding the creation of new technological devices, they give public demonstrations and write letters to newspapers espousing the usefulness of these creations while seeking to allay fears concerning their more dangerous aspects. At least that is their official purpose.

Unofficially, members know full well that the supernatural entities so greatly feared by early man still haunt the night. Their true goals are to ridicule those who claim to possess occult powers and rid the world of monsters by taking battle to the enemy with their weapons of choice—weird science.

Starting Skill List: Pick two from Academics: Occult, Craft (pick one), Firearms, Investigation, Science (pick one)

Leagues of Gothic Horror

The Society of Metaphysicians

Metaphysics means “beyond physics,” though it more liberally means “beyond science.” Members seek to answer two key questions—what ultimately exists, and what is it like? While scientists study the physical world, metaphysicians strive to understand what lies beyond the rational and easily explained, such as the nature of the soul, free will, and good and evil.

That supernatural entities such as ghosts and vampires exist in some shape or form, as do magic and mentalism, is not disputed by the Society—spiritual practices have been common to every culture since the dawn of time, and creatures of darkness exist in stories from across the globe. What they are concerned with is understanding the fundamental nature of these creatures and phenomena, their reason for existence either in reality or the collective subconscious of the human race.

Starting Skill List: Pick two from Academics: Occult, Academics: Philosophy, Academics: Religion, Alienism, Empathy, Investigation

The Tarot Club

While the Tarot Club promotes an air of mystery to the public, it is little more than a social gathering of like-minded middle and upper class citizens interested in spiritualism. A few members do possess real supernatural powers of magic and mentalism, but they are a tiny minority. Members hold regular séances at the clubhouse, and invite noted mediums and spiritualists from around the world to speak to the assembly.

The Tarot Club has a strict limit of 78 members at any one time. In order to be accepted when the roll is full, one must wait for a member to be expelled, relinquish his membership, or die.

Lesser members are assigned one of the Minor Arcana, the cards with numbers and suits. Senior members (Rank 2 and above) receive a title based on one of the Tarot's Major Arcana. Since the Tarot has 22 of these cards, there is a limit of 22 senior members. The title of The Fool is reserved for the Club's President (Rank 5). Within the clubhouse, members address each other only by their arcana title, never their real name.

Starting Skill List: Pick two from Academics: Occult, Alienism, Empathy, Investigation

The Vengeants' Guild

The Vengeants' Guild is a collective of men and women who have lost family, friends, and loved ones to the supernatural. The Guild is truly egalitarian—social status, profession, race, religion, or gender are no barriers to membership.

The Guild was formed in 1887 by Elizabeth Knox, whose husband was murdered in front of her by a werewolf. Knox went to the police, but naturally they refused to believe her, instead putting the blame down to a madman. Out of frustration, Knox sent a letter to The Times.

To her amazement, among the crank replies and calls for her to be sent to an asylum, were several messages from others who had suffered similarly but felt they could not speak out for fear of ridicule or persecution. Within a few weeks, the victims sought each other out and vowed to end the suffering inflicted upon humanity by creatures of the night.

The Guild has only two rules. First, their organization must remain secret. New recruits are selected only from the victims of supernatural horrors and are approached clandestinely. Second, no member can refuse assistance to another when called upon to fight evil. The Vengeants Club accepts ghosts as members, so long as their demise came at the hands (or claws) of supernatural entities.

Starting Skill List: Pick two from Academics: Occult, Athletics, Empathy, Firearms, Investigation, Linguistics, Melee, Stealth, Streetwise



Mundane Gear

Although those who must fight the fiends of the night have a wealth of equipment available to them, there are a few extra bits of gear they might find useful.

Holy Water

Holy water is blessed water, and is found in Buddhism and Sikhism, as well as Christianity. Thrown over most vampires (not all are susceptible), it burns them as acid does humans. A full 8 fluid ounce (227 ml) vial inflicts 2L caustic damage and is an area effect attack. A sprinkling of holy water (half a vial) inflicts 1L damage.

Holy water is not available for purchase. Unless a globetrotter is a member of the clergy, has Connections: Church, or has an Ally, Follower, or Patron in the church, there is no legal way to acquire holy water.

Cost: —; **Weight:** 1 lb. (including container)

Leather Neck Guard

While little use against most weapons or creatures, this stiff leather collar is an extra line of defense against vampires. With members of the upper and middle classes favoring high collars and the lower classes neckscarves, the leather guard can be easily concealed beneath normal clothing. It provides a +1 Passive Defense bonus, but only against attacks specifically targeting the neck.

Cost: 2s; **Weight:** 0.5 lbs.

Morphine

First discovered in 1804, morphine, an opium derivative, is commonly used as an analgesic. It is also used in the treatment of alcohol and opium addiction, an irony given it is more addictive than either substance. A legal drug, it can be purchased over the counter in most pharmacies. A small vial contains enough for five doses.

Injected into a disabled patient (one at Health 0 or lower through lethal damage), it numbs the pain enough to permit the patient to act normally without the need to exert himself. It has no effect on exhausted patients, nor those who are unconscious or dying.

As noted above, morphine is highly addictive. At the Gamemaster's discretion, frequent use may lead to a globetrotter gaining the Addiction: Morphine Flaw.

Cost: 1s; *Weight:* 0.1 lbs.

Opium

Opium has been used for thousands of years as both a painkiller (until the advent of morphine), a recreational narcotic, and for ritual purposes. Such is its importance that Great Britain and China fought two wars over its cultivation. Through the Chinese Dispensary of the early and mid 19th century, use of opium for recreational purposes has spread across the globe. Opium can be purchased from pharmacies (in diluted form suitable only as a painkiller) or opium dens (in the form of a small nugget designed to be smoked).

When smoked or injected in sufficient quantity, opium induces a dreamlike state. Since the 18th century this property has been used as a means of treating insomnia, psychosis, and various other mental illnesses. A single pipe or injection restores one point of Sanity.

Opium is addictive. At the Gamemaster's discretion, frequent use may lead to a globetrotter gaining the Addiction: Opium Flaw.

Cost: 1s; *Weight:* —

Vampire Hunting Kit

An essential pieces of equipment for those serious about hunting vampires, this sturdy box contains a light revolver, a dozen silver bullets (some Eastern European vampires are susceptible to silver), a wooden stake, a small hammer, a crucifix, a Bible, a large vial of holy water, powdered garlic, a mirror, empty glass vials for collecting blood samples, and a pair of pliers for ripping out a vampire's fangs.

Cost: £10; *Weight:* 8 lbs.



Leagues: This entry details the Leagues, if any, most likely to possess or have easy access to the device.

Some entries in this section make reference to Leagues not covered in this work or the core rules. Details on them can be found in various installments of the *Globetrotters' Guide* series of supplements. As Gamemasters may own one or more of these supplements, they are included here for completeness and can be ignored by those lacking those works.

Borrowing Items

At the Gamemaster's discretion, occult books and relics, and weird science devices, may be held in the libraries and storerooms of Leagues such as the Ghost Club and Magicians' Circle, in specialist collections (typically owned by rich and eccentric individuals), or even in the restricted section of public libraries or museums. Occult relics (detailed later in the book) list the Leagues most likely to have such objects in their possession.

To borrow an occult object or weird science device, a globetrotter must approach his League and make a presentation. He then makes a Charisma + applicable Skill roll. The choice of Skill is left to the player to decide, though it should relate to the reason for borrowing the object.

The petitioner gains the Skill bonus from his Fame and Rank (appropriate League) Resources as a bonus to his roll—famous people are actively courted because of their reputation, and the words of more senior members carry more clout with the finance committee or secretary.

Rank other than one's League and Status bonuses rarely applies—public recognition and membership status are far more important to the Leagues than aristocratic titles or military rank when giving away a League's money.

The Difficulty is set by the Gamemaster, based on the reason for the globetrotter asking to borrow the item and its relevance to the League in question.

For each success, the globetrotter may borrow one level of Artifact for the duration of one adventure. Successes from different sponsors cannot be combined to purchase high-level books or relics—any occult object must come from a single source. For the purpose of borrowing these works, treat their Artifact Level as being equal to the highest Rank from among the rituals they contain.

Example: *The Book of the Dead contains Arcane Shield (Rank 3), Banish Spirit (Rank 2), and Beast Speech (Rank 1). Since Arcane Shield has the highest Rank, the book is equivalent to a Level 3 Artifact.*

Doctor Jekyll's Serum

Artifact 1

Leagues: —

Doctor Jekyll's intention was to separate the dark part of his psyche, leaving behind a virtuous man. Instead, he found a way to give life to his immoral impulses. Contrary to the many sketches of Mr. Hyde that have appeared in the newspapers, he is not a hulking, misshapen brute. Rather, he is a short man of undefinable repulsiveness, albeit possessed of considerable strength.

Whether there is ever a good reason to use the serum is

Leagues of Gothic Horror

questionable. Yes, there are times when increased strength and robustness is highly beneficial, but the resultant creature's unholy impulses cannot easily be reigned in. More likely, it will find use by men (and possibly women) who, for reasons of their own, desire to sample the immoral aspects of society and engage in activities that, by nature of their social status, would otherwise be denied them.

A single batch creates five doses of serum. Each dose lasts for a single combat or scene.

Enhancements: Increased Attribute: +2 Strength (+4 Enhancements), Skill: Brawl 4 (+2 Enhancements), Skill: Intimidation 4 (+2 Enhancements), Talent: Robust (+2 Enhancements)

Limitations: Flaw: Dwarf (-2 Enhancements), Flaw: Immoral (-2 Enhancements)*, Flaw: Repulsive (-2 Enhancements), Flaw: Sadism (-2 Enhancements)

* +1 Style point whenever the character engages in immoral activity.

Dream Recorder, Mark I

Artifact 1

Leagues: The Ghost Club, Ministry of Unusual Affairs, Society for Rational Explanations, Society for the Advancement of Science and Technology, Society of Metaphysicians

Until the invention of the Dream Recorder, dreams were the last true private space, an ephemeral realm of endless possibilities. While a dreamer can share his experience on waking, the memories quickly fade and are often hazy recollections.

The Dream Recorder resembles a camera, but is designed to accommodate a long roll of ribbon treated with special chemicals. To use the device, the camera must be pointed at a sleeper and the ribbon manually wound through until he awakens. Once the sleeper rises, the ribbon must be played through a phonograph, whereupon it replays noises heard only in the sleeper's dream.

Each roll of ribbon is good for one dream. Spares ribbons can be prepared as an Artifact 0, and each batch produces five separate spools.

Enhancements: Extra Sense: Dream noises (+2 Enhancements), Increased Duration: One Day (+2 Enhancements)

Limitations: Special: Must be manually operated for the duration (-2 Enhancements)

Dream Recorder, Mark II

Artifact 2

Leagues: The Ghost Club, Ministry of Unusual Affairs, Society for Rational Explanations, Society for the Advancement of Science and Technology, Society of Metaphysicians

The Mark II Dream Recorder takes advantage of moving picture technology. Using specially treated film, it captures not only the noise of dreams, but visual images. It shares the same drawback as the Mark I, in that the film must be manually wound through the camera.

Each roll of film is good for one dream. Spares film can be prepared as an Artifact 0, and each batch produces five separate spools.

Enhancements: Extra Sense: Dream images (+2 Enhancements), Extra Sense: Dream noises (+2 Enhancements), Increased Duration: One Day (+2 Enhancements)

Limitations: Special: Must be manually operated for the duration (-2 Enhancements)

Ecto-Plasmic Bullets

Artifact 0

Leagues: The Ghost Club, Holy Brotherhood, Ministry of Unusual Affairs, Society for the Advancement of Science and Technology, Vengeants' Guild

Ghosts, demons, and other non-corporeal entities cannot be harmed by conventional materials save for iron. It is possible to create iron bullets, but they have lower velocity and impact energy than lead ones due to their lower density. Ecto-Plasmic Bullets are hollow point bullets containing ectoplasm superheated to a gaseous state using an etheric energy generator. When fired, the physical bullet rapidly disintegrates, leaving only the ball of ectoplasmic energy to strike its target.

Used against non-corporeal entities, they function as regular bullets of the same type do against corporeal beings. Thus, a light revolver firing Ecto-Plasmic Bullets inflicts 2L damage on ghosts. The rounds are totally ineffective against corporeal creatures, though. This has a very useful upside—stray shots will not harm innocent mortals or damage property.

A batch contains five bullets, each of which is good for a single use. The type of firearm the bullets are intended to fit must be determined at the time of creation. More potent bullets can be created as higher level Artifacts.

Enhancements: Special: Harm non-corporeal creatures (+2 Enhancements)

Limitations: Special: No effect on corporeal creatures (-2 Enhancements)

Ectoplasmic Containment Suit

Artifact 1

Leagues: The Ghost Club, Society for the Advancement of Science and Technology, Vengeants' Guild

The Ghost Club is the first to admit that not all ghosts are evil. Indeed, several of its prominent members have shuffled off this mortal coil. For those lacking the Speech and Telekinesis abilities (see p. 83), interacting with mortals in a meaningful manner is extremely difficult.

The Ectoplasmic Containment Suit allows any spirit entering it to communicate with mortals and manipulate physical objects as if it were a flesh and blood creature. Using the suit requires intense concentration. It resembles a diving suit, save the head covering. Instead of a large brass helmet, there is a leather hood (sewn into the main suit, which is airtight) fitted with a wax mask. In order to prevent hostile entities from using the suit, the seal is protected with arcane wards. Unless the seal

is opened, no spiritual entity can use the device. The suit inflates when occupied.

Enhancements: Extra Senses: Speech & Touch (+4 Enhancements)

Limitations: Reduced Attribute: -1 Willpower (-2 Enhancements)

Emot-o-meter

Artifact 2

Leagues: The Gavel Club, Ghost Club, Society of Mediators, Society of Metaphysicians, Society of Skeptics, Society for Rational Explanations, Society for the Advancement of Science and Technology, Travelers Club

Invented by the Ghost Club as a means of gauging the emotional state of haunting spirits, the device has since been adopted by Leagues interested in interaction with the living. The Emot-o-meter is a handheld gadget comprising a case similar in size to a box camera, a protruding crystal rod, two lights, a dial, and a switch. To activate it, one simply points the crystal rod toward the target, selects the appropriate setting on the dial, and flicks the switch. The dial can be set between "Emotional State," "Veracity," and "Mental State." The crystal picks up emotional energy, which every living being emits but is invisible to the naked eye, causing it to vibrate in a specific manner.

Used on a person telling a deliberate lie, the device makes an opposed roll versus the speaker's Con: Lying. Used on someone trying to conceal their negative emotions requires an Empathy roll opposed by their Con: Bluff or Performance: Acting.

If the target is in a positive mood, speaking truthfully, sane (positive Sanity), or successfully concealed his emotions or lies, a green light flashes on the device. If the mood is negative, the target is lying or insane, or the target has failed to conceal their emotional state or lies then a red light illuminates. Be aware that false positives will occur if the target is telling a lie yet believes it to be true.

Enhancements: Skill: Empathy 6 (+4 Enhancements)

Etheric Dampening Field Engine

Artifact 3

Leagues: The Ghost Club, Holy Brotherhood, Ministry of Unusual Affairs, Society for Rational Explanations, Society for the Advancement of Science and Technology, Vengeants' Guild

In the same way that fires are smothered if deprived of oxygen, so sorcerers, mentalists, and ghosts, among others, are hampered if their connection to magical or etheric energy is taken away. While the Etheric Dampening Field Engine does not strip these beings of their powers completely, it does limit their effectiveness.

When cranked (takes an action), the complex, suitcase-sized arrangement of clockwork powered gyroscopes, magnets, and crystals that make up the device begin to spin. In doing so they create a powerful disturbance in nearby etheric fields. An active dampening field affects

all creatures within 25 feet of the device, but has no adverse affect on those not possessed of supernatural powers. On the downside, merely being inside the device's area of effect offers potential victims no protection from a creature's supernatural powers if the fiend is outside the field's radius. The delicately balanced mechanism requires frequent maintenance to ensure proper alignment of the magnets and crystals.

More powerful versions of this device offer an increased area of effect, more effective dampening of the etheric field, or a combination of both. Some of these advanced models are especially fragile, requiring very lengthy maintenance.

Enhancements: Increased Area of Effect: 25 ft. (+6 Enhancements), Induce Reduced Attribute: -2 Willpower (+2 Enhancements)*

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

** Only affects mortals' die rolls to cast rituals or use mentalism powers, and ghosts. Ghosts suffer reduced Haunting points, as well as penalties to invoke many powers. Other creatures are affected only with regard supernatural powers that involve Willpower rolls.*

Etheric Disturbance Monitor

Artifact 1

Leagues: The Ghost Club, Holy Brotherhood, Ministry of Unusual Affairs, Society for the Advancement of Science and Technology, Society of Metaphysicians, Tarot Club, Vengeants' Guild

The Etheric Disturbance Monitor (EDM) is about the size of a large bag and has a cone-shaped funnel attached to its front. When activated, the device detects the tiny "ripples" in the ether generated by the presence of supernatural creatures, and the radiation from psychokinetic or telepathic powers. These are indicated on a small viewing glass (similar in appearance to a radar screen) and by a beep—the louder the beep, the closer the creature or power source. Make a Craft: Electrics roll whenever the globetrotter uses the EDM to detect psychic energy around him. The more successes you roll, the more sensitive the device is to the strength and source of the psychic energy.

Enhancements: Talent: Second Sight (+2 Enhancements)

Etheric Energy Dissipation Ray

Artifact 2

Leagues: The Ghost Club, Holy Brotherhood, Ministry of Unusual Affairs, Society for the Advancement of Science and Technology, Vengeants' Guild

Popular with ghost hunters who prefer nonviolent methods of ridding the world of haunting spirits, this cumbersome weapon comprises a heavy backpack and a blunderbuss-like business end. The two are joined by a thick, insulated cable. The backpack contains a miniature dynamo electric machine and a large capacitor. The dynamo must be hand-cranked to generate sufficient charge to discharge the weapon. This takes one combat

Leagues of Gothic Horror

turn, and can be carried out by the wearer, a colleague, or a trusted henchmen. Once this is complete, the capacitor remains charged until the weapon is fired. Only the occasional crank is required to keep the stored charge at maximum. It must be recharged after each shot.

When the trigger on the blunderbuss attachment is depressed, the weapon emits a beam of concentrated negatively-charged etheric energy. When this strikes positively charged etheric beings, such as ghosts and other disembodied spirits, it causes both to be negated. Typically, the targeted spirit simply fades from existence, though it may not go quietly.

The beam works as per the Banish Spirit ritual (p. 49), but uses Firearms in place of Magic. Spirits that resist the banishment are not immune to further attacks from the Etheric Energy Dissipation Ray.

Enhancements: Ritual: Banish Spirit (+2 Enhancements), Special: May attack same ghost repeatedly (+2 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
—	3	10 ft.	—	1/2	12 lbs.

Etheric Glass Plates

Artifact 0

Leagues: The Ghost Club, Holy Brotherhood, Society for the Advancement of Science and Technology, Society of Metaphysicians, Vengeants' Guild

Disembodied spirits can be captured on standard photographic glass plates, but only if the spirits have the power to manifest an incorporeal form and actively choose to do so. Invented by the Ghost Club, these glass plates can capture the appearance of spirits even when they are invisible to the naked eye. Naturally, one must have a good idea of where to point the camera in order to take a ghost's photograph. While not of instant use in the field (the plate must be developed as normal), they are invaluable in helping determine the true form of a haunting entity and, perhaps, discover a weakness, clue to dealing with it peaceably, or way of laying it to rest.

A batch contains five photographic plates, each of which is good for a single use.

Enhancements: Extra Sense: Can capture images of disembodied spirits (+2 Enhancements)

Etheric Interaction Gauntlet

Artifact 0

Leagues: The Ghost Club, Holy Brotherhood, Ministry of Unusual Affairs, Society for the Advancement of Science and Technology, Vengeants' Guild

This heavy metal gauntlet, which extends to the elbow, is festooned with magnets and vibrating crystals powered by a durable Voltaic cell. The gauntlet allows the wearer to interact with incorporeal entities as if they were made of flesh and bone. It can be used to deal standard punch attacks to such beings. It confers no ability to sense ghosts, however, which are usually invisible to normal sight.

Enhancements: Extra Sense: Can touch incorporeal entities (+2 Enhancements)

Etheric Paint Cartridges

Artifact 0

Leagues: The Ghost Club, Holy Brotherhood, Ministry of Unusual Affairs, Society for the Advancement of Science and Technology, Vengeants' Guild

The greatest problem facing ghost hunters is not spirits' resistance to mundane weapons, but locating their quarry in the first place. Etheric paint, made from dyed ectoplasm, is a brightly colored fluid that sticks only to etheric entities, thus making them visible. Etheric Paint Cartridges are shotgun cartridges filled with the dye.

As ghosts are invisible unless manifested, attacks against them suffer a -8 penalty. This assumes the attacker even knows a ghost is present. Etheric Paint Cartridges inflict no damage. Instead, each success over the ghost's Active Defence reduces the poor visibility penalty for its invisible nature by an equal amount for all attackers. The penalty cannot be made into a bonus. The paint remains visible for the remainder of the combat or scene, after which time it dries and falls off.

A batch contains five shotgun cartridges, each of which is good for a single use. The gauge of shotgun the rounds are intended to fit must be determined at the time of creation.

Enhancements: Special: Sticks to ethereal entities (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Inferior Damage Type: No Damage (-4 Enhancements)

Etheric Typewriter

Artifact 1

Leagues: The Ghost Club, Society for the Advancement of Science and Technology, Society of Metaphysicians, Tarot Club

Many spirits are quite capable of understanding the living, but most lack any ability to communicate back. Even those capable of speech find the process tiring, limiting the time they can converse with the living. The etheric typewriter creates a pathway between the realms of the living and the dead, enabling spirits to type messages using the power of thought.

In game terms, the etheric typewriter allows a ghost to communicate with mortals even if it lacks the Speech ability (p. 83).

Enhancements: Extra Sense: Communication with the dead (+2 Enhancements)

Etheric Voice Recorder

Artifact 1

Leagues: The Ghost Club, Holy Brotherhood, Polyglot Club, Society for the Advancement of Science and Technology, Society of Metaphysicians, Tarot Club

While some ghosts are capable of interacting with the

Lights in the Darkness

living through the medium of speech, many are not. This does not mean they cannot speak, however; it merely means the living cannot hear them.

The Etheric Voice Recorder resembles a phonograph. Etheric sound is picked up via a funnel, and etched onto a standard rotating wax cylinder. When played back, any utterances (or other noises) made by ghosts within range (approximately 25 feet), become discernible. The voices are faint and often distorted, and thus a Perception roll is required to properly decipher them. The EVR does allow for two-way conversation (all ghosts can hear the living), but the procedure is painstakingly slow.

It should be noted that the device does not translate the ghost's speech into a language the listener knows. To understand the wailing ghost of a Roman centurion, for instance, one would need to know Latin.

Although Thomas Edison first proposed the manufacture of a device capable of capturing the voices of disembodied spirits, it was the Ghost Club that created the first working model.

Enhancements: Extra Sense: Records ghosts' voices (+2 Enhancements)

Etherinol

Artifact 0

Leagues: The Ghost Club, Holy Brotherhood, Min-

istry of Unusual Affairs, Society for the Advancement of Science and Technology, Vengeants' Guild

A blend of distilled ectoplasm and pure alcohol, Etherinol is a thin, colorless liquid. Smearred on mundane weapons, it bestows them with the ability to inflict harm on incorporeal entities as if they were flesh and blood. Being alcohol-based, Etherinol vaporizes very quickly, meaning globetrotters should avoid applying it until the last moment.

A batch contains five doses, each of which is good for a single use.

Enhancements: Special: Allows mundane melee weapons to harm non-corporeal creatures (+2 Enhancements)

Limitations: Reduced Duration: One minute (-2 Enhancements)

Gas Powered Automatic Crossbow

Artifact 3

Leagues: The Assassination Bureau, Ghost Club, Gun Club, Holy Brotherhood, Society for the Advancement of Science and Technology, Vengeants' Guild

Every vampire hunter worth his salt knows the most effective weapon against bloodsuckers is a sharpened stick. Sadly, using one means getting up close and personal with a creature that wants only to rip open your



Leagues of Gothic Horror

neck and feast on your blood. For those who prefer to maintain a discrete distance from their foe, the Gas Powered Automatic Crossbow is an invaluable weapon.

Although heavy, its five-round magazine means a bolt is reloaded automatically after each pull of the trigger, giving the hunter five shots before he must reload. Spare magazines can be loaded with bolts in advance to increase the rate of reloading.

Enhancements: Increased Capacity: +400% (+8 Enhancements), Increased Rate of Fire: Semiautomatic (+2 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Reduced Range: 50 feet (-2 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
3L	3	50 ft.	5	M	20 lbs.

Intellect Receptacle

Artifact 4

Leagues: The Frankenstein Club

One thing guaranteed to cramp a globetrotter's style is death. While it may not be possible to save the body, weird science has developed a means of keeping the brain alive after death. While some may argue this is a vile act, others insist it is a means of ensuring genius is not lost through the fate of human fragility. In order to ensure the brain is not damaged, extraction of the organ and the eyes, and placement in a vacant device, must occur no later than one combat turn after death. This requires a Medicine: Surgery roll with Difficulty 4 (2 if the patient is not in imminent threat of death).

The Intellect Receptacle, more crudely known as a Brain Jar, is a thick glass cylinder. Inside is a clear fluid, an oxygenated nutrient bath composed of certain essential salts and minerals. The fluid, which has a volume of four gallons, must be changed each week in order to prevent the brain from dying. Two small ear trumpets allow the brain to hear.

Though the brain has no speech organs, it can communicate. For brains with Intelligence 2 or lower, thought waves are transformed into sounds by a sound modulator fitted to the front of the tank. For brains of more advanced intellect, the brain can communicate using a limited form of telepathy. The latter functions exactly as regular speech, save it cannot be blocked by stuffing one's ears.

As a brain in jar, the globetrotter has no physical body. His Body drops to 1, while his Dexterity, Strength, and Move all drop to zero. The brain has a Size of -2 in the jar. It cannot use any physical Skills or Talents, though it retains its full rating—it can still offer advice based on its knowledge and previous experiences. Inappropriate physical Flaws (such as Dwarf or Young) are lost.

At the Gamemaster's discretion, life as a brain in a jar can be a traumatic experience. Each month, the globetrotter must make a Willpower roll (Difficulty 3) or begin the slippery slope toward insanity.

If you're using the optional Horror Mechanic rules

(see p. 39), failure means his Sanity rating is permanently lowered by one. Otherwise, he gains a Mental or Social Flaw (decided by agreement between the player and Gamemaster). Should his permanent Sanity rating drop to zero or his total number of Flaws equal his Intelligence rating, the brain goes insane and becomes a non-player character under the Gamemaster's control.

Enhancements: Life Support: One Week (all; +12 Enhancements), Increased Attribute: +2 Passive Defense (armored glass; +2 Enhancements)

Limitations: Flaw: Disfigured (-2 Enhancements), Flaw: Just a Brain (-4 Enhancements)

Life Preservation Machine

Artifact 3

Leagues: The Frankenstein Club, Survivors Club

Without the Diehard Talent, death occurs at -5 Health. Thanks to this ingenious device, globetrotters far from medical facilities have a chance of surviving the most grievous injuries.

The Life Preservation Machine comes packed inside a large travel trunk. When assembled and attached to a patient, bellows pump air into the lungs, pistons gently massage the chest to keep the heart pumping, and nutrients are fed into the stomach via a drip feed. A small control console monitors heart and respiratory rates, and blood pressure, displaying the results on dials. The machinery is powered by clockwork, which must be wound every four hours (takes 10 minutes).

A globetrotter who is dying or has reached -5 Health (or whatever his particular death threshold is for those with Diehard) and is attached to a Life Preservation Machine within his Body rating number of combat turns of dying automatically stabilizes—no roll is required. A patient below the death threshold cannot be saved by the device—he is too seriously injured. The device provides no other form of healing, but it will keep the patient alive (albeit in a coma) for one week—hopefully enough time to reach a doctor.

If at the end of the week the patient has not been healed above the death threshold, he automatically dies. Patients detached from the machine for more than their Body rating in combat turns before they are healed above the death threshold automatically die.

Enhancements: Increased Duration: One week (+4 Enhancements), Special: Stabilizes patient and prevents death (+4 Enhancements)

Limitations: Flaw: Total unconsciousness (-2 Enhancements)

Mentalism Magnifier

Artifact 1

Leagues: The Ghost Club, Magicians' Circle

The power of the mind, and its maximum potential, is little understood even by mentalists. That has not prevented weird scientists from building a device intended to focus and enhance the user's existing psychic powers,

so allowing him to perform greater feats of mentalism. For those who have not tapped into their latent abilities, this helmet provides absolutely no benefit.

Enhancements: Increased Attribute: +2 Willpower (for mentalism Talents only; +2 Enhancements)

Miniature Crossbow

Artifact 1

Leagues: The Assassination Bureau, Ghost Club, Gun Club, Holy Brotherhood, Ministry of Unusual Affairs, Society for the Advancement of Science and Technology, Vengeants' Guild

Crossbows are extremely effective against vampires, but they are neither light nor easy to conceal. Help is on hand, though! The Miniature Crossbow is a lightweight weapon worn strapped to the wrist. With a casual flick, the crossbow springs out from concealment in a flash to lie flat across the top of the hand, ready to fire.

A metal ring worn on the index finger is attached to the trigger mechanism by means of a fine but sturdy wire. When the crossbow is in the correct position, jerking down the index finger releases the bolt (it has no effect when the crossbow is concealed).

Enhancements: Reduced Weight: 100% (+4 Enhancements), Talent: Quick Draw (+2 Enhancements)

Limitations: Reduced Range: 25 feet (-4 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
3L	0	25 ft.	1	1/2	1 lb.

Nocturnal Vision Enhancement Goggles

Artifact 1

Leagues: The Alpine Club, Assassination Bureau, Challenger Club, Eccentric Club, Holy Brotherhood, Ministry of Unusual Affairs, Self-Preservation Society, Society for the Advancement of Science and Technology, Vengeants' Guild, Women's Suffrage Society

This large pair of goggles comprises lenses made of special colored crystals, ground to a smooth finish. When worn, it eliminates all penalties for darkness. They are favored by those who hunt creatures of the night and who wish to level the playing field.

Wearing the Nocturnal Vision Enhancement Goggles during the day causes the wearer to be blinded. He suffers penalties based on the amount of ambient lighting (see Visibility in *Leagues of Adventure*). The goggles take one standard action to don or remove.

Enhancements: Extra Sense: Infrared (+2 Enhancements)

Optoaudiogram

Artifact 1

Leagues: The Chess Club, Frankenstein Club, Ghost Club, Ministry of Unusual Affairs, Society for the Advancement of Science and Technology, Vengeants' Guild

Certain cultures believe the last image seen before death is captured in a corpse's eyes. Science has now proven this to be true. It has also found a way to replay the last sounds heard as well. In order to work, the Optoaudiogram must be strapped to the deceased's head.

The ocular part resembles a small camera and must be aligned with the corpse's eyes. By peering through the viewing piece, the user sees the last image before death. With the click of a button, the image is recorded onto photographic film ready for processing.

For sounds, a pair of electrodes attached to a voltaic cell are passed through the eardrums and into the brain, and a speaking tube-like attachment placed in the corpse's mouth. Cranking a handle generates a tiny electric charge, enough to stimulate the brain and vocal muscles. The chest must be pumped in order to push air through the speaking tube. This allows the user to hear the last few seconds of sounds heard before death. The voice emitted through the speaking tube is that as the deceased heard it, and thus can be used to gain certain clues as to the speaker's identity, such as gender, nationality, and possibly regional accent as well.

Even minor decay makes reproduction of the image and sounds more difficult. Gathering any useful information requires a Perception roll. For each day after the first since the subject died, the Difficulty increases by one. Repeated use also increases the decay. For each attempt after the first, the Difficulty increases by one. Linguistics may be required to make sense of any last words.

Enhancements: Extra Sense (+2 Enhancements)

Unflapilator

Artifact 2

Leagues: The Ghost Club, Holy Brotherhood, Ministry of Unusual Affairs, Society of Metaphysicians, Society for the Advancement of Science and Technology, Vengeants' Guild

Unbridled terror can do terrible things to a man's mind. For those whose occupation involves investigating grisly murders or hunting creatures of the night, the Unflapilator is a most beneficial device.

Resembling a large, upturned metal bowl covered in wires and sparking coils, it generates a powerful electrical field that dampens the effect of horrific images on the mind, in effect increasing mental resilience and resistance to stress and emotional trauma. As a bonus effect, placing the helmet on someone who has suffered mild trauma (Sanity of 0 or -1) will temporarily allow him to function normally.

Warning! Wearers are warned not to remove the Unflapilator if their Sanity has reached zero or lower until they have received psychotherapy or had such rest that the trauma has been forgotten. Premature removal may result in instant and severe shock. Wearing the device at social occasions may give rise to uncomfortable stares, awkward questions, or becoming a social pariah.

Enhancements: Talent: Stable (+2 Enhancements), Talent: Unflappable (+2 Enhancements)



Alienist

Archetype: *Alienist*

Motivation: *Mystery*

Style: 3

Sanity: 6

Health: 5

Primary

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 4

Perception: 6

Stun: 2

Skill	Base	Levels	Rating	Average
Academics:	3	3	6	(3)
Occult				
Alienism	3	4	7	(3+)
Diplomacy	3	2	5	(2+)
Empathy	3	3	6	(3)
Firearms	3	2	5	(2+)
Investigation	3	2	5	(2+)
Medicine	3	1	4	(2)

Talents

Psychic Resistance (+2 bonus to resist rituals or psychic powers)

Resources

Followers 0 (Police Constable)

Rank 0 (Society for Rational Explanations; +1 Social bonus)

Status 1 (Respected alienist; +2 Social bonus)

Flaw

Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	7L	(3+)L

“Poppcock! It was nothing more than a big dog. Whatever else you think you saw was simply a projection of your deep and troubled subconscious.”

Character Background

Likely you have read the articles detailing my exposure of charlatan mediums and so-called magicians. These people prey on grief and gullibility and deserve to be revealed for what they are. But listen carefully, for behind these closed doors I can assure you that the supernatural is a very true, and very evil, force.

My first exposure to the arcane began innocently enough. I was working in an asylum near Whitby at the time. One of the long-term patients, a man whom I shall refer to only as John so as to keep his identity away from any undue attention, suffered from the belief that he was tormented by an evil spirit. John told me at great length how he had inherited an old house from a distant uncle, a man he barely knew. Apparently his relative had an unsavory reputation in family circles. John had no idea why the old man should have named him as heir to his estate, but he was not about to look a gift horse in the mouth. The house was exceedingly rundown from years of neglect coupled with the relentless storms that wrack the coast, but it was watertight. Among the many possessions still *in situ* were several supposed “spell books” and a glass amulet. It seems the old man was a collector of occult paraphernalia.

Out of curiosity while thumbing through a musty tome John chanted one of the rituals. At the time he saw it as a jape, a way of connecting with his dead, and mysterious, relative, though he admitted a sudden but obviously natural rise in the wind caused him to regret his actions. Over the next few days John began to see fleeting glimpses of something from the corner of his eye, objects moved of their own accord, and strange noises filled the house at night. Three days later he was found wandering the hillside babbling incoherently. Even under deep hypnosis, which I performed myself, John refused to reveal what ghastly event had shattered his mind.

Naturally, I put no faith in his talk of spell books and incantations. Such things make ideal fodder for readers of penny-dreadfuls but had no rightful place in a world of science and reason. As much to set John’s ailing mind at ease as anything else I volunteered to visit his uncle’s house and investigate. If I could find a rational explanation for the “haunting,” I thought I might be able to coax the patient back to rationality and dispel the talk of ghosts and fell spirits that prevented his mind from healing.

I arrived in daylight to find the house cold and empty, for there were no servants. Lighting a fire, I settled down for my vigil. The house had a peculiar atmosphere, a feeling that made me uncomfortable on a subconscious level, but I convinced myself I had let my patient’s ramblings get the better of me and shrugged it aside. As the clock struck midnight I suddenly became aware of a dark presence in the room. Its form was quite twisted, and I knew at once this is what destroyed my patient’s sanity. To be honest, I felt how fragile my own mind was when presented with this otherworldly horror. No, I shall not describe it further—enough people have suffered already.

In panic, or perhaps gaining a sudden inkling into the seriousness of my situation, I swept up the spell book and amulet, the former of which I had been perusing to pass the time. The manuscript I threw into the roaring fire I had lit to ward off the chill, while the amulet I smashed against the mantle, shattering it into a thousand shards. The pages burned with a ghastly green hue, causing the creature to howl in agony as its physical form was dispelled.

I returned to the asylum, only to learn my patient had taken his own life at the same instant I shattered the amulet. At least that was the official version. By the look in his eyes I knew he had faced the demon he had unwittingly summoned one last time and had sought salvation in death. What became of the house? Ah, according to the local newspaper it burned down a week later. The official police report says it was struck by lightning on the stroke of midnight.

There, I have at last unburdened my soul. Now, when I click my fingers you shall return to a state of full consciousness with no memory of anything I have told you.

Roleplaying

If mankind ever learned what lurks beyond the thin veil of rationality it calls reality it would go collectively insane. Your exposure has caused you to take it upon yourself to debunk all talk of the supernatural and expose all magicians and mediums as fakes, even those with real powers. Yet all the while you combat the very horrors you publicly deny exist so men and women can sleep safely in ignorance.

Ghost Hunter

Archetype: *Monster Hunter*

Motivation: *Duty*

Style: 3

Sanity: 5

Health: 5

Primary

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 5

Defense: 5

Perception: 6

Stun: 2

Skill	Base	Levels	Rating	Average
Academics: History	3	2	5	(2+)
Academics: Occult	3	3	6	(3)
Craft: Electrics	3	3	6	(3)
Empathy	3	2	5	(2+)
Firearms	3	3	6	(3)
Investigation	3	2	5	(2+)
Linguistics	3	2	5	(2+)

Talents

None

Resources

Artifact 0 (Ecto-plasmic bullets)

Artifact 1 (Ethereic Disturbance Monitor)

Followers 1 (Weird Scientist)

Rank 0 (Society for the Advancement of Science and Technology; +1 Social bonus)

Flaw

Cautious (+1 Style point any time she or her comrades suffer from her inability to make a quick decision)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Heavy revolver	3L	0	9L	(4+)L

“Of course I’m reading it right! It’s in the room with us, I tell you! Load your revolver with Ectoplasmic Bullets and open fire the moment you see it materialize!”

Character Background

I do wish you would grab yourself a chair here by the fire and stop pacing around the room. It is most disconcerting having to crane my neck whenever I wish to converse with you. Until the Etheric Disturbance Monitor beeps there is nothing we can do but wait and enjoy our late host’s wine cellar. There are some excellent vintages here, you know?

Do not worry, it gets easier with every investigation, though no two hauntings are ever the same. Hmm, why not? Well, not every ghost has the same powers, you see. Some are poltergeists, capable of moving physical objects and making unearthly noises. Others can control the temperature, extinguish lights, or appear in an ethereal form so horrific it would shatter your mind. Knowledge, my boy, is power! Before you rush in, gather as much information as possible on the nature of the specter. Research the person’s mortal life in detail and listen to local folklore for any clues—it might just save your life. I knew one chap who never bothered trying to understand his foe, despite my urging. We found his corpse impaled with the contents of a silver cutlery set, even the spoons. Nasty business for all concerned, but a situation that could have been so easily avoided.

Take our host for tonight, as an example. By all accounts he was a particularly vicious man in life and, from what the locals say, death has done little to curb his open enthusiasm for inflicting harm on others. Did you read that newspaper clipping I gave you yesterday? No, I thought not! Had you taken but a few minutes you would have discovered it was an interview with the estate agent responsible for trying to sell this particular property, our patron.

A sober and upstanding man who attends church regularly, and much respected in the community according to those I have interviewed in person, he claims that objects flew around this very room as if projected with force by an unseen hand. This is why we have removed all possible weapons from this room except for the wine bottle and glasses we are using. The article goes on to say the specter has previously tried to shove people down the stairs. There is also mention of rattling chains and banging doors. By the facts as presented, and coupled with my knowledge of the spectral classes, I feel it is safe to assume that we are dealing with a poltergeist, a noisy spirit. It is for that reason we are conducting our vigil on the ground floor, and nowhere near the fireplace or windows.

Of course, not every spirit is malevolent. Some remain among the living because they wish to complete some final task before they pass over. Others are simply lost and need a little guidance to find their way to whatever fate awaits them beyond the veil of mortality.

We may hunt ghosts, but we are not cold-blooded, or rather cold-ectoplasm, killers. When we can, and when they need it, we help them to the best of our abilities. Naturally, when a ghost becomes a threat or menace to the living we forcibly send it on its way. This is another reason why intelligence is key—what may appear to be a threatening action by a disembodied spirit at first glance might actually be a misinterpreted attempt at communication. When faced with a ghost, most people are more inclined to scream and run in terror than try opening a dialogue. I am quite sure these lost souls find that very frustrating.

Ah, judging by that faint beep our malevolent host is about to make his appearance. Likely he will fling open the doors in a grandiose gesture in a bid to scare us witless. Best put the glassware in the drawer for safekeeping and load your ectoplasmic bullets, old boy. This is where the fun starts!

Roleplaying

Some people hunt big game; others hunt criminals. You hunt ghosts. Not every ghost, mind you—only those specters that have proven themselves to be a nuisance or menace to the living. You have no animosity toward the more sedate spooks. The newspapers may call you a crackpot, even a fraud, but you provide both humanity and specters with a vital service.

Such work is highly specialized and requires not only strong nerves, but also a battery of devices not available to the general public. Fortunately, your assistant is a weird scientist. Although you carry a big gun, you know the best weapon against specters is knowledge—understand who your enemy is, or rather was, and what he is capable of before you enter his domain. Then coax him into making an appearance among the living and shoot him.

Ghostly Musteteer

Archetype: *Military Officer* Motivation: *Redemption*

Style: 3

Sanity: 6

Health: 6

Primary

Body: 0 Charisma: 2

Dexterity: 2 Intelligence: 2

Strength: 3 Willpower: 4

Secondary Attributes

Size: 0 Initiative: 4

Move: 5 Defense: 6

Perception: 6 Stun: N/A

Skill	Base	Levels	Rating	Average
Academics: Occult	2	3	5	(2+)
Diplomacy	2	2	4	(2)
Empathy	2	4	6	(3)
Firearms	2	2	4	(2)
Investigation	2	2	4	(2)
Linguistics	2	2	4	(2)
Melee	3	2	5	(2+)

Talents

None

Resources

Contacts 0 (Mysticism; +1 bonus)

Followers 1 (Medium)

Rank 0 (The Ghost Club; +1 Social bonus)

Refuge: Size 0 (Dilapidated townhouse)

Flaw

Blasé (+1 Style point when his indifference causes harm)

Special Abilities (8 Haunting Points)

Manifestation, Speech, Telekinesis

Weapons	Rating	Size	Attack	Average
Flintlock pistol	3L	0	8L	(4)L
Rapier	2L	0	7L	(3+)L

"I really do wish you would stop saying that you see dead people; it was most helpful the first time, but now it has become a most annoying habit."

Character Background

All this knocking on tables and moving ouija boards is growing tedious, not to mention tiring on my arms, in a manner of speaking. Would it help if I actually spoke to you openly? Oh dear, by the way you keep turning your head you have no idea where I am. I shall physically manifest to save you from injury. Dear me, madame, you look like you've seen a ... well, you know what I mean. Since you have taken the time to make contact with me I suppose I should reveal to you the story of my life. Perhaps you had better make a cup of tea first, though; I have been around for some time and you suddenly look like you are in dire need of fortification.

I was born in 1610 to a wealthy Parisian family. Thanks to my father's connections and sizeable fortune I was able to enlist in the King's Musketeers, where I served King Louis XIII. Yes, madame, I have read *The Three Musketeers*, and no, my life was nothing like that. Had I been in France at the time I would have set Dumas straight on a few points. As it was, I had journeyed to England already. Now please cease from further interruptions—conversing in this manner is most draining and every wasted breath, as it were, shortens the time I have available.

My comrades and I were tasked with hunting down a beast terrorizing the local peasants and slaughtering their livestock. Normally this would have been a job for the regular soldiery, but the King sent us to show the peasants that he cared for their wellbeing. As a sergeant, it was my duty to protect my men from harm, and in that task I failed. Let us just say that I was arrogant, and the beast was more than a wolf. We died to the last. It was not a pleasant death, if such is even possible. Were I to manifest my form in its state at my death, it would require a potion stronger than tea to bring you back to your senses. That was in 1636.

Before you ask, no, I have not seen Heaven. Alas, I have yet to make it that far. I spent a while in limbo, a murky world of shadow. To be honest it was extremely dull. Eventually, I was given a second chance. Whatever power rules the realm granted me permission to return to the world of mortals in order that I might redeem myself of my mortal shortcomings through helping others right wrongs they had committed. Redemption would be my gateway to Heaven, and I set about my task with great zeal.

I have spent three centuries and more doing just that. Despite my best efforts my task has not been easy—people are so prone to running away when they hear disembodied voices. I took up residence in an old townhouse. A comfortable place, and one quickly vacated by its inhabitants when I made my presence felt. There is just no helping some people. The house remained vacant and I carried out my duties among the nearby residents as bidden until a few years ago, when a party of ghost hunters from the Ghost Club decided to investigate the haunting that kept my home unoccupied for so long.

After a rather inauspicious start in which things were said and done that both parties would later regret and apologize for, I made contact with the mortals and convinced them I was no fiend from Hell. As it was, they offered me membership in their Club. Somewhat lonely, I accepted their generous invitation with gracious thanks and a flourishing bow. It seemed to appeal to the ladies, and I am still a gentleman.

Since then I have travelled a little, helping my fellow Club members investigate what they call the paranormal, and putting an end to evils that would make you die of fright. Being a ghost has some advantages. For one, I can interact with my fellow spirits as if they were creatures of flesh and blood. Ah, the clock strikes six! As much I have enjoyed this I must away—we're off abroad soon and I must prepare for the journey.

One last thing before I go...BOO! Sorry, I it's not often I get to do that and I could not help myself. Adieu, madame!

Roleplaying

You have been dead for over 350 years and, frankly, it's starting to grow more than a little tedious. When you passed over you were told in no uncertain terms that in order to reach the next life you would first have to make amends for your failings in your former life. You've obediently followed your calling and helped others redeem themselves before they consigned themselves to the fiery pits, but now you want to live a little, in a manner of speaking. You have watched the world become a far smaller place and you've a mind for travel to broaden your horizons before you eventually pass over to the other side.



Local Bobby

Archetype: *Police Officer*

Motivation: *Justice*

Style: 3

Sanity: 5

Health: 6

Primary

Body: 3 Charisma: 2

Dexterity: 2 Intelligence: 2

Strength: 3 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 4

Move: 5 Defense: 5

Perception: 5 Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	3	2	5	(2+)
Bureaucracy	2	2	4	(2)
Diplomacy	2	2	4	(2)
Empathy	2	3	5	(2+)
Investigation	2	2	4	(2)
Interview			5	(2+)
Melee	3	3	6	(3)
Streetwise	2	2	4	(2)
Rumors			5	(2+)

Talents

Flurry (May attack the same opponent twice by making a Total Attack with a -2 penalty on each attack roll)

Resources

Followers 1 (Student of the Occult)

Rank 0 (The Vengeants' Guild; +1 Social bonus)

Rank 0 (Police constable; +1 Social bonus)

Flaw

Code of Conduct (+1 Style point whenever his code forces him to make something much more difficult than might otherwise be necessary)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N
Baton	2N	0	8N	(4)N

"This reminds me of the Ripper murders."

Character Background

You've heard of Jack the Ripper, I assume? Well, don't believe everything you read in the newspapers. I was fresh on the beat at the time, a naive young bobby cast into the seedy underbelly of low society that is Whitechapel. Poverty is rife and life is hard in those crowded streets, but that's no excuse to break the law. Within a few weeks I'd seen my fair share of murders. Some of them were pretty gruesome, but there were worse horrors in store.

It was late one foggy autumn night when I answered the summons of a police whistle. As I ran through the narrow alleys toward the shrill call I saw ... something. At first I thought it was a man, for it had that general shape, but its movements were bestial. It stopped and turned, perhaps sensing my approach for I made no attempt at stealth. I swear its eyes glowed yellow in the flickering gaslight before it vanished into the gloom.

Swallowing my fear and dismissing the notion I had witnessed anything untoward, I continued to the location of the alarm. I arrived at the crime scene to witness carnage of a sort no man could commit, no matter how diseased his mind or tainted his soul. I am no student of the medical or anatomical arts, but even I could see this was not the methodical work of a doctor or surgeon, as the Ripper was rumored to be by some, but a frenzied assault that left its victim a devastated, bloody ruin.

After disgorging the contents of my stomach and steadying my nerve I mentioned my earlier sighting to my superiors. With a disdainful glance they dismissed it as a drunk staggering home, a not uncommon sight in Whitechapel, and a fanciful imagination no doubt brought about by talk of the Ripper. I could not so easily cast aside or rationalize what my eyes had perceived. While off-duty and out of uniform, the locals being loathe to talk to the police unless absolutely necessary, I commenced upon questioning the residents as to any unusual sightings.

Whether it was the working girls who prowled the foggy streets in search of Johns or the hardened dockworkers who call the district home, almost every response was the same—a terrified look and a warning to stay clear of the streets at night. Nothing confirmed my experience, and I was reluctantly forced to admit that the public fear I encountered was the work of the Ripper.

It was several weeks after the murder that I was contacted by letter. The anonymous author explained that the creature I sought, the so-called Ripper, was no man—it was a werewolf. Though I laughed at this claim, thinking my colleagues were having a joke at the expense of a young constable and perhaps learning of my unofficial investigation through their contacts, I felt compelled to continue my work.

On the night of November 9, 1888, the police were called to Miller's Court to investigate another Ripper murder. Ignoring the sight of the murder, I headed at once in the dark alleys, for here I suspected the murderer lurked unseen. My assumption proved correct. Truncheon in hand and thinking of the promotion and medals that surely awaited my capture of the Ripper, I cornered the killer in a builder's yard.

In the face of it, my bravery fled, for there indeed before me stood a creature that was both man and wolf in equal measure. Too terrified to move, even to scream, I stared death in the face as it leapt toward me, its snarling maw open wide. Shots rang out from the darkness and the creature fell dead only inches from my feet. Looking down I saw no ferocious beast, but a naked man riddled with bullet holes. My saviors said they had been tailing me for some time, for I alone believed that the Ripper was no man.

I am still a police constable, bound by oath and personal conviction to uphold the law, but I am less concerned with common criminals. My comrades can handle those while I deal with the things that lurk in the darkness and kill with impunity; things which must be made to pay for their heinous acts and which cannot be brought before the justice of the courts. In this regard I act as judge, jury, and executioner, for the sentence is always death.

Roleplaying

You became a policeman because you believed in the causes of law and justice. Through bitter experience you have learned that there is great evil in this world, and not all of it can be brought to justice through the courts. More importantly, the courts do not believe in justice. When the system fails, justice must be delivered in another way, and for that, there are men like you.

Natural Empath

Archetype: *Pseudo-Mentalist*

Motivation: *Truth*

Style: 3

Sanity: 6

Health: 5

Primary

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 4

Perception: 6

Stun: 2

Skill	Base	Levels	Rating	Average
Alienism	3	2	5	(2+)
Animal Handling	3	1	4	(2)
Diplomacy	3	2	5	(2+)
Empathy	3	4	7	(3+)
<i>Emotions</i>			8	(4)
Investigation	3	2	5	(2+)
<i>Interview</i>			6	(3)
Linguistics	3	2	5	(2+)
Streetwise	3	3	6	(3)

Talents

Second Sight (Can sense psychic energy)

Resources

Contacts 0 (Mysticism; +1 bonus)

Followers 0 (Reporter)

Rank 1 (The Tarot Club; +2 Social bonus)

Flaw

Skeptic (+1 Style point whenever she proves an assertion wrong or convinces someone else to question his beliefs)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

"Can you feel it? Something terrible happened here long ago. I feel... pain, anger... hatred, and it wants us to leave."

Character Background

Do I believe in ghosts? An odd question, but since we have nothing to do until dawn it is one I shall endeavor to answer with openness. Despite what some people might say about me, I am not a medium. I do not believe in ghosts in the manner to which you are alluding, nor do I put any faith in the astral plane or other such nonsense. Since the much publicized incident that brought me to the public's attention several months ago, I have had to explain to several reporters that I am empathic. I do not read minds, I do not see visions of the future, nor do I have any ability to converse with the dead—I simply have the ability to detect strong emotions. It is a perfectly natural sense, one all of us possess but one few know how to use effectively.

In my experience, and I have investigated several so-called haunted houses on behalf of clients who believe themselves terrorized by malignant specters and poltergeists, that is all ghosts are—emotions laid down in life that are so powerful, so concentrated, they have left a residue behind long after the event that spawned them. Have you never wondered why many ghosts are seen at the sites of murders or executions?

Most people can pick up these invisible signals, but few fully understand their origin. Instead, their brain tries to rationalise them as best it can, resulting in hallucinations that can affect all five senses. It is these concentrated emotions that give rise to stories of ghosts and specters. Please do not think me close-minded—I retain a fully-open mind as to the possibility that actual supernatural phenomena might exist. As yet, though, I have been able to uncover any firm evidence to support their existence in any shape or form.

Many documented cases of hauntings make reference to physical manifestation. A drop in temperature is commonly reported by ghost hunters, for instance. The emotions are not constantly radiated, but rather ebb and flow like the tide. Temperature-related phenomena are simply waves of stronger emotions. Sadness, anger, hate, envy, even remorse—these are all negative feelings, and untrained minds register them as cold. Yes, these drops in temperature do indeed affect thermometers. One must remember that the emotions of which I am talking are not short-term emanations produced by trivial events—they are deep and powerful, so much so they have literally become a force of nature. This also explains sudden breezes, the dimming of candles, and so forth.

Ah, the raised eyebrow of doubt! Do you doubt that a suitably powerful magnet can affect certain objects without touching them? And yet there is no visible link between magnet and object that could cause such movement. Emotional energy is not that different to the magnet. This is what gives rise to tales of poltergeists. It is actually nothing more than a wave of emotional energy so focused that it can affect physical objects, causing them to seemingly move of their own accord. This negative energy can also affect people, which is why we feel scared in supposedly haunted houses. In that regard it affects our subconscious mind.

Yes, negative emotions can sometimes be removed. In the same way that you might feel sad but can be cheered up, so a location can be cleansed of its residual emotional energy. Such a task is not easy, though; one cannot simply tell a joke or speak calming words. The process is extremely lengthy, but the first step is to understand the exact cause of the emanations. Until you understand the base emotion there is no cure.

I am quite sure you just saw a ghost standing behind me—the sudden paleness in your face is a sign, and your wide-eyed stare convinces me that you have sensed a powerful emotional emanation. I too felt it. This house is radiating intense feelings of jealousy and anger, with an undercurrent of ... sadness. It is my suspicion that a young woman was murdered here by her cruel and jealous husband. This room was probably her bedroom, where the terrible deed took place and is thus naturally where the emotional residue is strongest. I did warn you that you might have a sleepless night.

Roleplaying

You are blessed and cursed with a natural sense of empathy, a sixth sense that allows you to read feelings and motivations. While you seek a greater understanding of the universe and its many mysteries, you are sceptical as to the existence of the supernatural. In your eyes, all talk of ghosts can be explained away in terms of residual emotions and stage trickery, and magic and mentalism are nothing more than a stage magician's tricks wrapped in mumbo-jumbo to lend them an air of authenticity.



Psychic Detective

Archetype: *Mentalist*

Motivation: *Justice*

Style: 3

Sanity: 6

Health: 5

Primary

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 4

Perception: 6

Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Con	3	2	5	(2+)
Diplomacy	3	2	5	(2+)
Empathy	3	2	5	(2+)
Firearms	2	2	4	(2)
Investigation	3	2	5	(2+)
Stealth	2	3	5	(2+)
Streetwise	3	2	5	(2+)

Talents

Mentalism (ESP, Psychometry)

Resources

Followers 0 (Gypsy Vagabond)

Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

Flaw

Addiction: Opium (+1 Style point whenever his addiction hurts him or someone he cares about)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	6L	(3)L

"I have seen many murders committed, but far worse, I have felt many victims' pain and anguish as if I were slain."

Character Background

Of course, I knew it was you—I do not need any special talent to recognize your distinctive heavy footfall outside my bedroom door at this late hour nor detect the pungent scent of that vile horsehair you have the audacity to call tobacco. Another case, you say? It can wait until morning—one thing I can assure is that the dead are nothing if not patient.

Yes, I have read the evening papers. Once again the collective press has chosen to set me on a pedestal and label me a gifted detective for my ability to solve crimes that perplex others. I did chuckle at the claim that I must possess some form of sixth sense. What little the fools know!

To have the gift of second sight is a blessing and a curse in equal magnitude. Whereas as others sense only what is in front of them, I have the ability to project my mundane senses into surrounding areas, and even gain insight into past events and their connections, simply by touching objects. Not any object, of course—that would surely lead to madness, though the path I walk is hardly less stressful. No, the objects that reveal something of their past must have a strong residual emotional energy attached to them. The case that once held a stolen gemstone, for instance, would be as cold to my sixth sense as the glass to my touch, unless the thief had some strong reason to steal beyond simple greed.

The information I glean is rarely visual in fashion and ever more rarely overt. A brief scent, a feeling of a victim's initials rather than a name, perhaps a stray word that appears meaningless without specific context. The nearest analogy I can use is that they are hunches. It is for my conscious mind to decipher the puzzle, learn the meaning of the clues, and put them to good use in catching criminals.

Yes, the hearts and minds of the victims' kith and kin rest slightly easier knowing justice has prevailed thanks to my efforts, but each investigation brings me naught but new nightmares. Once I close my eyes I experience the crime in more detail as visions come unbidden into my mind's eye. Murder cases are by far the worst. I see the victims' terrified faces as the dark deed was committed and hear their dying screams echo through my mind. It is a play of misery and suffering with endless acts, and I am the sole audience. And yet for added cruelty, I recall no specific details on waking that would help bring their murderers to justice.

I do not know why I was given this power. I most certainly did not ask for it, nor, despite lengthy consultations with so-called experts in both alienism and mentalism, do I know how to rid myself of the burden. Truth be told, if I was offered the opportunity to restore myself to just five senses I would likely hesitate, no matter how easy the task might be. The night terrors are a burden I wish on no man, but my gift has enabled me to make a difference. The crimes I have helped solve are but the merest drop in the ocean of misery and despair that is this city, but if I did not possess the second sight then the cries for justice would be all the stronger.

I have often wondered if my life would not be easier had I the gift of premonition instead. At first it might seem so, but I have given it much thought when I cannot sleep. Is witnessing a crime after it occurred but being able to bring the killer to justice not better than witnessing a crime before it occurred and then failing to stop the killer in time because I failed to deduce the meaning of my experience? Which would be better for my sanity?

Anyway, leave the pipe and go. You say we have work to do in the morning and I must find a little solace before I walk hand in hand with Death again and witness the next act in his eternal tragedy.

Roleplaying

You could have used your gifts for your own material gain, ensuring you lived a life of comfort and luxury, but you have instead chosen to help those in need, whether they are in this world or the next. You have a strong sense of right and wrong and a deep-seated belief that justice must prevail at any cost, even if that means you must occasionally bend the law to breaking point.

You have helped solve many horrific crimes, but the unspeakable things you have witnessed haunt your mind. Only in the fragrant pipe dreams of opium are you spared the torment of reliving each and every gruesome crime. It is a brief relief, but one you willingly embrace to protect your sanity.

Seeker of Lore

Archetype: *Occultist* Motivation: *Preservation*
 Style: 3 Sanity: 5 Health: 5

Primary

Body: 2	Charisma: 2
Dexterity: 2	Intelligence: 4
Strength: 2	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 6
Move: 4	Defense: 4
Perception: 7	Stun: 2

Skill	Base	Levels	Rating	Average
Academics:	4	2	6	(3)
History				
Academics: Occult	4	2	6	(3)
Expeditions	4	2	6	(3)
Investigation	4	2	6	(3)
Linguistics	4	2	6	(3)
Magic: Old Ways (Egyptian)	3	4	7	(3+)
Streetwise	2	3	5	(2+)

Talents

Magical Aptitude

Resources

Contacts 0 (Mysticism; +1 bonus)
 Followers 1 (Faithful hound)
 Rank 0 (The Osiris Club; +1 Social bonus)

Flaw

Shy (+1 Style point whenever she misses out on getting recognition because she won't assert himself)

Rituals

Arcane Shield, Channel Dead, Healing, Spirit Sense

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“Trust me, you don’t want to touch that; not unless you want your skin to turn black and rot from your bones at the next full moon, anyway.”

Character Background

Egypt is quite literally in my blood. My father was an eminent antiquarian, the author of several journals and much respected by his peers, my mother an Egyptian he met while in Cairo. A child of two worlds, both literally, for we divided our time between Britain and Egypt, and spiritually; I grew up immersed in the rigid and learned world of British academia and the more earthly and carefree Egyptian culture. That I was no young British gentlewoman by nature never troubled my father. With a warm smile he would always reassure me that I should be whatever I felt most comfortable with, and for me that was my Egyptian heritage.

It is fair to say I was a precocious child. By the time my peers had mastered rudimentary English I was fluent in both native tongues of my parents and could read and write Egyptian hieroglyphs. While my father took academic pride in my achievements, my mother always told me I was special. Though I pestered her to tell me what she meant, she remained tight-lipped until my father died of consumption. Only then did she reveal the meaning behind her words.

My father had been buried but one day when my mother told me that she was descended from a long line of priestesses of Isis, the goddess of magic and protector of the people. As her daughter, their blood flowed in my veins as well. Since the age of the earliest pharaohs, our family had guarded Egypt’s mystical heritage, watching over its many secrets and ensuring they were not defiled or misused. Now that I was nearing adulthood, the mantle of responsibility was being passed forward, and in time, I would pass it to the daughter Isis would ensure I conceived. Though it might seem a fanciful tale, I did not for a single moment doubt the veracity of my mother’s words.

Though I was schooled by my parents, my knowledge of modern and ancient languages, coupled with my father’s name, enabled me to attend university, where I studied Egyptology. While my professors taught me historical facts painstakingly excavated by previous expeditions, my mother tutored me in the secret history of Egypt, as well as charms and incantations that would enable me to call upon the power of the gods.

My father was a prominent member of the Osiris Club. Upon graduating university I was invited to join, both in recognition of his lifelong work in the field and because of my own scholastic aptitude. Of course, I kept my true heritage a secret from my peers, for they are men of science and cannot comprehend the supernatural. It was shortly after that my mother took ill. With her last breath she told me that her duty to Isis had been fulfilled, and that I was ready to accept the mantle of responsibility. I did not mourn, for I knew in my heart her soul ascended to the loving embrace of the goddess.

Whereas most new Club members are assigned to translating and cataloguing finds brought back by more experienced colleagues, my expertise quickly led to me becoming an active member of field expeditions. While my colleagues scrambled in the sand for pieces of shattered pots and fragments of papyrus for their museum patrons, I trawled the antique shops of Cairo’s labyrinthine back streets. There I talked to furtive families who had engaged in tomb-robbing since the first pharaohs were interred, secretly using my inheritance to buy up magical texts and amulets, and gaining access to tombs as yet undiscovered by antiquarians. Other times I used ancient rituals to contact the dead of Egypt and beseech their help in locating their tombs. Without my colleagues’ knowledge I removed all enchanted objects from these burial places before they could fall into the hands of others.

You may think I am committing acts of robbery, or that these treasures should be on display in museums, but such wonders do not belong behind glass cases for unbelievers to gawp at on a rainy day. Perhaps when the world is ready I shall reveal the truth behind all that I collect. Until that day dawns the masses must remain ignorant, for those who dabble in things they do not understand risk unleashing unspeakable horrors into an unsuspecting world.

Roleplaying

While others search the sands for gold and glory, your life is devoted to quietly preserving ancient Egypt’s magical lore and continuing the old traditions others mock as the superstitious beliefs of a more primitive age. The old gods may slumber, but they are far from dead, and their power still radiates through the universe.

While others proudly stand in front of photographers and give interviews to an eager press, you seek no recognition for your labors. Your work is a sacred duty, a calling that echoes to you down the ages.

Vampire Hunter

Archetype: *Monster Hunter* Motivation: *Redemption*

Style: 3 Sanity: 4 Health: 5

Primary

Body: 3	Charisma: 2
Dexterity: 2	Intelligence: 3
Strength: 3	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Academics:	3	2	5	(2+)
Occult				
<i>Vampires</i>			6	(3)
Archery	2	4	6	(3)
Athletics	3	2	5	(2+)
Investigation	3	2	5	(2+)
Melee	3	3	6	(3)
<i>Stake</i>			7	(3+)
Stealth	2	3	5	(2+)

Talents

Accuracy (Reduced called shot penalties)

Blind Fight (Reduced poor visibility penalties)

Resources

Followers 0 (Clergyman)

Rank 0 (The Vengeants' Guild; +1 Social bonus)

Flaw

Bad Reputation (Suspected murderer: +1 Style point whenever his reputation causes problems)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N
Wooden stake	1L	0	8L	(4)L
Crossbow	3L	0	9L	(4+)L



"My sins are many indeed, but by killing you I may yet find peace in life."

Character Background

The world believes that I murdered my sister and her lover in a fit of rage, arguing that I, as her legal guardian since the death of our parents, disapproved of the relationship, though as you will have read in the newspapers, the court dismissed both charges due to both my alibi, and a lack of evidence. The body of the man was never found, and my sister had no discernible injuries save for two small puncture wounds on her neck. The prosecution argued I had injected poison into her, but this flew in the face of the coroner's verdict of death by acute anemia. Mud sticks, though, and my reputation is tarnished beyond salvation.

Where and how my sister met her suitor I do not know. Each night she would depart, collected by a carriage bearing a foreign noble crest, only to return at dawn. At first she was keen to discuss the plays and balls she had attended, but within a week she had become lethargic, retiring to her bed as soon as she entered the house. That her health was failing was clear to see, but she would not accept my urging to rest. I summoned the doctor, but he diagnosed nothing more serious than anemia. Blaming her suitor for her poor health, I confronted him when next his carriage called for my sister. The man, although smartly dressed and seemingly of good stock, showed such anger that I refused to allow my sister into his presence that I grew fearful he would strike me with his cane.

Our argument was loud enough to attract the attention of passersby who would later testify against me in court. Without further word he stormed up the stairs, swept up my sister in his arms, and carried her into his carriage, which raced off into the night. I followed it as fast as my legs would carry me, finally catching up with it outside the park. There I saw the man, his teeth biting deep into my sister's neck, his eyes as red and unholy as the fiery pits of hell. Without thinking, for my mental faculties failed me at that moment so numb was I with rage, I snatched up his cane from where he had placed it and lunged. Divine providence guided my hand.

I admit to you that I did indeed ram the cane through the heart of something that fateful foggy night, but it was not a man. What perished by my hand was a vampire, a creature of the night who had drained my sister of her blood over several weeks. By the time the police arrived I had fled the scene, leaving behind two corpses, only one of which was warm to the touch. Had I followed the urging of my shocked mind instead of listening to my heart I should have placed that same implement into my sister's chest, for she too was now damned, but I could not bring myself to defile her further than the fiend had already done. She looked so serene in death.

By the time I had finally accepted what must be done and steeled myself to perform the grisly act it was too late. The dead do not always sleep soundly or rest in peace. I found her mausoleum empty, for she had already risen from the grave as a creature of darkness destined to feed on the blood of the living. The police found me weeping on her coffin, which fortunately I had had the presence of mind to close.

I thought my fate was sealed and that the hangman awaited my imminent arrival, for the evidence was stacked against me, but an alibi was provided by a gentleman of good renown and unquestionable character. He informed the court that I, visibly distressed, arrived at his house shortly after the carriage left mine, whereupon I informed him that I feared my sister's life was in danger at the hands of her jealous suitor, whose affections she now spurned. Following my acquittal my savior informed me that he knew the truth about the man I had slain and that I was not alone in my cause.

Had I done my duty earlier many lives would have been saved and my conscience would be clearer. My sister, you see, had fed on many victims, and more than a few of those she transformed into vampires. Oh, I am sure of what I say, for I have made it my duty to hunt down the creatures of the night, and I have killed many. Ending the tormented existence of child vampires is by far the hardest act to complete, but what I do is an act of kindness, not murder.

I have yet to find my sister. There are many places where her kind may find both succor and refuge, for the world is full of dark places where the damned may seek solace. Rest assured, though, that I shall find her and slay her, for until I do neither of us may rest soundly.

Roleplaying

The world believes you are a murderer, and there is little you can do to clear your name—the world is not yet ready to accept vampires as anything other than legends, and to use their existence as your defence would see you incarcerated in an asylum. Your crime was not murder, but the love you had for your sister. Every life she has taken to sate her unholy appetite since that fateful night weighs heavily on your soul, but there is still hope you can correct your mistake.

Leagues of Gothic Horror

Sample Henchmen

Alienist

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 1, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 5, Initiative 4, Defense 2, Stun 1, Health 3, Sanity 3

Skills: Alienism 5, Empathy 5, Linguistics 4

Talents/Resources: None

Flaws: Skeptic (+1 Style whenever he proves an assertion wrong)

Weapons: Punch 0N

Angry Torch-Wielding Peasant

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3, Sanity 2

Skills: Melee 4, Survival 4

Talents/Resources: None

Flaws: Faint-Hearted (Suffers a -2 penalty whenever he must make a Horror check; +1 Style point each time he must make a Horror check)

Weapons: Pitchfork 6L, Burning torch 5L

Clergyman

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 3, Sanity 4

Skills: Academics: Religion 5, Diplomacy 4

Talents/Resources: None

Flaws: Code of Conduct (+1 Style point whenever he convinces others to follow his code of conduct or when his code forces him to make something much more difficult than might otherwise be necessary)

Weapons: Punch 0N

Gypsy Vagabond

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 2, Initiative 3, Defense 3, Stun 1, Health 2, Sanity 3

Skills: Con 5, Larceny 4, Streetwise 4

Talents/Resources: None

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 0N

Medium

Follower 1

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 5, Defense 3, Stun 1, Health 3, Sanity 5

Skills: Academics: Occult 4 (*Spirits* 5), Con 5, Diplomacy 5, Empathy 5 (*Body Language* 6), Investigation 5

Talents: Medium

Resources: None

Flaws: Speech Impediment (+1 Style point whenever a misunderstanding occurs because of her impediment)

Weapons: Punch 0N

Police Constable

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3, Sanity 2

Skills: Athletics 3, Brawl 4, Melee 4

Talents/Resources: None

Flaws: Honest (+1 Style point whenever his honesty causes trouble)

Weapons: Punch 4N, Baton 6N

Student of the Occult

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 4, Defense 4, Stun 2, Health 5, Sanity 5

Skills: Academics: Occult 4, Investigation 4, Linguistics 4 (*Deciphering* 5), Magic: Ceremonial 6 (*Empower* 7)

Talents: Magical Aptitude

Resources: None

Rituals: Channel Dead, Empower, Lesser Hex

Flaws: Inscrutable (+1 Style point whenever he is misunderstood or his mysterious motives cause trouble for him or his friends)

Weapons: Punch 0N

Vengeful Slayer

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 3

Skills: Brawl 5, Firearms 4, Melee 5, Stealth 4, Survival 4

Talents: None

Resources: Rank 1 (Vengeants' Guild; +2 bonus)

Flaws: Stubborn (+1 Style point whenever he forces others to go along with his idea)

Weapons: Punch 5N, Saber 8L, Heavy revolver 7L

Chapter the Second: Concerning Matters Arcane & Metaphysical

"I suppose now you do not believe in corporeal transference. No? Nor in materialisation. No? Nor in astral bodies. No? Nor in the reading of thought. No? Nor in hypnotism." —Bram Stoker, Dracula

Leagues of Gothic Horror assumes that magic and mentalism, among other arcane practices, are very real. This chapter delves beyond the rational world into the heart of the supernatural. How much of this is open to player characters to wield depends on the wishes of the Gamemaster and the needs of his individual campaign.

Horror Mechanic

These rules are designed for games in which horror is a significant theme. Because they present the possibility of characters experiencing mental breakdowns due to fear and stress, they are unlikely to fit well with a typical *Leagues of Adventure* campaign. If your group has decided to use the optional horror rules, each character will receive a new Secondary Attribute: Sanity.

Sanity

Sanity represents your character's mental resilience and resistance to stress and emotional trauma. Your character can take up to her Sanity rating in Horror damage without suffering any ill effects. Each point of damage temporarily lowers your character's Sanity rating: if the rating drops below zero, she will become increasingly impaired by her madness and may fall unconscious. If Sanity is reduced to -5, your character's mind is utterly shattered, leaving her in a permanent and irreversible vegetative state.

Your character's Sanity rating is calculated as follows:

Sanity = Charisma + Willpower

Shock

When a creature, object, or event is so shocking or ghastly that it will potentially haunt the minds of any witnesses, the Gamemaster should assign it a Horror rating. A character that observes or interacts with a horrifying thing may make a Horror check by making a Willpower x 2 roll and comparing the number of successes to the Horror rating.

If the player rolls successes equal to or greater than the Horror rating, there is no effect. If the player rolls less than the Horror rating then his character loses Sanity points equal to the difference.

If the number of points deducted exceeds the character's Willpower, that character is paralyzed with fear for a number of combat turns equal to the difference. A character may pay two Style points to prevent one point of Sanity loss.

A character needs to make a Horror check for a particular phenomenon only once per scene, but will need to make different Horror checks for different phenomena within that scene.

The effects of Sanity loss are as follows:

Sanity above zero: Your character is keeping it together and suffers no penalties or ill effects.

Sanity reduced to zero: If your character takes enough insanity to reduce his Sanity to 0, he is so badly shaken as to be disabled. While disabled, instead of attacking, defending, and moving all in the same combat turn, he may perform only one of these actions each turn. If he wishes, he may panic, which allows him to perform all three actions normally for one turn, but loses a point of Sanity immediately afterward.

Sanity reduced to -1 through -4: When your character takes enough insanity to reduce his Sanity below 0, he falls unconscious for one minute per point below 0.

Your character may attempt to remain conscious by making a reflexive Willpower roll at a penalty equal to his negative Sanity rating. If you roll at least two successes,

Leagues of Gothic Horror

your character remains conscious but deranged enough to be disabled (as when Sanity is reduced to 0) and suffers a penalty to all actions equal to his negative Sanity rating.

Sanity reduced to -5 or less: Your character's mind is irreversibly shattered and he is removed from play.

Magic and Sanity (Optional)

As written, invoking magic in *Leagues of Gothic Horror* is not inherently damaging to one's sanity. At the Gamemaster's discretion, magicians might be required to make a Horror check every time they cast a ritual. Rituals have a Horror rating equal to their level.

Examples

Below are some examples of horrifying phenomena to serve as a benchmark for Horror ratings. As always, the Gamemaster has ultimate discretion as to what is horrifying and what rating it might warrant.

Sample Horrifying Phenomena	Horror Rating
See a bloody sacrificial dagger or a macabre idol; suffer a surprise attack	1
Stumble across a human corpse or mutilated animal; see a poltergeist throwing plates	2
Discover mutilated human remains; observe the gruesome dismembering of an animal; witness a zombie claw out of the ground	3
Observe a gruesome murder; encounter a werewolf or vampire	4
Observe the gruesome murder of a friend or associate; witness a hellish horror summoned by dark magic	5

Mental Disorders

At the Gamemaster's discretion, each time a globetrotter is paralyzed with fear he may also gain a Mental, or more rarely Social, Flaw. This represents short-term psychoses and mental imbalances. The condition remains until such time as his Sanity is fully restored, at which time it is removed.

Should the globetrotter critically fail his Horror check then the condition is permanent—simply regaining full Sanity is not enough to rid the victim of his disorder.

Removing the psychosis requires extensive psychotherapy (see below). This is an extended action requiring 10 successes times the Horror rating of the event that caused the psychosis. The usual rules on not benefitting from more than one psychotherapy session per week apply as normal. Furthermore, the globetrotter cannot regain Sanity from psychotherapy while being treated for his mental disorder.

Phobias

Phobias are irrational fears of specific objects or events. Sometimes the subject of a phobia can be harmful, but most often the terror has no basis in logic. Some spiders are venomous, for instance, but most are harmless to humans.

In situations when a globetrotter goes temporarily insane and the Gamemaster assigns a phobia, the phobia should be related to an object or event in the encounter, but *not* the monster itself. Having a phobia of ghosts, vampires, werewolves, and other monsters in a standard *Leagues of Adventure* game is quite acceptable—these are creatures of folklore and the imagination, and thus fear of them is completely irrational. In *Leagues of Gothic Horror*, though, these creatures are very real—being afraid of them is common sense, not irrationality.

Example of Gaining a Phobia

A lone globetrotter is walking through a forest at night when he happens across a werewolf slaughtering a hapless victim. The hero not only fails his Horror roll, but he is paralyzed with fear. The Gamemaster decides this is worthy of a short-term psychosis. He decides the globetrotter has developed a phobia.

The obvious choice is lycanophobia (fear of wolves), but that is too obvious—remember, phobias are irrational fear. Looking through the short encounter description instantly gives us three possible phobias. These are listed below, along with reasons for why the globetrotter might suffer them.

Monophobia (being alone): The globetrotter was alone when he witnessed the attack. Perhaps he believes that if he is ever left alone the monster will come back for him. There is such a thing as safety in numbers, if only because it gives the monster a choice of targets.

Xylophobia (forests): The encounter took place in a forest. Trees and undergrowth may conceal all manner of terrifying monsters, and who knows what hideous beast made those strange noises?

Nyctophobia (night or darkness): The encounter happened at night, a time long associated with ghouls and ghosts in human imagination. It's not just the night they haunt, though—any area of darkness might conceal some unseen terror.

Agrizoophobia (wild animals): The cause of the attack was a wild animal, so developing a fear of them isn't too far fetched. Unfortunately, "wild" pretty much covers any beasts found outside the comfort and familiarity of a city, including cows and rabbits.

Regaining Sanity

Depending on the style of game, the Gamemaster may choose to restrict which healing options are available. For instance, in a gritty game of dark horror maybe only

Concerning Matters Arcane & Metaphysical

Rest is permitted, whereas in an exciting action game where the heroes are monster hunters all of them may be applied (assuming the Sanity rules are used at all).

As an optional rule, the Gamemaster may choose to invent her own ways of regaining Sanity, or even wipe the slate clean after the heroes successfully complete an adventure.

Drugs

Opium has been used to treat psychosis for centuries. Smoking a pipe of opium restores one point of Sanity. Opium is addictive, however, and frequent use may result in the globetrotter gaining the Addiction: Opium Flaw.

Motivation

Fulfilling one's Motivation, rekindling that core drive why you battle evil, serve your patron, crave for wealth, protect others, or whatever, can be a powerful healing tool as it helps focus one's mind on the mundane rather than the horrific. Instead of gaining a Style point for role-playing one's Motivation, a character may instead choose to recover one point of Sanity. A maximum of one Sanity point per scene may be regained in this manner.

Psychotherapy

Psychotherapy sessions administered by a trained professional can greatly speed recovery from mental trauma. Make an Alienism: Psychotherapy roll. Every two successes rolled restores one point of Sanity. Psychotherapy takes one hour and may be administered to only a single character (group therapy doesn't yet exist). Even so, mental recovery is a slow process and no character may benefit from more than one psychotherapy session per week.

Rest

The mind is both a powerful and fragile thing. It is easily broken, but it is also remarkably adept at forgetting traumatic events over time. Assuming the Gamemaster allows time to pass between adventures (a week is the absolute minimum), a character automatically regains one Sanity point at the start of each new adventure.

Success

A victory, no matter how small it may seem in the grand scale of things, can be a powerful healing force. Any time a character gains or improves a Talent or Resource, he regains one Sanity point. Simply learning a new Talent may improve the character's self-confidence or distract him from the dark terrors that stalk his sleep. A Resource might represent a new friend to talk over one's problems with (Ally), a promotion that brings more responsibilities, thus reducing the time one has to dwell on the cause of the horror (Rank), or simply having to devote your time to look after other people (Followers).

Sample Phobias

Below is a short list of example phobias. Note that we've left off many common ones on the assumption the Gamemaster common ones to avoid repetition, on the assumption the Gamemaster already knows of these, and those mentioned in the accompanying text. Gamemasters looking for others will find lists on the internet.

- * Acousticophobia (noise)
- * Aichmophobia (sharp or pointed objects)
- * Amathophobia (dust)
- * Amaxophobia (riding in a car)
- * Anthrophobia (people or being in company)
- * Astraphobia (thunder and lightning)
- * Automatonophobia (things that falsely represent a human being—not good for weird scientists)
- * Aviophobia (flying)
- * Bathmophobia (stairs or slopes)
- * Chaetophobia (hair)
- * Chirotophobia (bats)
- * Cleithrophobia (being trapped)
- * Coimetrophobia (cemeteries)
- * Coulrophobia (clowns; evil or otherwise)
- * Decidophobia (making decisions)
- * Ecclesiophobia (churches)
- * Enochlophobia (crowds)
- * Erotophobia (sexual love)
- * Erythrophobia (the color red)
- * Gelotophobia (being laughed at)
- * Gephyrophobia (bridges)
- * Gerontophobia (the elderly or growing old)
- * Halitophobia (bad breath)
- * Haphephobia (being touched)
- * Hemophobia (blood)
- * Hexakosioihexekontahexaphobia (the number 666)
- * Hoplophobia (weapons)
- * Hypnophobia (sleep)
- * Koinoniphobia (shared spaces)
- * Kosmikophobia (cosmic phenomenon)
- * Leukophobia (the color white)
- * Mechanophobia (machines)
- * Mnemophobia (memories)
- * Mysophobia (germs, dirt, contamination)
- * Nosocomophobia (hospitals)
- * Nostophobia (returning home)
- * Osmophobia (odors)
- * Pediophobia (dolls)
- * Pharmacophobia (medicines)
- * Sciophobia (shadows)
- * Siderophobia (stars)
- * Spectrophobia (mirrors)
- * Taphophobia (the grave, being buried alive)
- * Thalassophobia (the sea)
- * Trypanophobia (needles and injections)

Leagues of Gothic Horror

Corruption

Gothic Horror stories often play on morality. In general there are two extremes: the side of good, on which the heroes fight, and the side of evil, the domain of the villains. Unfortunately, there are no clear-cut boundaries, and a vast gray area exists in between. Those who stray from the path risk corruption. Note that the heroes don't have to be as pure as the driven snow. Most of us lie or cheat at some point in our lives, but that doesn't necessarily make us evil people. What we don't go around doing is murdering or torturing folk.

Evil acts can be very hard to adjudicate in roleplaying games. Heroes may be forced to lie, cheat, steal, and kill as part of adventures. Below are some basic guidelines to help the Gamemaster.

If an act involves harming others for a greater good when there is **absolutely no other option**, then the act is evil with a small "e." It is by its nature a necessary evil. Such acts, while bad, are never corrupting. A selfish or prideful act, or one which could possibly have been avoided in some manner, is still only evil, but it causes corruption. The Gamemaster must adjudicate carefully here, as this is within the gray area noted above. If the party searches for alternatives and can find none, then their course of action is very likely to be a necessary evil.

An action which harms or endangers others out of conscious decision or which could definitely be avoided is Evil (with a capital "E"). For instance, forcing an NPC to open a door because you suspect there is something nasty behind it is Evil, regardless of whether or not anything is waiting to rip the poor soul apart. Slaying a guard who could obviously have been avoided or subdued is Evil. Torture, murder, and rape are Evil.

Note that actions needn't be limited to physical acts. If you lie to someone, knowing full well that your lie could cause them serious harm, then the act is Evil—you are endangering the person as readily as stabbing them in the heart with a knife.

Gaining Corruption Points

Every dark act a player character commits generates Corruption. A necessary evil generates no Corruption, while an evil act which could have been avoided generates an automatic Corruption point. An Evil act is worth two or three points, depending on the nature of the act. Truly vile acts may warrant more severe punishment.

For every five Corruption points he earns, the dark soul automatically gains a new Flaw as his body, mind, or spirit is tainted by his wickedness. This is chosen by the Gamemaster and is not subject to debate. Five Corruption points are then removed. Suitable Flaws are listed below. At the Gamemaster's discretion, Physical Flaws may be accompanied by some unsightly bodily transformation.

Physical: Flea-infested, Hard of Hearing, Lamé, Low Pain Tolerance, Poor Vision, Sickly

Mental: Addiction, Coward, Delusion, Depressed, Envious, Gluttonous, Impulsive, Lazy, Malaise, Megalomania, Multiple Personalities, Obsession, Paranoia, Phobia, Short Temper

Social: Aloof, Animal Antipathy, Callous, Condescending, Disfigured, Dominant, Intolerant, Liar, Masochism, Repulsive, Righteous, Sadism, Speech Impediment, Stingy, Stubborn, Vain

Once a character has a concurrent number of Flaws in this manner in excess of his Charisma rating, he is permanently corrupted and lost to his darker side—it's time for the player to make a new globetrotter.

Removing Corruption

Corruption caused by poor moral decisions can be lowered by performing selfless and noble acts. Similarly, performing penance or receiving absolution after wholeheartedly confessing and regretting your act can cleanse the soul.

Each act deemed worthy by the Gamemaster allows the character to make a Willpower roll. Each success removes one Corruption point. Start with any recorded points. Once these are gone, remove a Flaw (giving the character five Corruption points) and reduce the Corruption points accordingly.

Removal of Corruption should never be easy. If it is given a token nod, then Corruption might as well be ignored, and the heroes can go around committing all the evil acts they wish. Such games may be fun for some groups, but they are not Gothic Horror and the characters are not heroes.

***Example:** Lord Blackheart has one Flaw gained through Corruption and 2 Corruption points. After long soul-searching, he is permitted to make a Willpower roll. He scores three successes. He erases two Corruption points, leaving him one more to find.*

Lord Blackheart removes the Flaw, and records five Corruption points. This is then reduced by one point (his remaining Willpower success), leaving him with no Flaw and four Corruption points. Lord Blackheart is on the road to cleansing his soul, but he remains perilously close to staining it again.

Fortune-Telling

The old gypsy hag who turns over the Death card from the Tarot deck as she promises to reveal the heroes' fate, the medium who contacts the spirit world and foretells doom, and the insane prophet who speaks of terrors in the dark—these are all staples of Gothic Horror.

Used wisely, fortune-telling can add atmosphere to your game and provide the heroes with clues as to the identity of, or how to overcome, their foe. Used too often, though, it becomes a crutch for the players or a

Concerning Matters Arcane & Metaphysical

parody that destroys the mood of the game. More importantly, the successful conclusion to an adventure should never rely solely on fortune-telling—the vagaries of die rolls or card draws may mean important clues are never revealed.

Basic System

Unless the Gamemaster is herself an actual fortune-teller, she will have little idea when the players may approach a fortune-teller or what they may ask. Fortune-telling thus requires a little forethought or quick thinking by the Gamemaster.

When called upon to reveal the future, the seer makes an Investigation: Enigmas roll at Difficulty 2. The more successes the fortune-teller gains, the more information the Gamemaster should reveal. On any failure, the Gamemaster may choose to wield the old “The fates are clouded” line and reveal nothing, or provide false information.

Fortune-telling is not an exact science, and no true practitioner promises full insight. Information should be imparted as cryptic clues the heroes must work out for themselves, not direct facts.

Example: *The heroes are hunting a vampire. Unsure where to go next, they approach Madam Marushka, a Gamemaster character gypsy seer, and cross her palm with silver. Madam Marushka rolls her dice.*

The Gamemaster already knows there is a vital clue in the local graveyard, but simply telling the players this adds no atmosphere to the game. Instead, she devises a quick set of clues to lead the party to the right place. She creates a simple table of information based on the number of successes scored.

Simple or Complete: *She decides the answer will be, “Search where the sleepers never awaken.” It doesn’t take a great leap of logic to work out this refers to a cemetery.*

Major: *She reveals a more specific clue, changing her answer to “Seek the sign of the two ravens where the sleepers never awaken.” The heroes know they are tracking a vampire nobleman whose family crest was a double-headed raven, but this snippet reinforces that knowledge and helps narrow down their search.*

Exceptional: *The Gamemaster imparts the information above, but also adds, “The raven conceals wisdom at its feet.” A moldy diary detailing his life story is contained in his mausoleum. Chances are the globetrotters would dig up the grave anyway, but this provides a direct clue to do so.*

Amazing: *The Gamemaster decides to tip off the characters that danger awaits them, but again in a cryptic manner. She imparts all the information above, but adds, “But beware the lone ravens!” The Gamemaster knows this refers to lesser vampires, servants of the master, who slumber beneath headstones marked with a single raven’s head.*

Using Cards

Instead of using dice rolls, Gamemasters can use a standard pack of cards to simulate a Tarot deck if the characters consult an NPC fortune-teller.

Turn three cards, completely ignoring their suit and value. As each one is placed face up, reveal a piece of information the heroes have already uncovered. Even though the Gamemaster is using information he already knows, in the game world it is knowledge known to the seer only through the cards. The fourth card you turn reveals the actual answer the heroes seek. The outcome is determined solely by the suit. Treat a Club as a Simple or Complete Success, a Diamond as a Major Success, a heart as an Exceptional Success, and a Spade as an Amazing Success.

Example: *The characters seek the same information as in the above example, but this time consult an NPC. The Gamemaster takes the opportunity to use cards for added flavor. He turns the first card and says, “You seek one who has cheated Death.” No great surprise there, since the adventurers already know they are after a vampire. After the second card is turned the Gamemaster opts to reinforce this by saying, “The fiend must take sustenance from the living to ensure his continued existence.”*

When the third card is revealed the seer adds, “He walks with the ravens.” Again, the heroes already know they seek a nobleman with a raven for a family crest. The final card, the one that matters, is then turned and read, with information revealed as per the previous example based on the suit.

You can use cards in other ways, as well. If the heroes must visit a fortune-teller as part of the adventure, you might decide to let fate determine the lair of the vampire based on the suit of a card. Here’s a very brief example.

Club: “The place where the sleepers never awaken” (a graveyard).

Diamond: “The fiend hides behind strong walls that sheltered him in life” (the vampire’s castle of old)

Heart: “God’s sight has left this place, now shrouded in darkness” (a ruined monastery).

Spade: “Seek the darkness within the rose that never blooms” (the cellars of The White Rose, a local inn or tavern already known to the heroes).



Magic is an ancient art, its origins dating back to the dawn of time, when man first sought to understand and control his environment. Though largely dismissed as nonsense following the Enlightenment and the Industrial Revolution, when science became the new magic, true magic has never gone away.

It is important to note that magic in *Leagues of Gothic Horror* is not fantasy magic. There are no fireballs or light-

Leagues of Gothic Horror

ning bolts, and spells are rarely cast with a casual wave of the hand. Though not for the faint-hearted, magic is not inherently evil. Like all forms of power, whether it is a force for good or evil depends on intentions of the user.

Traditions

Magic is a catchall term. Every magician belongs to a tradition, a style of magic that dictates how he invokes spells and the physical trappings he requires or actions he must perform to work his art. Mechanically, these different styles of magic have no effect on play. They are merely representative of how the sorcerer casts magic, and are thus roleplaying elements. While all magic involves complex ceremonies and the use of ritual paraphernalia, some traditions involve the conjuring and abjuring of spirits, while others involve focusing one's will upon bending reality.

For instance, a practitioner of Voodoo (Black Magic) might call upon the *loa* to animate a corpse, while a pagan priestess of the Norse pantheon (Old Ways) might ask Hel, the goddess of death, to release a spirit from her realm to inhabit a body. A ceremonial magician focuses his will through his ritual paraphernalia, while an animist may call forth a trickster spirit. Because of this, every type of sorcerer has access to every spell. However, sorcery is no different to any other action, and Corruption can quickly ensue if the caster uses his gift to harm or manipulate others without very good reason.

Animism

The shamans of Mongolia, the witchdoctors of Africa, and the medicine men of the American Indians: all of these traditions represent the practice of animism, one of the world's oldest forms of magic. It involves summoning and controlling both animal and human spirits, with the latter typically being ancestor spirits.

Paraphernalia: Animism is not a quiet form of magic. It requires dancing, chanting, and the playing of musical instruments. Hallucinogenic drugs are often used to break down the barrier between the physical and spiritual worlds. In game terms, the latter is a form of channeling extra magical energy (see below).

Black Magic

At its most basic, black magic is the use of magic for personal gain or to harm others, without care of the consequences. While it does cover devil worship, it isn't limited solely to that foul practice. Although Voodoo is a benevolent religion in the real world, *Leagues of Gothic Horror* follows the horror standard set down by Hollywood, and thus it falls under black magic.

Paraphernalia: Voodoo involves calling upon dark spirits and physical trappings such as animal sacrifices and bones, not to mention Voodoo dolls. Satanism re-

quires chants and dances, prayers, sacrifices, pentagrams, skulls, and black candles.

Ceremonial Magic

Also known as high magic (sometimes spelled "magick" by more pretentious sorcerers), ceremonial magic focuses on affecting the world through the caster exerting his will-power, his inner spirit, on reality. Otherworldly spirits are often summoned, but they serve merely to channel the will, not produce the end result directly.

Paraphernalia: Ceremonial magic involves occult robes and headgear, swords and cups, pentacles and circles, swords and wards, amulets and charms, chants and incantations, and incense and unguents.

Natural Magic

While it shares some similarities with animism, natural magic focuses on plants, animals, and the elements. Druidism, which is undergoing a major revival in the Victorian age, falls under this auspice.

Paraphernalia: Occult robes, grails, daggers, chants and prayers, incense, and unguents. Some practitioners dance their rituals into being, often while naked.

Old Ways

This is a generic term covering pantheistic pagan faiths. Although labeled as gods, these entities are nothing more than extremely powerful spirits. Civilized magicians in the Western world tend to call upon the gods of Egypt, most notably Isis, goddess of magic. Less civilized magicians invoke the names of the gods of the Celts or Vikings. Elsewhere, degenerate priests in Mesoamerica call upon the bloodthirsty gods of the Aztecs. When a magician learns this tradition she must pick a single pantheon. Example pantheons include Aztec, Babylonian, Celtic, Chinese, Egyptian, Greco-Roman, and Norse/Teutonic. Once chosen, this cannot be changed later.

Paraphernalia: The rituals and physical trappings vary depending on the gods being invoked. Calling upon the Egyptian deities often involves prayers and the burning of incense, while the Aztec deities require blood before they will answer a magician's call. Invoking the Viking deities involves the carving of runes and animal sacrifice (usually goats).

Magical Energy

"Magical energy" is a term used by charlatans and the uneducated. True sorcerers know that magic stems not from an external source, but from within themselves. When performing a ritual, the magician channels the power of her will to summon and bind spirits from beyond our realm of existence. In some instances the spirit is the actual worker of magic, the sorcerer merely issuing

Concerning Matters Arcane & Metaphysical

it orders. In others, the spirit is a focus for the magician's immense will. Certain locations and artifacts can help channel spirits, but they are rare, and most sorcerers must go without. When a practitioner needs extra power, she must either channel extra magic through herself or perform a sacrifice.

Channeling

When channeling extra magic, the magician suffers a nonlethal wound for each +2 Magic bonus. For the purposes of calculating Stun and Knock Out, treat magic damage as a single blow delivered immediately after making the Magic roll (see "Effects of Damage" in *Leagues of Adventure*). Sorcerers casting a ritual together may share this cost, spreading the damage out amongst themselves. The minimum damage that can be assigned to a participant is one point.

Blood Sacrifices

The release of life energy through sacrifice can greatly aid a magician. Though it is most often employed by those learned in the tradition of Black Magic, any magician channeling extra energy while invoking a ritual may cut himself and offer up a quantity of his own blood as a means of harnessing more power. Such an offering requires about a pint (see Channeling above), but it can mean the difference between success and failure. More potent still is offering the life of another creature, but this is a dark path to walk and is guaranteed to lead to Corruption.

Special knives are often used, and the sacrificial creature is typically immobilized while its blood is collected in a bowl or cauldron. The blood is consumed by the ritual, leaving only a burnt, black residue behind.

Sacrifices must be made immediately before or during the casting of a ritual—a magician cannot perform a sacrifice hours in advance and store the energy on the off-chance he decides to invoke a ritual later. Bonus dice gained from performing a sacrifice can be used to augment a single roll, or spread out over the duration of the casting as lesser bonuses to separate rolls.

Animal Sacrifice: Sacrificing an animal grants bonus dice equal to its Willpower rating. Such an act is evil and could have been avoided, and so earns the caster one Corruption point.

Human Sacrifice: A human sacrifice is far more potent, and far more wicked an act. The magician gains bonus dice equal to the victim's Body + Charisma + Willpower (there is a reason attractive women tend to be offered up as sacrifices).

Such an act is thoroughly Evil and deliberate. The magician earns an automatic five Corruption points (ensuring he gains a Flaw) if the target is unwilling, or three points if the victim offers their life of their own free will (only crazed cultists tend to do this sort of thing, and anyone hanging out with crazed cultists is likely to be well on the way to Corruption, anyway).

Casting Rituals

It takes time to work magic and even a small interruption can cause a ritual to fail. Unless defined otherwise under a specific ritual description, magical rituals are extended actions that require 20 successes to complete. Each roll represents six seconds (1 combat turn). These lengthy rituals are indicated by an "R" in parentheses after the name. Rituals can be performed from memory or from a text.

Memory

To cast from memory, the sorcerer must learn the ritual by heart. Missing even the smallest nuance will render the entire procedure useless.

Characters gain one memorized ritual for each Magic Skill level. The ritual must be of a rank equal to or less than her Magic Skill level. Additional rituals may be



Leagues of Gothic Horror

purchased as Skill Specializations. Rituals may also be purchased as Advanced Skill Specializations, granting a +1 bonus to the specific ritual for each additional level of Specialization (see Advanced Skill Specializations in *Leagues of Adventure*).

If the Gamemaster permits, rituals can also be learned through reading occult tomes. These obscure works are detailed later in this chapter.

Text

Alternatively, the magician may rely on a text to perform a ritual. Magical texts could be anything onto which words can be inscribed—scrolls, murals, pyramid walls, and even living skin. They can be in any language, and are often passed down in ancient tongues, or encoded in obscure languages.

Texts detail how to perform a ritual. Any sorcerer may attempt to cast it from the text, but she will suffer a –2 penalty if the ritual does not belong to her tradition. When casting from a text, the sorcerer may cast a higher level ritual than can be memorized, but suffers a –2 penalty per Skill level below the ritual. On the other hand, if a sorcerer has access to a text for a specific ritual while casting the same ritual from memory, she gains a +2 bonus so long as the written version matches her tradition.

Casting Time

Any ritual, whether it requires a single action or an extended action, can be made easier to invoke by increasing the casting time—see Time in *Leagues of Adventure*. The casting time can never be shortened.

Teamwork

Magicians can work together to make invoking rituals easier. In order to provide a Teamwork bonus, the helpers must be of the same tradition as the lead sorcerer. Helpers do not need to know the ritual being cast.

Magic Modifiers

Unless noted in the ritual description, use the following chart to determine Magic modifiers.

Magic	Modifier
Area of Effect	
None	+0
5 foot radius	–2
10 foot radius	–4
25 foot radius	–6
50 foot radius	–8
100 foot radius	–10
Range	
Character touches subject	+2

Subject is within 10 feet*	+0
Subject is within 100 feet	–2
Subject is within 1 mile	–4
Subject is within 10 miles	–6
Subject is within 100 miles	–8
Subject is within 1000 miles	–10
Miscellaneous (always apply)	
Caster channels extra magical energy**	+2
On ley line nexus***	+2
On ley line***	+1
Caster is unable to gesture	–4
Caster is unable to speak	–4
Each additional subject	–2
Taking another action while performing ritual	–4
Blood sacrifice (see text above)	Special

* The caster suffers a –2 penalty if she does not have direct line of sight to her target.

** The magician suffers a nonlethal wound and gains a +2 bonus. You character may channel additional magical energy to gain additional bonus dice.

*** See below for further information.

Ley Lines

The Earth is crisscrossed with arrow straight lines of magical energy. Some run for a handful of miles; others for many hundreds, even thousands, of miles. As far back as the Neolithic Age, and possibly even before that distant age, magicians tapped into ley lines to fuel their most powerful rituals.

The junctions where multiple ley lines converge are known as nexuses. The smallest are formed by just two ley lines, the largest by as many as a dozen. In game terms, the number of ley lines that form a nexus is irrelevant—they all grant the same bonus. Nexuses have always been important. In ages long past, ancient man raised Silbury Hill, Stonehenge, and the monumental Pyramids of Giza, among others, on nexuses. Later, followers of Christ positioned their great churches and cathedrals over them.

There is no map of global ley lines or nexuses. The Catholic Church, keen to eradicate pagan worship, destroyed virtually every record relating to them. Modern practitioners of magic have long known that certain sites allow them to harness more raw energy, but it is only now, ironically in the Age of Science, that they are beginning to map ley lines.

As a rule of thumb, most prehistoric monuments and temples and major churches (and their equivalent) sit on ley lines. Likewise, major monuments and cathedrals are almost always centered on ley line nexuses.

Concerning Matters Arcane & Metaphysical

Casting a ritual on a ley line grants a magician a +1 Magic bonus each round. The more powerful nexuses net him +2 Magic per round. This flow is constant and unlimited, and is thus available to any magician present. Like all magical energy, that which flows through ley lines has no morals—whether it is used for good or evil depends solely on the will of the caster.

Special Times

That many sacred sites located on ley line nexuses are also complex astronomical calculators is no accident. Ley lines radiate power all year round, but there are certain times when they grow in strength. It was at these times that ancient priests and magicians congregated to work rituals that at other times would have been far more difficult, a practice continued by their Victorian descendants.

Listed below are a number of special events that enhance the power a magician can tap into while standing on a ley line or at a nexus. These modifiers are cumulative with those listed in the table above and with each other should multiple special times occur simultaneously.

For instance, a magician on a ley line at midday on the summer solstice has a total +4 Magic bonus—+1 for being on a ley line, +1 for midday, and +2 for the solstice.

Midday and Midnight

Those who understand magic know why it is white magicians invoke their rituals at midday and black magicians perform theirs at midnight. It is at these times that ley lines swell with power, though only a minor amount and only for a single minute.

For 30 seconds (five combat turns) before and after midday or midnight, magicians on a ley line or nexus have an additional +1 Magic bonus per round.

Vernal and Autumnal Equinoxes

The two days a year when day and night are of equal length have always been important to magicians, for ley lines are charged with a modicum of additional power for the entire day.

During the vernal equinox (20 March), magicians gain an additional +1 Magic bonus from sunrise to sunset. During the autumnal equinox (22 or 23 September), the bonus is gained from sunset to sunrise.

Summer and Winter Solstices

The summer and winter solstices, when the hours of daylight are at their longest and shortest respectively, are the most potent fixed special times for magicians to gather on ley lines and at nexuses.

During the summer solstice (20 or 21 June), magicians gain a +4 Magic bonus for the one minute when the sun first breaks the horizon. For the rest of the day they enjoy a +2 Magic bonus.

The winter solstice occurs on 21 or 22 December.

Eclipses

Below is a list of the partial and total lunar eclipses and total solar eclipses that occur throughout the 1890s. Gamemasters should not feel constrained to stick to historical facts—if your scenario calls for a lunar eclipse in 1893 (when none occurs historically) or a solar eclipse across Great Britain, then one occurs. Use one of the entries below as a guideline for how long the eclipse lasts.

Total Lunar Eclipse

We have listed the periods of partial eclipse and totality in minutes.

- * 1891, 23 May: Partial 108; Full 80; Partial 108
- * 1891, 16 November: Partial 104; Full 84; Partial 104
- * 1892, 4 November: Partial 96; Full 46; Partial 96
- * 1895, 11 March: Partial 106; Full 96; Partial 106
- * 1895, 4 September: Partial 117; Full 102; Partial 117
- * 1898, 27 December: Partial 114; Full 90; Partial 114
- * 1899, 23 June: Partial 105; Full 90; Partial 105

Partial Lunar Eclipse

There is no totality during a partial lunar eclipse, which makes them weaker magical phenomena.

- * 1890, 26 November: Partial 18
- * 1892, 11 May: Partial 206
- * 1894, 15 September: Partial 112
- * 1896, 28 February: Partial 178
- * 1896, 23 August: Partial 186
- * 1898, 8 January: Partial 94
- * 1898, 3 July: Partial 184
- * 1899, 17 December: Partial 202

Solar Eclipses

Below is a list of the total solar eclipses that take place between 1890 and 1899, the rough location of where totality is longest, and the length of totality in minutes and seconds. To fit the game's use of six-second combat turns, we have rounded the seconds to the nearest multiple of six.

Date	Location	Duration
26 Apr 1891	Southern Ocean	4m 16s
16 Apr 1893	Western Atlantic (off the coast of NE Brazil)	4m 48s
29 Sep 1894	Southern Indian Ocean	1m 54s
9 Aug 1896	Southeast Russia	2m 42s
22 Jan 1898	Northern Indian Ocean	2m 24s

Leagues of Gothic Horror



For the minute before the sun sinks below the horizon, magicians have a +4 Magic bonus. Again, there is a +2 bonus during the rest of the day.

Lunar Eclipse

Lunar eclipses occur when the full Moon passes through the Earth's shadow. It requires the Sun to be on one side of the Earth and the Moon exactly opposite. A lunar eclipse is when the entire face of the Moon moves through the Earth's shadow. A partial lunar eclipse when only part of the Moon passes through the Earth's shadow.

We have included a list of all lunar eclipses that occurred during the 1890s on p. 47. During the minutes of partial eclipse before and after totality, a magician gains a +2 Magic bonus per round. During the minutes of totality, he gains a +4 Magic bonus per round.

Solar Eclipses

Unlike with a lunar eclipse, only a full solar eclipse

charges a ley line or nexus with energy, but it does so in massive quantities. A solar eclipse lasts for hours, but it is only the few minutes of totality that benefit magicians. For most of this time the magician gains an additional +8 Magic per round. During the 12 seconds (two combat turns) at the zenith of totality, the magician has a +16 bonus to his Magic.

Rituals

The rituals in this section are listed alphabetically. Although we have given them generic names that describe the effect of the ritual, players should be encouraged to give their rituals more flavorful names—Gothic Horror thrives on creating atmosphere. Equally, the physical trappings and effects of rituals should be described rather than ignored. For instance, casting Arcane Shield using Natural Magic may require a circle of oak leaves to be placed on the ground either before or as part of the casting process. The resultant magical effect, however, may take the form of a wall of spirits, or maybe nearby plants intercepting incoming attacks. To the caster, the ritual may be known as “Shield of the Oak.”

Alter Visibility (R)

Rank 2

This ritual changes the ambient lighting conditions in a specified area for better or for worse, as the caster decrees. The caster determines the change to the current visibility modifier (see *Leagues of Adventure*) before beginning the ritual. When the ritual is completed, the change takes immediate effect. For instance, a magician in complete darkness (–8 modifier) who succeeded at a two step improvement would make the lighting conditions within the designated area equivalent to dim light (–2 modifier). The effect remains for one entire combat or scene. Visibility modifiers cannot be lower than –8.

The Obfuscation ritual is subject to the typical area of effect and range modifiers, as well as the following:

Alter Visibility	Modifier
Per step visibility modifier is increased or decreased	–2

Notes: Depending on the tradition and environment, the ritual may take the form of cloudy skies or clouds parting to reveal the moon, dense fog, a glowing sphere of light, or a shroud of inky darkness with no obvious source.

Arcane Shield (R)

Rank 3

This ritual creates a protective circle or shield, deflecting attacks away from the caster and her allies within the area of effect. Upon completion of the ritual, they gain a +2 Defense bonus against all attacks, including ranged

Concerning Matters Arcane & Metaphysical

and area of effect attacks, for the duration of combat or until the end of the scene, and only so long as they stay within the protected area.

Arcane Shield	Modifier
Minor shield (+2 Defense bonus)	+0
Major shield (+4 Defense bonus)	-2
Divine shield (+8 Defense bonus)	-4

Notes: The protective circle must usually be drawn as part of the ritual. Salt and chalk are the most common ingredients, but black magicians may use blood. Candles, holy wafers, and such like are optional accompaniments.

Astral Projection (X)

Rank 3

The caster has learned to separate his spirit from his body, giving him the ability to travel anywhere in the world with amazing speed. The sorcerer may send his astral form to another place, enabling him to use his senses and make Perception rolls as if he were there. Although the astral form is capable of traveling long distances in the blink of an eye, such journeys are complicated and fraught with difficulty. The ritual is subject to range modifiers.

While his spirit is abroad, the caster's physical body lies unconscious, and is thus vulnerable to harm. A wise sorcerer casts this spell from the safety of his sanctum. The ritual is maintained as long as the caster desires, but while his astral self is abroad, his physical body still requires sleep and nourishment. Regardless of the form it takes, the astral projection cannot interact with the physical world, nor can it be affected by physical means. This power does not cancel penalties due to poor visibility or a target's concealment, however.

Notes: An astral projection may be completely invisible or appear as a shade or ghostly representation of the magician. The astral form might take the guise of an animal, through whose senses the magician works. While physical shells may be killed as normal, this does nothing to harm the astral self. A magician whose body dies is trapped in the mundane world as an astral spirit.

The astral form can be banished using Banish Spirit. If the result indicates permanent banishment, the ritual immediately ends. The unfortunate magician suffers one point of nonlethal damage per success over his Willpower x 2 scored on the Banish Spirit ritual, as his astral form snaps back into his dormant body.

Augury

Rank 4

This ritual allows the sorcerer to read the subtle influence of the spiritual realm on the physical world. The power of this ritual will reveal the answer to a single question, although answers are limited to "yes, no, or maybe."

In general, the more successes you score on a standard Magic roll, the more definitive the answer. Care

should be taking in phrasing questions, though, as the answers to follow-up questions become increasingly hard to interpret if any vagaries exist.

The ritual is subject to the following modifiers:

Augury	Modifier
Each additional question after the first	-2
Caster lacks anything to interpret (runes, tea leaves, etc.)	-4

Notes: Depending on the cultural background and tradition of the sorcerer, this ritual can be performed by reading the flight of birds, casting rune stones, the I-Ching, specially carved bones, the reading of tea leaves or the Tarot, or examining the internal organs of an animal sacrifice.

Banish Spirit

Rank 2

This ritual compels an otherworldly entity to depart the mundane world and return to its native plane of existence. While effective against ghosts, demons, and similar supernatural entities, it has no effect on vampires, werewolves, mummies, or other creatures of similar ilk.

The caster must make a single Magic roll as a standard action, including any appropriate modifiers. This ritual is subject to the typical range modifiers.

He must roll more successes than the target's Willpower rating. If successful, the spirit is banished for the remainder of the combat or scene. If you roll more successes than twice the spirit's Willpower, it is permanently cast back to its native realm.

If the caster fails outright or the spirit is banished only until the end of the scene, the otherworldly entity is immune to further Banish Spirit attempts from that caster for the next 24 hours.

Notes: In most cases the spirit simply fades from existence, though a summoned spirit may do battle with the target spirit. Rituals often require holy water or other blessed objects, speaking certain words of power, the forceful presentation of occult symbols, and the use of magic circles or pentagrams to contain the entity.

Beast Speech

Rank 1

This ritual allows your character to speak with a specific animal by making the appropriate chattering, growling, or squawking noises.

Your character can empathically communicate with the subject animal and exchange rudimentary concepts and information with it for the duration of combat or until the end of the scene.

While this power is in effect, you can use your character's Magic rating for Animal Handling rolls, including rolls to influence an animal's attitude.

The Beast Speech ritual is subject to the typical range modifiers, as well as the following:

Leagues of Gothic Horror

Beast Speech	Modifier
Animal is friendly	+2
Animal is unfriendly	-2
Each additional communication attempt	-2

Bless Weapon (R)

Rank 2

Certain creatures, most notably ghosts and werewolves, are susceptible only to magical weapons or weapons crafted from specific substances. This ritual enchants a weapon, granting it the ability to inflict harm on any and all such creatures.

The weapon also becomes impervious to damage caused by striking unearthly entities. One could slash a gargoyle without fear of the blade chipping or shattering. The effects of the ritual last for the duration of combat or until the end of the scene. The ritual is next to useless on ranged weapons—the weapon would be enchanted, but its ammunition would still be mundane, and it is the impact of the projectile that causes damage.

Notes: Rituals may require the weapon to be rubbed with specific oils and unguents, dipped in water from a sacred spring, blessed under moonlight, and such like.

Calm the Troubled Mind

Rank 2

This ritual helps heal the mind of a character who has suffered any form of mental trauma. In order for the ritual to be effective, the magician must lay his hands on the target. He then makes a Magic roll. Each successes restores one point of Sanity.

Calm the Troubled Mind	Modifier
Each additional casting of this ritual on same subject in the same week	-2
Psychotherapy has already been conducted this week	-2

Notes: While the ritual always requires the laying on of hands, it may have other requirements, such as the use of incense or crystals, sunlight or moonlight, or absolute silence in order to work.

Channel Dead

Rank 1

This ritual summons a deceased person's spirit in order to gain insight or information. The dead person does not know anything more than they did in life, though. An item connected to the person when they were alive, such as an article of clothing, a portrait or bust, or a lock of hair is required.

Make a Magic roll as a standard action. The caster suffers a penalty depending on the length of time the person has been dead, and must roll more successes

than the target's Willpower rating. If successful, the spirit is compelled to remain for the duration of the scene. If the caster rolls more successes than twice the spirit's Willpower, it must remain until the caster voluntarily releases it or until sunrise, whichever comes first. Once the spirit has been channeled, it need not obey commands, nor answer any questions. Often, the caster must make bargains or sacrifices to induce the spirit to speak.

The ritual is subject to the following modifiers:

Channel Dead	Modifier
Subject died one day ago	+0
Subject died one month ago	-2
Subject died one year ago	-4
Subject died 10 years ago	-6
Subject died 100 years ago	-8
Subject died 1000 years ago	-10
Subject died up to 5000 years ago	-12

Notes: This ritual might take the form of a séance, require a Ouija board, or summon the actual shade of the departed.

Control Animal

Rank 2

This ritual allows the caster to control the actions of an animal (a swarm counts as a single animal for these purposes) that is already present. Make a Magic roll as a standard action, including any appropriate modifiers. If the caster rolls more successes than the animal's Willpower rating, it must obey the caster's commands for one turn per extra success you rolled. If you roll more than double the animal's Willpower rating, it is under the sorcerer's control for the duration of combat or until the end of the scene. A controlled animal will defend itself normally and cannot be ordered to harm itself. The control is automatically broken if the animal is attacked or suffers any injury.

The Control Animal ritual is subject to the following modifiers:

Control Animal	Modifier
Animal is loyal	+2
Animal is an enemy	-2
Each additional control attempt	-2
Caster lacks line of sight to target	-2

Notes: This ritual has little variation in form—the caster summons the animal and then issues it orders. The Gamemaster may wish to limit the animals a magician can call upon, especially if she invokes Old Ways magic. For example, the Viking faith is most closely associated with bears, wolves, ravens, and horses.

Control Weather (R)

Rank 4

Weather magic is extremely potent, and only a fool care-

Concerning Matters Arcane & Metaphysical

lessly interferes with Mother Nature because of the unpredictable outcome of making major changes to the weather. Minor changes are relatively easy to achieve, but to change the weather in a dramatic fashion over a wide area requires tremendous magical energy. Note that as well as producing the conditions below, the magician can reduce existing conditions either in full or to a lesser effect.

Once the ritual is successfully invoked, the weather alters to match the conditions laid down in the ritual. Typically, changes take an hour or two to come into effect, remain for the duration determined in the ritual, and then return to normal over the next hour or two.

The Control Weather ritual is subject to the following modifiers:

Control Weather	Modifier
Effect	
Precipitation, light	+0
Precipitation, moderate	-2
Precipitation, heavy	-4
Precipitation, torrential	-6
Temperature (+/-)	-2*
Wind, light breeze (4-7 mph)	+0
Wind, moderate (13-17 mph)	-2
Wind, strong (25-30 mph)	-4
Wind, gale (39-46 mph)	-6
Wind, storm force (55-63 mph)	-8
Wind, hurricane (>74 mph)	-10
Area of Effect	
Small town	+0
Large city	-2
1000 sq. miles	-4
Area equivalent to Arizona or Germany (100-130,000 sq. miles)	-6
Area equivalent to North America or Western Europe	-8
Entire hemisphere	-10
Duration	
One hour	+0
Per 24 hours	-2

* Per +/- 10 F change, to a maximum of +/- 50.

Notes: Depending on ambient conditions, increased winds may lead to other effects, such as sandstorms or blizzards, or coastal flooding, not to mention structural damage for very high winds. Similarly, increased rainfall for a prolonged period may lead to wide scale floods, roads being washed away, and such like.

Elemental Fury

Rank 5

Through this ritual, the caster can command the forces of nature to attack an enemy. Make a Magic attack against all enemies in the area of effect (see Area of Effect Attacks in *Leagues of Adventure*). If the attack does caustic damage, the only modifiers that factor in to the target's Defense roll are armor and cover.

The Elemental Fury ritual is subject to the modifiers for both range and area of effect, as well as the following:

Elemental Fury	Modifier
Nonlethal damage	+2
Lethal Damage	+0
Caustic damage (1L)*	+0
Caustic damage (2L)*	-2
Caustic damage (3L)*	-4
Caustic damage (4L)*	-6
Caustic damage (5L)*	-8

* See *Caustic Damage* in *Leagues of Adventure*.

Notes: The targets can be hit with a falling tree, an avalanche, a tidal wave, a lava flow, or bolts of lighting. The exact nature of the attack should be determined by the immediate environment and the disposition of the caster.

Elemental Protection (X)

Rank 2

This ritual attunes the subject to a specific environment, providing supernatural protection from the elements and providing for his immediate needs. Thus, the caster could use this ritual to enable the subject to breathe underwater, travel through the desert without food or water, or survive a blizzard without shelter.

The caster must specify the type of environment when casting this ritual (such as arctic, underground, or underwater) and is protected against exposure, deprivation, drowning, and suffocation for the duration of combat or until the end of the scene (see *Leagues of Adventure*). More powerful versions of this ritual can even boost a target's defenses as conditions magically change to favor him.

The Elemental Protection ritual is subject to the typical range modifiers, as well as the following:

Elemental Protection	Modifier
Protection from the elements	+0
Each additional environment after the first	-2
Each additional subject after the first	-2
Minor protection (+2 Defense bonus)	-2
Major protection (+4 Defense bonus)	-4
Supernatural protection (+8 Defense bonus)	-8

Notes: The magician may be protected by a spirit, have his skin harden, body temperature rise or lower, or simply have the will to shrug off effects that cause lesser men to succumb to the environment.

Leagues of Gothic Horror

Empower (X)

Rank 1

This ritual bestows a blessing on friends and allies, boosting their skills and abilities. Upon completion of the ritual, one ally within range gains a +2 bonus to all Skill rolls, including attack rolls, for the duration of combat or until the end of the scene.

The Empower ritual is subject to the typical range modifiers, as well as the following:

Empower	Modifier
Minor Blessing (+2 Skill bonus)	+0
Major Blessing (+4 Skill bonus)	-2
Divine Blessing (+8 Skill bonus)	-4

Notes: Empower might simply boost the target's confidence, making him believe he is capable of greater acts, or summon a spirit to possess the target, imbuing him with an enhanced ability (much like a Teamwork bonus).

Fear

Rank 2

This ritual creates terrifying, realistic illusions in the minds of victims. The illusions, which encompass all five senses, might include seeing worms devour their flesh, spiders crawling on their limbs, flesh peeling from one's bones, or even flames scorching one's skin.

The caster makes a Magic roll modified for range, area of effect, and the desired Horror rating.

Fear	Modifier
Horror rating 1	+0
Horror rating 2	-2
Horror rating 3	-4
Horror rating 4	-6
Horror rating 5	-8

Form of the Beast (X)

Rank 5

This ritual allows the caster to transform into a specific animal, selected at the time he learns this ritual.

While in this form, he gains all the physical benefits of his new form while leaving his mental abilities unchanged. In game terms, the caster gains the physical Attributes and special abilities of the animal, but retains his own mental Attributes and Skills. However, the animal cannot speak. It can manipulate tools if it has appropriate digits. In addition, he retains the Talents, Resources, and Flaws from both his forms. Therefore, a caster with the One-Eye Flaw that transforms into a wolf would still have one eye after completing his transformation. This ritual lasts for the remainder of combat or until the end of the scene.

This ritual can be learned more than once, allowing the caster to transform into additional animal forms. Thus, one finds Form of the Jaguar and Form of the Rat as separate rituals. Regardless of the animal, the same rules apply.

The Animal Transformation ritual is subject to the following modifiers:

Form of the Beast	Modifier
Each Animal Follower level for the creature	-2
Each Size level difference between caster and creature	-2
Wearing clothing and armor	-2
Carrying weapons and equipment	-2

Harm

Rank 2

This ritual causes physical injury to an opponent. The caster makes a Magic roll modified for range versus an opponent's Body rating. Because the Attack is invisible, the opponent does not get to use her Active Defense. Each success inflicts one point of lethal damage on the target.

Notes: Depending on the tradition, this ritual might take the form of a seemingly natural effect, like a heart attack, summon an invisible animal spirit that claws and bites at the victim, summon a swarm of bees or biting insects, cause flesh to wither, induce drowning, open wounds as the caster slices a knife through the air, or even animate objects to fly at the victim. It should not involve balls of fire and lightning bolts.

Healing

Rank 2

This ritual heals injuries, instantly knitting wounds and erasing trauma. The caster must lay hands on the wounded person to heal her. Make a Magic roll—each success heals one lethal or two nonlethal wounds.

Healing	Modifier
Each additional healing attempt	-2
Injury more than one hour old	-2
Medicine roll has already been made	-2

Notes: The ritual may require the laying on of hands, poultices, and the like.

Hex/Greater (X)

Rank 2

This ritual bestows a curse on the caster's enemies. The caster channels negative energy into her target and those around him, penalizing their skills and abilities.

Upon completion of the ritual, one enemy within range suffers a penalty to all Skill rolls, including attack rolls, for the duration of combat or until the end of the

Concerning Matters Arcane & Metaphysical

scene. Cumulative castings against the same victim do not stack—only the highest modifier applies.

Hex, Greater	Modifier
Minor Hex (–2 Skill penalty)	+0
Major Hex (–4 Skill penalty)	–2
Infernal Hex (–8 Skill penalty)	–4

Notes: Curses may take the form of temporary spirit possession, acts of seemingly random misfortune, or the victim's own mind causing him to suffer problems because he believes he is cursed.

Hex, Lesser

Rank 1

A less dangerous but no less insidious version of Greater Hex, this ritual temporarily inflicts the victim with a minor physical or mental ailment. The caster makes a Magic roll modified for range. He must roll more successes than the target's Willpower rating. If successful, the victim gains one Flaw chosen by the caster for the remainder of the combat or scene. If he rolls more successes than twice the victim's Willpower, the Flaw remains for an entire day.

Hex, Lesser	Modifier
Per additional hex cast against same victim during same combat or scene	–2

Levitate (R)

Rank 2

This ritual allows the caster to manipulate items from a distance, moving them around or smiting them with magical force. Upon completion of this ritual, your character may use this power for the duration of combat or until the end of the scene.

If used to attack, the caster makes a single Magic roll versus the opponent's Passive Defense rating. Because the attack is invisible, the target cannot use her Active Defense against this attack. If successful, the caster inflicts an amount of nonlethal damage equal to the number of extra successes on their roll.

If used to manipulate an item, make a Magic roll modified by the object's distance and weight. A caster may choose to use the item, causing a spoon to stir or a sword to attack, but his dice pool is limited to his modified Magic roll or his appropriate Skill roll, whichever is lower.

Also, if the caster tries to manipulate multiple items simultaneously, he suffers a –4 penalty for each additional action, so levitating a candle while searching a room results in a –4 penalty to the Investigation roll.

Levitate	Modifier
Object weighs 1 lb. or less	+0
Object weighs 1–10 lb.	–2
Object weighs 10–25 lbs.	–4

Object weighs 25–50 lbs.	–6
Object weighs 50–100 lbs.	–8
Object weighs 100–250 lbs.	–10

Nature's Embrace

Rank 4

This ritual allows the caster to awaken and empower the spirit within otherwise passive plants, causing them to grow in stature and sprout animated tendrils to grapple and immobilize his enemies.

Make a Magic touch attack against all enemies in the area of effect (see Grapple in *Leagues of Adventure*). Resolve the grapple as normal, but opponents may make an opposed Strength versus the caster's Magic roll to attempt to break free. This ritual remains in effect for the remainder of combat or until the end of the scene.

The Nature's Embrace ritual is subject to the modifiers for both range and area of effect, as well as the following:

Nature's Embrace	Modifier
Thick vegetation (jungle)	+2
Typical vegetation (forest)	0
Low vegetation (grassland)	–2
Sparse vegetation (desert)	–4
Hostile environment (volcano)	–8

Notes: Animated plants are a horror staple. Some magicians awaken the natural spirit resident in the plant, while others call upon demons and spirits to inhabit the vegetation. Blood maybe used to feed the plant as part of the ritual, but this is not a firm requirement.

Premonition

Rank 5

This ritual provides insight into the future, conjuring a mental image of what is to come. Visions are often cryptic, but can be invaluable if one can decipher its symbolism. The future being foretold is only one of many possible outcomes, and the caster might be able to alter the events seen in the vision before they occur.

By making a Magic roll, the caster may gain prophetic insight into her current situation. In general, the more successes you roll, the more specific the information the caster gets. This information is at the discretion of the Gamemaster, and usually comes in the form of a series of dreamlike images. The caster might get a feeling that she should avoid a certain location, or might see the image of a stranger she encounters a week later, or even have a vision of a loved one dying unexpectedly.

Notes: While the end result is a vision, the ritual may require a pool of water or blood, a crystal ball, or a mirror into which the caster must gaze, or the use of burning incense, ingesting hallucinogenic plants, chanting, or drumming to produce the necessary state of mind.

Leagues of Gothic Horror



Raise Dead

Rank 4

This ritual reanimates a corpse, turning it into a mindless servant for a short period of time. Make a Magic roll, modified by range and the amount of decay, to reanimate a corpse. Although increasingly difficult to animate, larger creatures are both bigger and stronger.

Zombies remain under control of their creator for exactly 24 hours. After that, the ritual must be recast or the corpse will return to its inanimate state.

Raise Dead	Modifier
Decay	
Corpse is intact or well preserved	+0
Corpse is decayed or damaged	-2
Corpse is severely damaged or decayed	-4
Skeletal remains	-8
Size of Corpse	

Size 0 (No modifier)	+0
Size 1 (+1 Body and Strength bonus)*	-2
Size 2 (+2 Body and Strength bonus)*	-4
Size 4 (+4 Body and Strength bonus)*	-8
Size -1 (-1 Body and Strength bonus)*	+2
Size -2 (-2 Body and Strength bonus)*	+4

* Attribute bonuses and penalties factor into Secondary Attributes ratings, Attribute rolls, and Skill ratings

Notes: Most users of this ritual will be black magicians, though practitioners of Old Ways: Egyptian might consider it acceptable. Corpses might need to be soaked in blood or have runes or sigils carved into their flesh. Other variants might involve calling upon a spirit to give the lifeless corpse the semblance of life.

Rewind Time (R)

Rank 6

All men make mistakes. Some live with their errors. Others wish there was a way they could have their time again so as to make a different decision. The most powerful ritual yet discovered allows a magician to rewind the sands of time to a point of his choosing, albeit within just one year of the present.

The ritual is not a temporary jump back through time. Once time has been rewound, it ticks forward at its usual rate. What has previously occurred has not yet existed to the rest of the world, and thus there is no risk of creating an alternate future.

Only the caster is affected by the ritual and only he is aware that time has been rewound to a previous point. Although the future has not yet happened as far as everyone else is concerned, he retains full knowledge of events that occurred in his future, though whether he can alter them depends on what actions he undertakes with his second chance.

The ability to rewind time and play out one's actions in a different pattern is not one to be wielded casually, for such power has a devastating effect on the caster's body. For each casting, no matter the amount of time he rewinds, the magician loses a permanent point of Body. Should his Body ever fall to zero, he dies instantly on appearing in the past.

The Rewind Time ritual is subject to only the following modifiers:

Rewind Time	Modifier
Time	
To start of current combat or scene	+0
Up to one day	-1
Up to one week	-2
Up to one month	-4
Up to one year	-8

Notes: It is important the Gamemaster emphasize

Concerning Matters Arcane & Metaphysical

to any player intending on casting this ritual that travel back through time is in one direction only—he cannot hop backward, make a change that benefits him, and then return to his previous present to take advantage of that change.

The spell does have an effect on his fellows—any events that occurred between the spell being cast and the point in the past at which the magician arrives will not have happened except for the caster. Thus, any Experience points his fellows have earned in the intervening time were never earned. Should a player character ever learn this spell, the Gamemaster should keep a record of when Experience points were earned so any benefits bought with them can be erased as necessary.

Seal Portal (R)

Rank 2

This ritual allows the caster to close and lock all windows and doors within the area of effect, even those without locks or catches. The locks cannot be picked or pried—the only way for others to pass through while the spell is in effect is to destroy the physical window or door. The magician has no such prohibitions—he can open and close portals he has affected with ease.

The ritual is, in the grand scale of things, quite modest in scope, but it is not without its uses—magicians often have libraries and artifacts they wish to protect, and black magicians may use them to ensure sacrifices cannot escape their vile clutches before their meeting with fate.

The Seal Portal ritual is subject to the modifiers for range and area of effect, as well as the following:

Seal Portal	Modifier
Duration	
Until end of current combat or scene	+2
Up to one hour	+0
Up to one day	-2
Up to one week	-4
Up to one month	-8

Notes: The Seal Portal ritual rarely has a physical manifestation—the portals simply refuse to open without excessive brute force.

Sleep

Rank 3

The ability to induce magical sleep is not new. The tale of Sleeping Beauty, for instance, is a folk memory of this simple yet potent ritual.

In order to induce magical sleep, the sorcerer makes a Magic roll, applying any applicable modifiers, and compares it to the Willpower rating of each target. If he scores more successes than the victim's Willpower, the target immediately falls unconscious.

The magical slumber is especially deep—loud noises

or violent shaking will awaken him as if rousing him from a deep sleep, as will any physical damage, but normal conversation or gentle prodding is not sufficient. Unless awakened prematurely, the target automatically rouses when the duration expires.

The Sleep ritual is subject to the modifiers for range, as well as the following:

Sleep	Modifier
Duration	
Until end of current combat or scene	+0
Per hour of sleep	-2

Notes: Depending on his tradition, the caster may sing a lullaby, stab pins into an effigy of the target, or wave his hand in a mystic pattern and command his victim to sleep. As with all magic, some form of speech and action are required.

Spirit Binding (R)

Rank 3

Through this ritual, the caster is able to harness a spirit's power by binding it into an object known as a fetter. When casting this ritual, name one Skill or Talent.

The fetter provides a Skill bonus or bonus Talent to anyone holding the object, becoming in effect a short-term occult relic. Skill and Talent selection is subject to Gamemaster approval, and should be limited to those Skills and Talents that might tie into the caster's own background.

The fetter remains empowered but dormant until it is activated (a free action). Once the enchantment becomes active, the benefit lasts for the duration of combat or until the end of the current scene. When the ritual ends, the spirit escapes and the item retains no special powers. The caster must use some of her own power to seal the fetter, making it difficult to create additional ones.

The Spirit Binding ritual is subject to the following modifiers:

Spirit Binding	Modifier
Each additional fetter after the first	-4
Each additional Talent after the first	-2
Minor Blessing (+2 Skill bonus or level 1 or unique Talent)	+0
Major Blessing (+4 Skill bonus or level 2 Talent)	-2
Divine Blessing (+8 Skill bonus or level 3 Talent)	-4

Notes: A fetter can be any item, but most prefer items which are portable and decorative, such as amulets, rings, and brooches.

Spirit Sense

Rank 1

Leagues of Gothic Horror

This ritual allows the caster to attune herself to the spirit world, enabling the caster to sense the use of normally invisible supernatural powers. After completing Spirit Sense, the caster may substitute her Magic rating for her Perception rating on rolls involving detecting supernatural powers. Thus, she could use her Magic rating to perceive the use of telepathic powers, but would use her ordinary Perception rating to spot a patch of quicksand. The effects of this ritual last for the duration of combat or the remainder of the scene.

Notes: Spirit Sense might alter the magician's perception of reality, but it could just as easily involve a spirit that whispers to him.

Stage Magic

Rank 1

This ritual allows the sorcerer to perform a number of simple tricks more commonly associated with stage magicians. With a successful Magic roll, he can generate a puff of smoke, a brief flash of light, or a sudden breeze. At the Gamemaster's discretion, the sorcerer may generate other tricks, such as a cry for help or the sound of footsteps. Such effects are always very brief, typically lasting only a single combat turn.

Breeze: The magician summons a stiff but short-lived breeze. It is enough to rustle curtains or disturb papers, but lacks the strength to knock over objects weighing even as much as a pound unless they are very precariously balanced.

Flash of Light: If the caster rolls more successes than the Willpower of anyone within the area of effect who is facing him at the moment the ritual is cast, the victims suffer a -8 penalty to any physical actions for one combat turn as a result of being temporarily blinded. If he scores more than double their Willpower, the victims are blinded for one minute (10 combat turns).

Puff of Smoke: Obscures the caster until the end of the next combat turn, typically giving him enough time to beat a hasty exit, draw a weapon, grab an object, or such like. During this time opponents have a -8 visibility modifier.

The Stage Magic ritual is very weak. The breeze has a maximum range of 10 feet. The flash of light has a maximum area of effect of 10-foot radius. The puff of smoke covers only the caster.

Notes: The ritual requires only a brief word of power and a hand gesture. Most people will assume the magician is a stage conjurer employing some cheap trick rather than invoking true magic.

Summon Animal

Rank 3

This ritual allows the caster to summon and control animals. Choose a type of animal and an area of effect and make a Magic roll. If the animal (a swarm counts as a single animal for these purposes) is present within the area of effect and the caster rolls more successes than an animal's Willpower rating, it is compelled to obey the

caster's summons as quickly and directly as possible. If there is more than one animal present in the area of effect, the closest animal responds.

Once it arrives, it will remain friendly towards the caster for a number of turns equal to the number of extra successes rolled. The control is broken if it is attacked or suffers any injury during this time.

If the caster rolls more successes than twice an animal's Willpower rating, it is compelled to obey the caster's commands (even if attacked) for the duration of combat or until the end of the scene.

Summon Animal	Modifier
Each additional animal after the first	-2
10 foot radius	+0
100 foot radius	-2
1 mile radius	-4
10 mile radius	-6
100 mile radius	-8
Caster lacks line of sight to subject	-2

Notes: As per Control Animal (p. 50).

Summon Horror

Rank 5

This ritual summons a creature from another world, tearing a hole in the fabric of reality and creating a portal into another dimension.

Before he can invoke the dread ritual, the caster must first know the true name of an entity in order to summon it. Typically, this requires lengthy research: 10 to 20 successes on an extended Investigation roll while browsing collected magical tomes or a library with occult resources. Each roll takes an entire day.

Once this is done, the caster must make a Magic roll, modified by the power level of the entity, to open a portal and summon the creature. The caster must roll more successes than the creature's Willpower rating to summon it. If successful, the entity is compelled to remain for the duration of the scene. If the caster rolls more successes than twice the creature's Willpower, it will remain until released, or until another caster performs this ritual to banish it.

Summoners need to be very wary—the entity is under no obligation to obey commands or answer questions, but the caster may be able to bargain by offering additional sacrifices.

Summon Horror	Modifier
Creating a portal to another dimension	-10
Each Ally, Follower, or Patron level for the creature	-2
Retrying a failed summon attempt	-2

Notes: The Gamemaster determines the demeanor of this entity, but such entities are usually malevolent and seek to consume life and inflict suffering.

Concerning Matters Arcane & Metaphysical

Magical Texts

Magical texts allow the reader to increase his understanding of rituals at the cost of time and the risk of mental trauma. At the Gamemaster's discretion, these rules may be used alongside the ability to spend Experience points to gain new rituals, or as the only way for a caster to learn new rituals. A magical text might be a book, scroll, amulet, clay tablet, sliver of jade, sheet of human skin, or even a section of wall. If an object's surface can be written, carved, inscribed, or engraved upon, it can serve as a magical text.

Note: In games where Experience points can be used to purchase rituals, you cannot Take the Average on any roll when studying a magical text—the opportunity to learn rituals for free is fraught with the risk of failure and madness. This applies to the Academics: Occult, Investigation: Enigmas, and Sanity rolls equally.

The Basics of Magical Texts

Language: When creating a magical text, the Gamemaster should decide what language and/or script its author used. Any language can be used, but those of the Afro-Asiatic, Greek, and Semitic groups are common, as is Latin (Romance group).

Author & Publication: These have no relevance in game terms, and are included for flavor. Dates are Anno Domini unless otherwise stated.

Complexity: Few magical texts are modern works. As befits the age of older manuscripts, they are usually penned in cryptic or allegorical fashion so as to conceal the true knowledge they contain from outsiders, frequently use unexplained shorthand (the author knew what he meant and assumed fellow adepts would as well), are handwritten, most often in cramped style to save on parchment, and very rarely contain anything approaching a table of contents or index. Time, or the hand of witchfinders, may have destroyed passages or pages. Even if the basic text proves easy enough to understand, the rituals described in the work may not be immediately obvious to the reader, there being concealed over multiple pages or even hidden in pictures. Every tome has a Complexity rating between 1 and 5.

Horror Rating: All magical texts have a Horror rating. A low rating might stem from nothing more dramatic than excessively poor grammar or boring text that leaves the reader mentally drained. Higher ratings may involve grotesque images and vivid descriptions of bloody rituals or otherworldly creatures, or contain fiendish riddles and ciphers that gnaw at the reader's sanity, taxing his will as he endeavors to unravel their meaning. Every text has a Horror rating between 1 and 5.

Tradition: All magical texts are written by a practitioner of one magical tradition. Ceremonial is the most common tradition—most magical texts were penned

in Europe and that was the standard tradition. For Old Ways, the exact pantheon must be listed as well.

Contents: The Gamemaster must list the rituals the text contains. The rituals listed in the example texts starting on p. 59 are the ones most likely to be found, not an exhaustive list. Gamemasters may add others as they wish.

Translations

Every magical text once existed in just a single language—the language of its original author. Over time, magical texts may have been translated into other tongues.

Translations invariably suffer from errors. These might be caused by the translator's lack of knowledge concerning the original tongue or subject, nuances in the original language that do not translate well, sloppy editing, the deliberate watering down of certain passages, images or tables being altered or omitted, or the translator's lack of magical talent resulting in a failure to copy out rituals correctly or recognize them for what they are. As a result, perusing a translated book makes it harder for the reader to detect and learn rituals. On the plus side, they are often sanitized, meaning it is less likely the reader will lose his mind.

There is normally a path of progression when texts have been translated into multiple other tongues—subsequent translations are rarely translations of the original, but rather translations of an already translated copy. This typically occurs because the original works have been lost or destroyed, leaving later generations little choice but to use a translation as the basis for their work. Invariably this only compounds errors, making it increasingly more difficult to discern the rituals hidden within.

In the case of a translation, the Complexity rating increases by one and the Horror rating decreases by one. This applies each time the work is translated into another language. Regardless of how many times a work has been translated, the maximum Complexity rating is 7. The lowest Horror rating possible is 1—something of the original always remains.

Example: *The original Confessions of Witches (Complexity 2, Horror 2) was penned in German. An English translation might exist. A translated version has Complexity 3 and Horror 1. If the English translation was later translated into French, the third generation text would have Complexity 4 and Horror 1.*

Using Magical Texts

Simply flipping through a magical text is not enough to learn anything of great value (see **Skimming A Text** below). In order to grasp the true meaning of the work and unlock its secrets, the text must be read in its entirety and the knowledge painstakingly decoded. The time this will take is equal to the text's Complexity rating times 4 weeks (assumes 8 hours of reading and note-taking per day), i.e., a text with a Complexity rating of 4 will take 16 weeks of poring over it to understand.

After reading the text, the caster makes an Investiga-

Leagues of Gothic Horror



tion: Enigmas roll. If reader and text have the same magical tradition, the Difficulty is equal to the Complexity rating. Otherwise, the Difficulty is one higher than the Complexity rating. Success allows her an opportunity to learn one or more rituals (see below). Failure means the reader has wasted her time, having either failed to solve the enigmas or erroneously translated the work, missing the true meaning. She may attempt to study the text again by repeating the reading.

Learning Rituals: Each additional success on the Investigation: Enigmas roll gives the reader one opportunity to learn a ritual contained in the text. She picks a ritual from the text with a Rank rating equal to or lower than her Magic Skill level, and makes an Intelligence roll with a Difficulty as above. Success allows her to learn the ritual. Failure allows her to try again so long as she scored enough successes on the Investigation roll to make another attempt. Should she run out of chances, she must reread the text again in the hope of revealing clues and hidden secrets she missed before.

Note that it is possible for a caster to read a text only to discover she lacks the magical ability to actually learn any rituals by rote. In this case she must increase her Magic Skill and reread the text.

Regardless of whether she actually learns any rituals by rote, success on the Investigation roll means she can now cast all the text's rituals by referencing the text during casting (see page 46).

Horror Check: Whether or not she has deciphered

the text or learned any rituals, the reader must make a Horror check with a Difficulty equal to the book's Horror rating when she finishes studying to determine the mental strain she has endured. The Horror check is made only once—subsequent readings of the same tome ignore this step.

Example: Cecilia, an occultist and magician with Intelligence 3, Willpower 3, Investigation 6, and Magic 7, finds a copy of the *Codex Daemonologie* (Complexity 2, Horror 3). The Gamemaster rules it contains two rituals—*Spirit Binding* and *Summon Horror*—belonging to the Ceremonial tradition. Unfortunately, Cecilia practices Old Ways (Egyptian). This increases the Complexity to 3.

After spending 12 weeks studying the text, Cecilia makes her Investigation: Enigmas roll. She rolls six dice and scores a total of five successes. As the Difficulty is three, this gives her two attempts to learn a ritual.

Summon Horror is Rank 5, and Cecilia only has Magic at level 4, so she cannot try to learn that ritual (though she may cast it from the text). Since there is only one ritual left, she has two attempts to learn *Spirit Binding*. She makes her first Intelligence roll (Difficulty 3) but fails to score enough successes. Her second attempt results in three successes. This equals the Difficulty, so she learns the ritual.

Her Horror check has a Difficulty equal to the text's Horror 3 rating. Alas, she rolls just a single success on the dice. Having failed the roll by two, she reduces her Sanity by a similar amount.

Skimming a Text

By quickly reading through a text, the reader may gain insight into its contents and the likely rituals it contains. Doing so requires one hour times the Complexity rating. No Investigation: Enigmas roll is required if the reader understands the language.

Once complete, the victim must make a Horror roll. As he has not fully studied the text, the book's Horror rating is reduced by one. Should he later study the book properly, any Sanity points lost from skimming the volume are subtracted from any lost due to the extended reading.

Example: Sir John skims a copy of the *Book of Overthrowing Apep* (Horror rating 3). He makes a Horror roll against Difficulty 2 and suffers one point of lost Sanity. Months later, he reads the book in its entirety. This time the Horror roll is made at Difficulty 3. A bad roll sees him lose two points of Sanity. Since he had already lost a point from skimming the book, his detailed study results in just one lost point of Sanity.

Concerning Matters Arcane & Metaphysical

Sample Magical Texts

Below is a sample of magical texts. These can be used straight off the page, or as the basis for the Gamemaster's own arcane creations. At the Gamemaster's discretion, these works may be held in the libraries of Leagues such as the Ghost Club and Magicians' Circle. Members in good standing may borrow them in the same way as borrowing weird science artifacts (see sidebar on p. 15).

Alexandria Codex

Language: Latin; **Author:** Unknown; **Publication:** 15th century; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Augury, Premonition

The Codex is actually a collection of manuscripts. Among the contents are stories concerning the Trojan War and Alexander the Great, and numerous articles devoted to divination and fortune-telling. The Codex is a translation from earlier copies, which were written in Slavic tongues from the 10th to 14th centuries. Only one older copy is known to exist, and it lies in the hands of a private collector.

The Barrett Letters

Language: English; **Author:** T. Macready; **Publication:** 1872; **Complexity:** 3; **Horror:** 1; **Tradition:** Ceremonial; **Contents:** Astral Projection, Calm the Troubled Mind, Empower, Levitate

According to the author, the tome is based on a series of letters entrusted to him by a Tibetan lama in 1869. Written by Stirling Barrett, a late 18th century British explorer, the letters recount how he discovered a hidden valley deep in the mountains. The lamas who lived in this paradise (it was eternally spring) taught Barrett a number of secret magics that gave him the power of mind over matter. The last letter, and thus the book, ends with the cryptic phrase, "I am now prepared to journey to the world within."

Being the True Method by Which Life Was Given to That Which Had Previously Expired

Language: German; **Author:** Victor Frankenstein; **Publication:** 1832; **Complexity:** 3; **Horror:** 3; **Language:** German; **Tradition:** Ceremonial; **Contents:** Raise Dead

This unique volume purports to be the true notebook of Victor Frankenstein. Instead of being a man of science, as told by his biographer, Mary Shelley, Frankenstein was a magician, astrologer, and alchemist. The text provides instructions on stitching together corpses to create composite entities, as well as various means by which life may be imbued into lifeless flesh and bone. Much of the biographical material is a forgery, intended to give the

tome an air of credibility and acceptance as an historical work rather than an occult text. The sections detailing how to raise the dead, however, are quite accurate.

Option: In a standard *Leagues of Adventure* game, this work contains no ritual. Instead, it explores the technological method by which Frankenstein created his Monster. In place of Academics: Occult, the reader makes a Medicine roll. Each success nets him one Experience point. These bonus Experience points should be recorded separately, as they can only be put toward acquiring the Spark of Life Talent.

More importantly, so long as the globetrotter has gained a minimum of one Experience point in this way, he can take Spark of Life without needing the Weird Science Talent. Unless he has Weird Science, however, he is limited to biological creations (regardless of what Skills he has). Any shortfall can be made up by normal Experience points.

A character cannot simply study the book over and over again to gain endless Experience points, though. Once he has gained three Experience points in this manner, the Complexity rating increases to match the accumulated number of Experience points gained so far from reading the book—it becomes harder and harder to pry new knowledge from the text and images.

Example: *Ludwig studies the text and manages to gain two Experience points. The second time he reads it the Difficulty remains at 3. He manages to earn two more Experience points, bringing him to four in total. The third time he reads it, the Difficulty is 4—the same as his total Experience point gain.*

Ludwig decides to take the Spark of Life Talent. Since he has 4 Experience points accumulated from reading the book, he need only spend 11 Experience points from his normal pool. He lacks the Weird Science Talent, so he can only create and animate biological constructs.

The Black Pullet

Language: French; **Author:** Unknown **Publication:** 18th century; **Complexity:** 2; **Horror:** 1; **Tradition:** Ceremonial; **Contents:** Spirit Binding

The text takes the form of a narrative, in which a French officer taking part in Napoleon's expedition to Egypt is taught magic by a mysterious Turk.

As well as detailing various means of creating enchanted amulets, rings, and talismans, the book discusses the creation of the Black Pullet, a bird synonymous with the hen that lays golden eggs (a variant of a goose in one of Aesop's Fables). The secret of the creation is not spelled out, leading occultists to believe it is hidden somewhere in the text.

Book of Dzyan

Language: English; **Author:** Unknown; **Published:** Unknown; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Summon Horror

An ancient esoteric scripture, the Book of Dzyan may be related to clay tablets read by James Churchward in

Leagues of Gothic Horror

1882. The first mention of the Book of Dzyan appears in 1871, when Madame H. P. Blavatsky, co-founder of the Theosophical Society, made passing reference to it.

According to her, it concerns an "elder race" who inhabited the globe before modern man (possibly the progenitors sought by the Sumeria Club, of which Churchward was a member). She goes on to say that the book is a translation of an earlier volume, which was written in the now-lost language known as Senzar.

Hard to comprehend, the persistent globetrotter who pores over it will find it contains rituals for the summoning of terrible creatures

Book of Overthrowing Apep

Language: Ancient Egyptian; **Author:** Unknown; **Publication:** c. 15th century BC; **Complexity:** 3; **Horror:** 3; **Tradition:** Old Ways (Egyptian); **Contents:** Alter Visibility, Bless Weapon, Elemental Fury, Nature's Embrace

Egyptian mythology held that the sun god Ra descended each night into the underworld. There, he traveled in his solar barque through 12 gates, each representing an hour of the night, before reemerging on the other side of the world as the rising sun. But his journey was never a smooth one. Ra's mortal enemy was Apep (known to the Greeks as Apophis), a snake deity, a lord of darkness and evil.

Each night, Ra battled with Apep, aided by his mortal priests, who conducted rituals to thwart the night demon's goal of capturing Ra to plunge the world into total darkness. Such was the fear of Apep that the Egyptians wrote entire texts on defeating the snake-demon. Of these, the most powerful scroll was The Book of Overthrowing Apep, a collection of spells and incantations.

Book of Soyga

Language: Latin; **Author:** Unknown; **Publication:** 16th century; **Complexity:** 5; **Horror:** 4; **Tradition:** Ceremonial; **Contents:** Augury, Spirit Binding

Once owned by Doctor John Dee, a leading Elizabethan-era occultist, astrologer, mathematician, and imperialist, this manuscript covers topics ranging from magic and astrology to demonology and the genealogy of angels. Within its 197 leaves are 36 large squares of letters. Dee, a genius by any standards, failed to decipher these. This is unfortunate for those following in his footsteps, for within them are the keys to unlocking the rituals within. The text is not in any way horrifying.

What devours the reader's sanity is the seemingly indecipherable mystery of the letter squares. Dee himself became fixated with solving the riddle, eventually suffering a nervous breakdown and a decline in health that led to his death.

The Book of the Dead

Language: Ancient Egyptian; **Author:** Unknown; **Publication:** c. 1550 BC; **Complexity:** 2; **Horror:** 2;

Tradition: Old Ways (Egyptian); **Contents:** Arcane Shield, Banish Spirit, Healing

Perhaps the most famous work of the ancient Egyptians, the Book of the Dead details funerary rites and protective spells that help guide a soul past the many dangers that lie in wait on its journey to the afterlife. Egyptologists dismiss the notion that any of the spells, and there are many, might actually be true sources of magic, but for those who understand the original language (the various translations into modern languages lose a lot of hidden meaning and contain no true rituals) the Book of the Dead is a valuable grimoire.

Chaldean Chronicles

Language: Greek; **Author:** Unknown; **Publication:** 2nd century; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Augury, Banish Spirit, Control Weather, Spirit Sense

The Chaldean Chronicles is a mystery poem. They exist only as a series of fragmentary texts, and much of what remains is Greek commentary. Perhaps an inspiration for gnostic teachings, the Chronicles speak of Intellects and rituals and codes of conduct for purifying the soul, so to release it from the needs of matter and limitation, and as a means of defending oneself against the powerful demons, whose dark realm lies between those of gods and mortals.

Who wrote the texts is unknown. The current form is attributed to Julian the Theurgist (a magician who served with the Roman army in what is now Transylvania) and his father, Julian the Chaldean. Others claim they were the work of Zoroaster.

Translations: William Wynn Westcott translates the Chaldean Chronicles into English in 1895. An original copy, if any survive, would have been penned in Chaldean, an ancient language in the Semitic family.

Clavis Salomonis

Language: Latin; **Author:** King Solomon; **Publication:** 14th century; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Arcane Shield, Banish Spirit, Channel Dead, Elemental Protection, Empower, Lesser Hex, Seal Portal, Spirit Binding

Although attributed to the Biblical King Solomon, the original text was written in the Middle Ages, likely by Jewish kabbalists. The many rituals and means to create 44 magical pentagrams (referred to as seals) are described as works of God, not magic or deals with Satan. In game terms they are all of the Ceremonial tradition.

Translations: The original version was written in Hebrew. Only one copy is known to exist, and that rests in the British Library. Historically, a second copy is unearthed in 1903. Other translations include Greek (15th century), English (1572), French (1641, as well as 18th century versions), as well as lesser and later versions in Latin. Aside from the original Hebrew versions, the other editions are inferior, having fewer true rituals (Gamemaster's choice as to which ones).

Concerning Matters Arcane & Metaphysical

Confessions of Witches

Language: German; **Author:** Hans-Otto Bothe & Wilhelm of Magdeburg; **Publication:** 1515; **Complexity:** 2; **Horror:** 2; **Tradition:** Natural; **Contents:** Control Weather, Greater Hex, Lesser Hex, Sleep

Written by two German witch-finders operating in the early 16th century, this volume recounts their lengthy and detailed interrogations of dozens of witches. In the course of their confessions, the witches revealed the secret charms and incantations by which the weird sisters cursed their many victims.

Cryptomenysis Patefacta

Language: Latin; **Author:** John Falconer; **Publication:** 1685; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Augury, Channel Dead, Premonition

"The Art of Secret Information Disclosed without a Key" was published in 1685 and is attributed to John Falconer, a Scottish clergyman, though his authorship is not proven. Although an occult tome, the trappings of the text and the rituals contained therein deal with entreating with angels.

The Ethonic Manuscript

Language: Latin; **Author:** Unknown; **Published:** 1482; **Complexity:** 4; **Horror:** 4; **Tradition:** Ceremonial; **Contents:** Elemental Fury, Fear, Lesser Hex, Nature's Embrace*

This vile manuscript was so feared by the Vatican during the Middle Ages that only a handful of copies survive. Had it spoken about known cults and deities it might perhaps have survived persecution, but the unnamed author discusses powerful entities that dwell far beyond the realm of sanity. These "Old Gods," as they were called, are utterly alien and totally hostile to mankind. Such was their foul physical form that even to glance at one was to risk total and permanent insanity.

Worse, some of these mindless, elemental creatures of chaos and destruction were, so the author claims, already on, or rather under, the Earth. Slumbering deep underground in caverns measureless to man and held captive behind potent magical wards set in place by elder priests and magicians who lived in the age before the Deluge, they can be released only for short periods by those who know their dread names and who have the willpower to summon them.

* *This version transforms plants into slimy black tentacles. How the spell looks has thus changed, but how it works has not.*

Das Kloster

Language: German; **Author:** Johann Scheible; **Publication:** 1845-49; **Complexity:** 2; **Horror:** 2; **Tradition:** See below; **Contents:** See below

Published in 12 volumes, Das Kloster ("The Cloister")

is a collection of magical and occult texts, folklore, superstition, and fairy tales dating from the German Renaissance of the 15th and 16th centuries. Only two of the volumes contain any true occult knowledge.

Volume 3 (*Christoph Wagner, Don Juan Tenorio und verschiedene Schwarzkünstler und Beschwöre*, pub. 1846) concerns itself with oracles, pacts with Satan, and necromancy. It has a Black Magic Tradition and contains the Augury, Channel Dead, and Summon Horror rituals.

Volume 9 (*Mythologie der Volksfragen und Volksmärchen*, pub. 1848) details folk tales and remedies. It has a Natural Magic Tradition and contains the Spirit Binding ritual.

De Nugis Curialium

Language: Latin; **Author:** Walter Map; **Publication:** 12th century; **Complexity:** 2; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Beast Speech, Form of the Beast (adder), Spirit Sense

This medieval manuscript was written by an English courtier who visited several European courts as part of his duties and studies. At each place he visited, he collected anecdotes, which he wrote up as "Trifles of Courtiers." Some of these are historically accurate, some are fanciful interpretations, and others are entirely fantastical. Among the many topics covered are the origins of the Wild Hunt, the founding of the Knights Templar, tales concerning faeries, a collection of vampire stories, and satirical pieces comparing various courts to those of Hell.

The high Complexity comes from the length of the book and the difficulty in separating true rituals from the various fictional spells listed in the tales.

De Praestigiis Daemonum

Language: Latin (translations exist in English, French, and German); **Author:** Johann Weyer; **Publication:** 1563; **Complexity:** 3; **Horror:** 2; **Tradition:** Black Magic; **Contents:** Empower, Spirit Binding, Summon Horror

Written by the famous demonologist Johann Weyer (1515-88), the work claims to be an exposition of frauds who claim to traffic with devils, rather than provide instruction in the dark arts. In the course of his writing, Weyer inadvertently included several actual rituals. Weyer was opposed to the witch trials, openly claiming that instances of supposed magic were psychological tricks rather than a display of supernatural powers.

The appendix (which was also published separately under the title *Pseudomonarchia daemonum*, and only contains the Summon Horror ritual) contains a list of demons, their titles, and the powers attributed to them.

Dictionnaire Infernal

Language: French; **Author:** Jacques Auguste Simon Collin de Planc; **Publication:** 1818; **Complexity:** 4; **Horror:** 2; **Tradition:** Black Magic; **Contents:** Spirit Binding, Summon Horror

Leagues of Gothic Horror

Written by Jacques Auguste Simon Collin de Plancy (1793-1881) and first published in 1818, this illustrated work looks at the hierarchy of Hell, catalogues demons, and delves into folklore, anecdotes, superstitions, traditions, and other matters pertaining to demons.

Though the author did not realize it, some of the material he copied from other sources and the illustrations he had drawn up for the 1863 edition (the final edition published) contained cryptic clues to unlocking means of contacting demons.

The high Complexity comes not from reading the text, but from the hardship in finding all the pieces of the puzzle and deducing the true picture.

Dogme et Rituel de la Haute Magie

Language: French; **Author:** Eliphas Levi; **Publication:** 1856; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Astral Projection, Control Weather, Empower, Spirit Binding

Written by Eliphas Levi (1810-75), one of the leading occultists of the 19th century, the two volumes are treatises on ritual magic.

The main beliefs espoused in the work are that the material universe is only a fragment of the total of reality, and that magic comes not from an external source, but from imposing one's will on others. An English version, entitled *Transcendental Magic, its Doctrine and Ritual*, is published in 1896.

Dürr-i Mehnûn

Language: Turkish; **Author:** Ahmed Bican; **Publication:** 1453; **Complexity:** 5; **Horror:** 3; **Tradition:** Ceremonial; **Contents:** Beast Speech, Control Weather, Elemental Fury, Summon Animal

Written as a cosmography, albeit in prose form, this hefty manuscript is divided into 18 chapters covering topics such as the nature of Heaven and the heavens, the surface of the Earth and its creatures, mosques and cities, the duration of life, places destroyed by God's wrath, and occult science. Although never printed, around 100 copies survived into the 19th century.

Its high Complexity stems from the length of the work and the difficulty in reading through the prose to the rituals concealed within.

Galdraþótt

Language: Icelandic; **Author:** Unknown; **Publication:** c. 1600; **Complexity:** 3; **Horror:** 2; **Tradition:** Old Ways (Norse); **Contents:** Control Weather, Empower, Fear, Healing, Greater Hex, Lesser Hex, Sleep

This small manuscript contains 47 spells covering a variety of topics. Differences in handwriting imply at least four separate authors were involved with its creation, with the final book being compiled after several decades of additions. Unfortunately for magicians, most of the spells are gibberish.

Grand Grimoire

Language: Latin; **Author:** Alibek the Egyptian; **Publication:** 1522; **Complexity:** 4; **Horror:** 3; **Tradition:** Black Magic; **Contents:** Augury, Empower, Fear, Raise Dead, Summon Horror

Also known as *Le Dragon Rouge* ("The Red Dragon"), many occultists consider this extremely rare volume to be one of the most powerful and dangerous occult tomes. It is said that within its pages is hidden a ritual to summon Satan so that the magician might strike a deal with the Devil in order to gain even more power. Others say it holds the true name of God, allowing the reader to gain the power of true creation.

Actively rooted out and burnt by zealous witchfinders, it is among the rarest of the occult tomes.

The Great Book of Saint Cyprian

Language: Portuguese; **Author:** Saint Cyprian; **Publication:** 1849; **Complexity:** 3; **Horror:** 3; **Tradition:** Black Magic & Ceremonial; **Contents:** Arcane Shield, Healing, Lesser Hex, Spirit Binding

Although authorship is attributed to Saint Cyprian, the first appearance of this text happens some 1600 years after his death. Oddly, it is written in both the ceremonial and black magic traditions, with sections and spells for curing and protection as well as summoning and binding hellish imps by means of pacts with Satan.

The Complexity rating for Investigation: Enigmas rolls is 3 if the reader has either of the listed traditions. When learning the rituals, Arcane Shield and Healing are of the Ceremonial tradition while Lesser Hex and Spirit Binding are Black Magic.

The book has already gained a bad reputation. Many Christians, especially Catholics, consider it a sin to even touch the cover. According to Portuguese folklore, reading the book from back to front summons Satan.

Optional: Reading the book from back to front increases the Complexity Rating to 4. Doing so allows one to try and learn the Summon Horror ritual.

Gypsies, Being the True Means by Which They Make Pacts with Satan

Language: German; **Author:** Anonymous; **Publication:** 1546; **Complexity:** 2; **Horror:** 2; **Tradition:** Natural; **Contents:** Augury, Lesser Hex, Spirit Sense

Gypsies have long been persecuted in Europe. In 1545, barely concealed animosity turned into horrific violence when the Diet of Augsburg, the legislative body of the Imperial Free City of Augsburg (Bavaria) declared that killing a gypsy was not murder. This volume, written in the form of an exposé accusing gypsies of trafficking with Satan, fanned the fires of hatred. Interest in the book was rekindled in 1710, when Holy Roman Emperor Joseph I ordered the hanging of all male gypsies.

Despite being a patchwork of blatant lies and anti-

Concerning Matters Arcane & Metaphysical

gypsy rhetoric intended to stir up anger, it does include true gypsy rituals, though none have any origins with Satan or black magic.

Journeys on the Astral Plane

Language: Latin; **Author:** Dr. John Dee; **Publication:** 1594; **Complexity:** 2; **Horror:** 3; **Tradition:** Ceremonial; **Contents:** Astral Projection

Penned by Doctor John Dee, this thick tome describes in laborious detail Dee's own supposed trips through the astral realm to wondrous other lands, which he claimed dominion over in the name of his queen. Modern critics claim it is naught but Dee's recordings of his fevered dreams, coupled with an allegorical reference to his desire to see England expand her overseas holdings, but hidden within its flowery and oft-rambling text is the ritual for projecting an astral form.

Kitab Sirr al-Asrar

Language: Arabic; **Author:** Unknown; **Publication:** 10th century; **Complexity:** 4; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Augury, Empower, Fear, Premotion

The Kitab Sirr al-Asrar ("Book of the science of government: on the good ordering of statecraft") takes the form of a long letter sent by Aristotle to Alexander the Great. In it, the philosopher discusses matters ranging from statecraft and ethics to astrology and magic.

Translations: This manuscript, as the unknown author ascribes, is not the original. In the text he claims it was copied from a Syriac translation of a Greek original. If these older works still exist, the Syriac version would have Complexity 3, Horror 3, while the original Greek would have Complexity 2, Horror 4.

Although out of favor since 1550, the Kitab Sirr al-Asrar was an extremely popular work during the High Middle Ages, boasting many translations. The Arabic version was translated into Hebrew, Persian (Iranian language group), and Turkish. The Latin version, the *Secretum Secretorum* ("The Book of the Secret of Secrets"), is the most widely known version. All versions translated directly from the Arabic copy have Complexity 5, Horror 1.

Such was the book's popularity that later translations from the Latin exist in Czech, Russian, Croatian (Slavic group), Dutch, German, Icelandic, English, Catalan (Romance group), Castilian (Romance group), Portuguese, French, Italian, and Welsh. All these works are Complexity 6, Horror 1.

Note: There is a completely separate work on alchemy known as the Kitab al-Asrar ("Book of Secrets") in Arabic and *Liber Secretorum* in Latin. It is a common source of confusion with the above text.

La Très Sainte Trinosophie

Language: French; **Author:** Comte de Saint Germain; **Publication:** late 18th century; **Complexity:** 4; **Horror:**

3; **Tradition:** Ceremonial; **Contents:** Astral Projection, Empower

The Most Holy Threefold Wisdom (its English title) is a 96-page book divided into a dozen sections, each representing one of the signs of the zodiac.

The main text is quite easy to read and is typical occult mumbo-jumbo, speaking of a grand conjunction that will see the death of the current world and the birth of a new one. The true knowledge the book hides is contained with magical symbols, strange glyphs, missing letters, ancient words and phrases, and a series of ciphers. The devious code provides a framework of initiation into greater mysteries.

Liber de Nymphis, Sylphis, Pygmaeis et Salamandris et de Caeteris Spiritibus

Language: Latin; **Author:** Philippus Aureolus Theophrastus Bombastus von Hohenheim (aka Paracelsus); **Publication:** late 16th century; **Complexity:** 3; **Horror:** 2; **Tradition:** Natural; **Contents:** Control Weather, Elemental Fury, Elemental Protection

Written in the 16th century by Paracelsus, the renowned German-Swiss alchemist, physician, and occultist, this work explores the nature of elemental beings. These he labeled as gnomes (earth), salamanders (fire), sylphs (wind/air), and undines (water). Paracelsus provides methods by which these elemental spirits might be summoned for protection or to inflict harm on others.

Malleus Maleficarum

Language: Latin; **Author:** Heinrich Kramer & Jacob Sprenger; **Publication:** 1486; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Arcane Shield, Spirit Sense

Published in 1486, the "Hammer of Witches" became the *de facto* witchfinders' handbook. Divided into three sections, it concerns itself with arguing for the existence of witchcraft, describing occult practices, and means of confronting and combating them. By piecing together veiled references and cryptic passages, the work actually demonstrates how to use magic (of divine origin, naturally) to detect the presence of supernatural entities, as well as shielding oneself against their many fell powers.

Munich Manual of Demonic Magic

Language: Latin; **Author:** Unknown; **Publication:** 15th century; **Complexity:** 2; **Horror:** 3; **Tradition:** Black Magic; **Contents:** Channel Dead, Raise Dead, Summon Horror

Named because it rests in the Court Library in Munich (Germany), this unique manuscript primarily deals with matters concerning demonology and necromancy. Whether more copies once existed, or indeed still exist, has kept occultists trawling through libraries for centuries.

Leagues of Gothic Horror



On the Cult of Moloch & Its Barbaric Practises

Language: Hebrew; **Author:** Unknown; **Publication:** c. 14th century; **Complexity:** 2; **Horror:** 4; **Tradition:** Black Magic; **Contents:** Fear, Harm, Summon Horror

Worshipped by the Canaanites and Phoenicians, and sated with the blood of children sacrificed by flame, over time Moloch has become a prince of Hell who rejoices in the lamentations of mothers.

First published in 1483 in Toledo, Spain, this work has been passed down from cultist to cultist over the centuries, each adding their own learning to the forbidden knowledge within. Although written as an exposé of the cult's practices of torture, degradation, and human sacrifice, its descriptions are so precise that, in the wrong hands, it serves as a guidebook to deriving power from the worship of Moloch.

Written in Hebrew, the book's existence was used by King Ferdinand as evidence of Jewish fell practices, thus helping to legitimize the Alhambra

Decree of 1492, which resulted in the expulsion of the Jews from Spain. That it is written in Hebrew is simply because the Jews were the first to recognize and speak out against the vile cult. King Solomon himself was the cult of Moloch's direst foe, wreaking great destruction upon the worshippers of the barbaric deity. It is only a cruel twist of fate that the text's language served as a pretext for the persecution and execution of so many Jews during the Spanish Inquisition.

Recollections of Morgan le Fey

Language: Welsh; **Author:** Morgan le Fey; **Publication:** c. 14th century; **Complexity:** 2; **Horror:** 2; **Language:** Welsh; **Tradition:** Natural; **Contents:** Bless Weapon, Healing, Lesser Hex, Sleep

Many tales concerning the infamous Arthurian sorceress exist. In the earliest literature she was more a creature of spirit than flesh, one of nine sisters from the Isle of Avalon. Later chroniclers linked her to King Arthur by blood and to Merlin as a pupil, and have her a more scornful, mistrusting, and spiteful figure. Yet even these versions label her a skilled healer, who used her powers for good before sliding toward darkness.

This volume, written in archaic Welsh, is a first person narrative. The story is convoluted, as if the author is trying to unfit the various myths into a single history. Although authorship is attributed to Morgan le Fey, it is more likely the work dates from the 14th century.

Musaeum Hermeticum

Language: German; **Author:** Lucas Jennis; **Publication:** 1625; **Complexity:** 3; **Horror:** 3; **Tradition:** Ceremonial; **Contents:** Empower, Spirit Binding

A compendium of alchemical texts, it concerns modern alchemical methodology. Concealed within the text are the procedures by which power may be imparted into mundane objects through alchemical means and recipes for a variety of potions and powders that augment those who consume them.

Translations: A Latin translation of 1678 increases the number of pages to an impressive 863. This adds very little, but serves admirably to obfuscate the magical rituals. This grossly inflated version has Complexity 5 and Horror 2.

On Masterie of Beastes

Language: English; **Author:** Sir Roger Midcombe; **Publication:** 1719; **Complexity:** 2; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Beast Speech, Control Animal

This slim volume begins by quoting Genesis Chapter 1, Verse 26. Building on the premise that man is the rightful ruler of all beasts by divine right, the work continues by describing various arcane means by which he may communicate with creatures of the air, earth, and water, and force them to obey his will. Despite its religious beginnings, the main text does not concern itself with dogma or theology.

Concerning Matters Arcane & Metaphysical

Shams al-Ma'arif

Language: Arabic; **Author:** Sheikh Ahmad bin Ali Al-buni; **Publication:** 13th century; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Augury, Banish Spirit, Spirit Binding

Before printed versions were available, three hand-written manuscripts existed. Each has a different length, and which one might be the true original is unknown. The book focuses on how to communicate with angels, genies, and other spirits through magic squares and the use of letters and numbers.

Sibylline Books (Libri Sibyllini)

Language: Latin; **Author:** The Hellespontine Sibyl; **Publication:** c. 6th century BC; **Complexity:** 4; **Horror:** 3; **Tradition:** Old Ways (Roman); **Contents:** Augury, Premonition

Roman tradition that a sibyl (a female oracle) offered the last king of Rome, Tarquinius, nine books of prophecies, but at a very great price. The king refused to pay, upon which the sibyl burned three and then offered the remaining six at the same price. Tarquinius again refused, and three more were put to flame. Finally, the king purchased the last three volumes at the original price.

The Sibylline Books were supposedly destroyed in A.D. 408, when they were used by the people to rally against the government of Flavius Stilicho, whose rule was being threatened by the Visigoths. Oral evidence suggests they were in fact looted by the Visigoths during the pillage of Rome in A.D. 410. Where they might lie now (if indeed they still exist) is a mystery many occultists are keen to solve.

As well as predicting events now long past (which were, of course, the future at the time its writing) and prescribing means to honor the gods, hidden within the books is the secret to predicting future events. Like all prophetic works, they are extremely cryptic.

Sixth and Seventh Books of Moses

Language: German; **Author:** Unknown; **Publication:** 1849; **Complexity:** 4; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Banish Spirit, Channel Dead, Healing, Lesser Hex, Spirit Binding

This text claims to be authored by Moses, though no copies are known before 1849. Still, the author reveals how the secret wisdom was passed down from Moses to the priests, and then later to a secret brotherhood.

The unknown author insists they are two lost books concerning the Biblical prophet, though there is nothing to substantiate such claims. The rituals involve the summoning of heavenly spirits. It was through these, so the author says, that Moses worked the miracles attributed to him in the Old Testament.

Translations: The book is very popular in German-speaking communities in North America, where a new German language printing was made in 1865. An English translation was produced in 1880.

Song of the Grail

Language: English; **Author:** Unknown; **Publication:** 1763; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Healing, Raise Dead

On the surface, this tome takes the form of a narrative recollecting the quest of Sir James Fitzivens, a medieval knight, to find the secret of the Holy Grail and cleanse his soul of various (but never described) sins. Yet it is also an academic work, its author using the allegory of the quest to compare various Grail-like objects and their associated myths across history and cultures.

The text is a rambling work somewhere between poetry and prose. It begins with various elements of medieval Arthurian lore and Grail romances. As the hero progresses on his quest, the nature of the Grail changes as Irish folktales concerning the Cauldron of the Dagda (no man who ate from it was ever unsatisfied) and the Cauldron of Bran (corpses placed in the cauldron would return to life) are introduced. Though the anonymous author claims the tale is both true and of Late Medieval origin, there is no record of its protagonist or his narrative until the book's publication in 1763.

La Sorcière

Language: French; **Author:** Jules Michelet; **Publication:** 1862; **Complexity:** 3; **Horror:** 4; **Tradition:** Black Magic; **Contents:** Control Animal, Healing, Greater Hex, Levitate, Spirit Binding, Summon Horror

The author of this work proposes that the origin of medieval witchcraft was rebellion at the oppression imposed by feudalism and the Catholic Church. Women, he continues, suffered the most, and thus it was they who were at the heart of witchcraft.

The book is divided into two parts. The first is a loose narrative concerning the activities of a group of witches. What begins as a new religion intended to give them spiritual freedom slowly becomes decadent and dark. In part two, the author details a number of witch trials.

Although sympathetic to the cause of peasants and women in the Middle Ages, Michelet did not deliberately set out to write an occult book. However, repeating known tales from folk lore invariably led to their accidental, and obfuscated, inclusion.

Translations: An English translation is printed in 1863. The modern language coupled with a faithful reproduction means that the Complexity and Horror of this version are as per the original text.

Sortes Astrampsychi

Language: Latin; **Author:** Astrampsychus; **Publication:** Unknown; **Complexity:** 2; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Augury

Pieced together from dozens of fragments of unknown date, this slim volume contains detailed instructions for fortune-telling by means of throwing lots and how to read the results.

Leagues of Gothic Horror

Translations: The only known translation is a 10th century Byzantine codex of the same name written in Greek. However, the pagan elements of the text have been replaced with Christian ones. Although this has made the ritual more difficult to learn, it has not reduced its effectiveness.

The Twelve Labors of Hercules

Language: French; **Author:** Etienne de la Roche; **Publication:** 1754; **Complexity:** 3; **Horror:** 2; **Tradition:** Natural; **Contents:** Empower

The author, an occultist and early student of anthropology, explores the Twelve Labors of Hercules not as mythical or heroic tasks, but as a progressive series of ritual initiations taking him up the hierarchy of an unnamed nature cult. Through completing the dozen tasks (a metaphor for progressively harder mental tests and complex ritual challenges), Hercules (a metaphor for the aspiring candidate) grows in spiritual power.

Theatrum Chemicum

Language: Latin; **Author:** Various; **Publication:** 1602-1661; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Bless Weapon, Empower, Spirit Binding

Published in six volumes, the "Chemical Theatre," a collection of writings by various authors, is considered the leading work on alchemy. Although they contain essays on different topics by different authors, studying any one of the volumes is sufficient to learn the rituals.

Option: A globetrotter who owns and has successfully studied a single volume gains +1 to rolls to design and create one-use occult relics that take the form of potions, salves, and so on. For each additional volume in the set he owns and has successfully studied, he gains a further +1 bonus (max. +6 for the complete set).



When a character takes the Mentalism Talent, he must choose one psychic power from Telepathy, Telekinesis, Extrasensory Perception (ESP), or Cloaking.

Each psychic power has at least one unique Talent associated with it. Mentalist characters may learn this as per the general rules for acquiring Talents.

Cloaking

Cloaking is the ability to cloud men's minds. The individual will show up on film, but by the time the film is processed, he is probably long gone.

When cloaking, the mentalist chooses the level of concealment, such as making himself blurry (–2 penalty),

shadowy (–4 penalty), or virtually invisible (–8 penalty). These penalties stack with other visibility modifiers, to a maximum of –8. To hide oneself, make a Willpower roll, modified by the degree of concealment desired (see below).

Compare the number of successes rolled to any opponent's Willpower rating within range. If the mentalist rolls more successes than his opponent's Willpower rating, he suffers the visibility penalty as long as he remains in the cloaking area of effect. If he rolls more successes than double his Willpower rating, the mentalist may speak to or even attack his opponent without dropping the cloak.

This power lasts one scene, but it is automatically cancelled if the mentalist interacts with an observer in some way (such as speaking or attacking), or is successfully spotted. To spot the mentalist, an onlooker must beat him in a contested roll of Perception (including penalties) versus the mentalist's Stealth roll. Once the cloak is cancelled, it can be re-activated by making another Cloaking roll, including any applicable modifiers.

It is easier for the mentalist to maintain superior cloaking when it is already difficult to see. If the mentalist initiates the cloak in a concealed area (such as in the shadows), he only suffers a penalty for the difference between the preexisting concealment and the desired increase in level of cloaking.

Thus, a character beginning in light fog (–2 penalty) that wants to make himself shadowy (–4 penalty) could do so by making a cloaking roll without a penalty; essentially, the fog gave him the first level of cloaking. If he exits the fog, he must roll again to maintain his shadowy appearance (with a –2 penalty) or become merely blurry. Re-entering the area of poor visibility automatically upgrades the level of concealment.

Cloaking Modifiers

Cloaking	Modifier
Visibility	
Become blurry (–2 visibility penalty)	+0
Become shadowy (–4 visibility penalty)	–2
Become invisible (–8 visibility penalty)	–4
Area Effect	
10 foot radius	0
25 foot radius	–2
50 foot radius	–4
100 foot radius	–8
Miscellaneous	
Character exerts himself*	+2
Taking another action while maintaining Cloak	–4

* Each time the mentalist exerts, she takes one non-lethal wound and gains a +2 bonus. The mentalist may exert multiple times to gain additional bonus dice.

Concerning Matters Arcane & Metaphysical

Enshroud

Prerequisites: Cloaking

The mentalist is able to extend the cloak to one or more people near him.

Benefit: The mentalist may extend his cloak to other people, or use it to cloak an object or creature. He suffers a -2 penalty for each additional person cloaked in the area of effect plus an additional -2 penalty for each Size level above 0. If the people move outside the mentalist's area of effect, he must increase the range of the cloak to cover them or they will become uncloaked.

Normal: The mentalist cannot cloak other people or large objects.

Advanced: You may purchase this Talent up to three times. The mentalist may ignore up to a -4 penalty at second level and up to a -8 penalty at third level.

Extrasensory Perception

Extrasensory Perception (ESP) is the ability to see, hear, and otherwise notice things that cannot ordinarily be detected. The psychic may project his senses to another location and make Perception rolls as if he were there. When using ESP, roll a number of dice equal to the mentalist's Willpower rating x 2.

Senses projected in this fashion are temporarily shut off at the mentalist's actual physical location, while he sees, hears, touches, tastes, and smells as if he were in the new location. Thus, the mentalist might be able to peer over an opponent's shoulder at a hand of cards even while seated across the poker table, or eavesdrop on a conversation that takes place three blocks away. This power does not cancel penalties due to poor visibility or a target's concealment.

ESP Modifiers

ESP	Modifier
Range	
Location is within 10 feet	+0
Location is within 100 feet	-2
Location is within 1 mile	-4
Location is within 10 miles	-6
Location is within 100 miles	-8
Location is within 1000 miles	-10
Miscellaneous	
Character exerts himself*	+2
Each additional subject	-2
Taking another action while using ESP	-4

* Each time the mentalist exerts, he takes one nonlethal wound and gains a +2 bonus. The mentalist may exert multiple times to gain additional bonus dice.

Precognition

Unique

Prerequisites: ESP

The mentalist gains a limited ability to discern the future.

Benefit: By making an ESP roll, the mentalist can seek prophetic insight into his situation. The more successes rolled, the more specific the information he gets.

This information is always at the Gamemaster's discretion, and usually comes in the form of a series of cryptic, dreamlike images. The mentalist might get the feeling he should stay home on a certain day in March; he might see an image of a strange statue and then find it for sale a week later; or have a vision of a river of blood flowing from one of two doors.

Each additional attempt made in the same day incurs a cumulative -2 penalty.

Normal: The mentalist cannot perceive the future.

Psychometry

Unique

Prerequisites: ESP

Psychometry, also known as psychoscopy, is the ability to read objects that have become imbued with strong psychic resonance. Such resonance typically occurs after an intense emotional experience. Simply by holding an object, the mentalist can make associations to previous owners or deeds the object was used to commit. Objects with no strong resonance are much harder to read.

Benefit: By making an ESP roll, the mentalist may gain insight into an object's past. The more successes rolled, the more specific the information. This information is always at the Gamemaster's discretion, and usually comes in the form of a series of cryptic, dreamlike images.

The mentalist might get the feeling of the owner's gender and perhaps a set of initials; he might receive an impression of the area the owner lived, such as from a smell or certain sounds; or he might be startled to see his hands covered in blood, evidence the object was used to commit a fell deed.

Normal: The mentalist cannot read objects.

Psychometry Modifiers

Psychometry	Modifier
No strong psychic resonance	-4
Event occurred one day ago	+2
Event occurred one month ago	-1
Event occurred one year ago	-2
Event occurred 10 years ago	-4
Event occurred 100 years ago	-6
Event occurred 1000 years ago	-8
Event occurred up to 5000 years ago	-10

Leagues of Gothic Horror

Miscellaneous

Character exerts himself*	+2
Taking another action while using Psychometry	-4

* Each time the mentalist exerts, he takes one nonlethal wound and gains a +2 bonus. The mentalist may exert multiple times to gain additional bonus dice.

Mind Over Matter

Mind Over Matter is the ability to deaden the effects of physical pain and trauma through the power of one's will. A mentalist who has mastered this art can endure damage that would render others incapacitated.

When using Mind Over Matter, roll a number of dice equal to the mentalist's Willpower rating x 2.

A mentalist rendered exhausted or disabled may make a Mind Over Matter roll to ignore his physical state. The number of successes rolled is the number of combat turns the mentalist may perform all three actions normally without suffering further injury.

Furthermore, if knocked unconscious or dying, a successful Mind Over Matter roll to remain conscious allows him to ignore the penalties for having a negative Health rating. Again, the number of successes equals the number of combat turns the ability functions.

If the mentalist is rendered unconscious, he automatically loses his concentration and the benefits of his Mind Over Matter immediately end. He may, of course, use the power again immediately after he regains consciousness.

Being able to ignore pain and trauma in no way means the patient is healed. A mentalist who fails to remember his precarious state of health may suddenly find himself collapsing and dying, or worse being killed because he thought he was uninjured.

Mind Over Matter Modifiers

Mind Over Matter	Modifier
Each additional attempt	-2

Healing Trance

Unique

Prerequisites: Mind Over Matter

The mind is a powerful organ and, under the right circumstances, it can induce the body to work wonders. When in a suitable state of deep relaxation, it can, for instance, aid with speedy recovery from even the most serious injuries.

Benefit: Unlike the Heal ritual, Healing Trance is not a miracle cure that instantly repairs physical damage. In order to function, the patient, who can include the mentalist, must be placed in a deep trance.

The trance cannot be induced at range—it requires the mentalist to both touch and speak to the patient. The patient must also be willing—it cannot be used to incapacitate an opponent.

When placing the patient in a trance, the mentalist makes a Mind Over Matter roll. The number of successes indicates the maximum number of hours the trance lasts. For each hour spent in the trance, the patient heals one point of nonlethal damage or converts one point of lethal damage into nonlethal. As with conventional healing, nonlethal damage is always healed before lethal.

While in the trance, the patient is physically helpless and has virtually no awareness of his surroundings. Loud noises or violent shaking will awaken him as if rousing him from a deep sleep, as will any physical damage, but normal conversation or gentle prodding is not sufficient. Ending the trance prematurely immediately ends the healing effect. Left alone, the patient will remain in the trance until the duration expires, at which point he awakens naturally.

Normal: The mentalist cannot place people in a healing trance.

Healing Trance Modifiers

Healing Trance	Modifier
Each additional attempt	-2
Injury more than old hour old*	-2
Medicine roll has already been made	-2

* When the trance begins.

Psychic Surgery

Unique

Prerequisites: Mind Over Matter

Benefit: A mentalist with this ability can perform two related feats. First, by placing his hands on a person and making a Mind Over Matter roll, he can diagnose any physical illnesses or injuries. This psychic feat functions exactly as Medicine: Diagnosis.

Second, he can perform painless surgery without the need for surgical instruments by pushing his fingers through the patient's flesh in order to remove debris (such as bullets or shrapnel) and biological matter (such as tumors). This psychic ability functions exactly as Medicine: Surgery.

Normal: The mentalist cannot diagnose patients without a full physical examination and he cannot perform surgery without cutting their flesh.

Telekinesis

Telekinesis is the ability to move objects through pure thought. This ability can be used to strike an opponent or to manipulate an object.

Concerning Matters Arcane & Metaphysical

If used to strike, the mentalist channels raw telekinetic power into a focused blast. To make a Telekinetic attack, roll a number of dice equal to the mentalist's Willpower rating x 2 versus his opponent's Passive Defense rating. Because the attack is invisible, the target cannot use her Active Defense against this attack. If successful, the mentalist inflicts an amount of nonlethal damage equal to the number of extra successes on your roll.

If used to manipulate an item, make a Telekinesis roll modified by the object's weight (see below). The object can also be used, such as using a pen to write or a hatpin to pick a lock, but the mentalist's dice pool is limited to his modified Telekinesis or appropriate Skill roll, whichever is lowest. If the mentalist tries to manipulate multiple items simultaneously, he suffers a -4 penalty for each additional action. For example, turning a steering wheel and working the lever results in a -4 penalty to drive a submersible.

A character can also use telekinesis to wield weapons. As with manipulating an object, the roll is the weapon damage plus the modified Telekinesis roll or the appropriate combat Skill roll, whichever is lowest. The user must take penalties to his Telekinesis roll to raise his Telekinetic strength to the minimum weapon strength. Also, Telekinesis effectively operates like a single hand, so the strength required for a two-handed weapon increases by one.

Telekinesis Modifiers

Telekinesis	Modifier
Range*	
Object is within 10 feet	+0
Object is within 25 feet	-2
Object is within 50 feet	-4
Object is within 100 feet	-6
Weight	
Str 0: Object weighs 1 lb. or less	+0
Str 1: Object weighs 1-10 lb.	-2
Str 2: Object weighs 11-25 lb.	-4
Str 3: Object weighs 26-50 lb.	-6
Str 4: Object weighs 51-100 lb.	-8
Str 5: Object weighs 101-250 lb.	-10
Miscellaneous	
Character exerts himself**	+2
Each additional subject	-2
Taking another action while using Telekin-	-4
nesis	

* The mentalist must have direct line of sight to use Telekinesis.

** Each time the mentalist exerts, he takes one non-lethal wound and gains a +2 bonus. The mentalist may exert multiple times to gain additional bonus dice.

Telekinetic Shield

Unique

Prerequisites: Telekinesis

The mentalist is able to use his Telekinetic ability to block attacks.

Benefit: Make a reflexive Telekinesis roll when attacked. Any normal Defense bonuses provide a bonus to the mentalist's Telekinesis roll as well. If the mentalist rolls more successes than his opponent's attack, it is deflected and does no damage. If his opponent rolls more successes, the mentalist takes damage equal to the number of extra successes. If the mentalist loses his Active Defense, he loses his Telekinetic Shield as well. In addition, the mentalist may attempt to shield other characters as well, suffering a -2 penalty per five foot area of effect.

Normal: The mentalist cannot block attacks with telekinesis.

Telepathy

Using telepathy, a character can read another person's mind or project thoughts into his head. When projecting thoughts, the target knows someone else is speaking, and may recognize the telepath's "voice" if he has previously identified himself or if he knows him well. Reading someone's mind is unobtrusive, and the target is unaware of the telepath unless he announces herself.

When using Telepathy, roll a number of dice equal to the mentalist's Willpower rating x 2. If the mentalist rolls more successes than the subject's Willpower rating, the mentalist can read the subject's surface thoughts. These thoughts may appear in a jumble of words, images, or emotions, but the mentalist will have a good understanding of what they mean.

If the mentalist rolls more than twice an opponent's Willpower, the mentalist may probe deeply into his target's mind to read memories and deep feelings. In this case, the telepath has free access to anything the subject knows, but may only dig up one piece of information per extra success on the Telepathy roll.

Telepathy Modifiers

Telepathy	Modifier
Range	
Character touches subject	+2
Subject is within 10 feet*	+0
Subject is within 100 feet	-2
Subject is within 1 mile	-4
Subject is within 10 miles	-6
Subject is within 100 miles	-8

Leagues of Gothic Horror

Subject is within 1000 miles	-10
Miscellaneous	
Character exerts himself**	+2
Each additional subject	-2
Taking another action while using Telepathy	-4

* The mentalist suffers a -2 penalty if he does not have direct line of sight.

** Each time the mentalist exerts, he takes one non-lethal wound and gains a +2 bonus. The mentalist may exert multiple times to gain additional bonus dice.

Mind Control

Unique

Prerequisites: Telepathy

The mentalist can read and influence the thoughts of a subject, allowing him to control another person.

Benefit: To control an opponent's mind, make a Telepathy roll including any appropriate modifiers. If the mentalist rolls more successes than their opponent's Willpower rating, she must obey the mentalist's silent commands for as long as he is successful in maintaining control. The victim can make an opposed Willpower roll every turn in an attempt to regain control.

If the mentalist rolls double their opponent's Willpower rating, she is the mentalist's to control until he chooses to stop or cannot continue (such as if rendered unconscious).

In both cases, a controlled opponent will defend herself normally and cannot be ordered to harm herself.

Normal: The mentalist cannot control minds.

Modify Memory

Unique

Prerequisites: Telepathy

The mentalist can modify or erase the memories of another person.

Benefit: To modify or erase another person's memories, make a Telepathy roll including any appropriate modifiers. For each success over his opponent's Willpower rating, the mentalist can erase or modify an hour of the target's memories counting back from the present. He could, for instance, make the target forget he saw the mentalist or convince him he saw a different person altogether. The mentalist cannot, however, erase future events. For instance, if he makes a guard forget he saw the mentalist enter a building he will need to make another roll to make the guard forget he saw him leave.

Erased or modified memories cannot be restored by any means other than a second memory alteration—this time to replace the lost memories. Since the victim cannot recall what he has forgotten, the mentalist must know the truth to be of any effectiveness. The target can recall true or forgotten events under hypnosis, but he immediately forgets them upon waking from the hypnotic trance.

Modify Memory can also be used to help those who have suffered mental trauma within the past hour, though it is not as effective—truly traumatic events are very hard to completely erase. Each two successes restores one point of Sanity.

Normal: The mentalist cannot affect the memories of other people.

Modify Memory Modifiers

Modify Memories	Modifier
Each additional attempt	-2



Occult Relics

Just as there are weird science artifacts, so there also exist occult relics in *Leagues of Gothic Horror*. A character who seeks the Artifact Resource may freely take occult relics, though he should ensure that he can actually make use of them.

Creating Occult Relics

Aside from a few tweaks, as indicated below, the standard rules for creating weird science gadgets apply equally well for magicians seeking to create occult relics.

* Instead of the Weird Science Talent, the character requires the Magical Aptitude Talent.

* Spark of Life is still required for living creations given a semblance of life by arcane means, like animated gargoyles, zombie servants, and living corpses akin to those first created by the notorious Victor Frankenstein.

* Academics: Occult is used in the design phase and Magic in the construction phase.

* Rituals can be added at +1 Enhancement per Rank. Rituals added to a relic have no magical tradition.

* Gamemasters may allow the Mentalism Talent to be installed in weird science devices by a conventional weird scientist. Activating these devices uses the normal rules for the Talent.

Using Occult Relics

Many occult relics need no special activation or occult knowledge from the user. For instance, a protective amulet need only be worn to function, and a magical sword functions exactly like its mundane equivalent. Relics containing rituals, however, are a special case.

Unless a relic containing a ritual also has the Magic Skill, the wielder *must* employ her own Magic Skill to make the relic function.

If a relic contains a ritual *and* the Magic Skill, then anyone can activate the device, providing they know the correct procedure. At the Gamemaster's discretion, learning the activation process is an extended Investigation roll and requires 10 successes. Each attempt takes one

Concerning Matters Arcane & Metaphysical

day. The item's Magic Skill can be used only to invoke the ritual contained in the relic, however, never to augment the user's Magic Skill for casting other rituals.

Unless otherwise stated, the user may always choose to employ his own Magic Skill to invoke a ritual contained in a relic if he so wishes. Assuming the relic also has a Magic Skill rating, the magician gains the usual +2 Teamwork bonus when invoking a ritual already enchanted into an occult relic.

Sample Occult Relics

This section includes a selection of both general and unique occult relics. As noted in the sidebar on p. 15, the Gamemaster may allow these items to be borrowed from the Leagues.

Unique relics have specific backgrounds, likely exist in the legends of their native culture (so allowing them to be researched), and are denoted by "Unique" before their Artifact Level. Unique relics may *never* be borrowed from Leagues—they are designed as one of a kind mythical treasures to be sought by intrepid globetrotters or wielded against them by dastardly villains.

Adder Stone

Artifact 1

Leagues: Ancient Order of Druids, Cunning Folk, Golden Circle, Magicians' Circle

An adder stone is a small stone with a natural hole through it. Found in tombs in Great Britain, Northern Germany, and Egypt, they have been used as wards against disease for millennia. Not every stone with a naturally occurring hole in it is automatically an occult relic—the stone is merely the material component into which specific protective magical energy is imbued. Once enchanted, the adder stone must be worn around the neck to be effective.

Enhancements: Talent: Disease Resistance (+2 Enhancements)

Ankh

Artifact 1

Leagues: Ghost Club, Golden Circle, Holy Brotherhood, Magicians' Circle, Vengeants' Guild

The ankh is an Egyptian hieroglyph. It literally means "life," and while most commonly associated with eternal life it also implies physical robustness and general good health. When worn around the neck, an enchanted ankh grants these properties to its wearer.

Although not a religious symbol in the same manner as a crucifix, any ankh, enchanted or otherwise, can be used to repel a vampire if wielded by someone who honors the Egyptian deities, such as a magician who practises Old Ways: Egyptian.

Enhancements: Increased Attribute: +1 Body (+2 Enhancements)

Assassin's Dagger

Artifact 2

Leagues: Ghost Club, Golden Circle, Holy Brotherhood, Magicians' Circle, Vengeants' Guild

The Assassins were a 12th century Islamic sect who indulged in hashish use and murdered both for religious and political reasons. The most trusted agents were issued magical daggers that enabled them to strike with deadly accuracy from the shadows or while in disguise.

History records the Assassins died out in the middle of the 13th century, but some are not so sure. Certainly some of their fabled daggers still survive into the modern age. The Assassination Bureau believes the daggers to be nothing more than mundane blades, but the history behind them makes them prized objects. It is prepared to sponsor expeditions (in secret, of course) to the Middle East.

Enhancements: Talent: Subtle Strike 3 (+6 Enhancements)

Limitations: Flaw: Addiction (hashish; -2 Enhancements)*

* *The Flaw takes effect each time the wielder kills using the dagger. Until he partakes of hashish, he suffers as if he has gone too long without getting a fix.*

Balor's Eye

Unique Artifact 5

Balor of the Evil Eye is a figure from Irish mythology. A king of the Fomorians (a race of giants), Balor was born hideously deformed. In the middle of his forehead was a single eye, a monstrous, bloodshot orb whose gaze scorched all it fell upon. Directly opposite, in the back of his head, was another eye, that one of normal appearance. His fell eye, when opened, could emit a beam of deadly fire. Fortunately for his foes, his eyelid was so heavy that it took four strong men to prize it open.

The story of Balor is not entirely a myth. Whether or not he was a giant is debatable, but he did exist and he was a tyrannical king. His fabled eye was not a biological organ, but a magical weapon of great potency. It took the form of a huge iron sphere that contained a swirling ball of fell magical energy. When opened, this energy was unleashed upon his foes in the form of an invisible beam that caused flesh to burn and metal to melt.

In order for the spell to take effect, the lid must first be opened. This is extremely hard for a single man, but Teamwork bonuses can be applied. Assistants provide a +2 bonus so long as they have Strength 2+ or Athletics 4+. Once the lid is open, one person who understands the Celtic language group may activate the ritual each combat turn by reading the magical inscription inscribed around the rim. This requires them to use their Attack action for the turn.

Enhancements: Ritual: Harm (+2 Enhancements), Skill: Magic 14 (+12 Enhancements)

Limitations: Special: Requires a Strength x 2 or Athletics roll at Difficulty 7 to open the lid before the ritual can be cast (-4 Enhancements)

Leagues of Gothic Horror

Brazen Head

Artifact 4

Leagues: Ghost Club, Magicians' Circle, Tarot Club

Brazen heads are bronze human heads that are home to a demon or spirit. Various legends attribute ownership of a brazen head to Albertus Magnus, Faust, Pope Sylvester II, Roger Bacon, and Virgil, among others. The spirit is an augur. To activate it, the petitioner (who needn't have any magical ability) must pour his blood over the head and ask a single yes or no question. This done, the inhabiting spirit is compelled to answer as truthfully as possible.

Enhancements: Ritual: Augury (+4 Enhancements)*, Skill: Magic 8 (+6 Enhancements)

Limitations: Toxic (-2 Enhancements)

* *The penalty for lacking a suitable method of interpreting the omens is ignored—the Head itself fulfils that requirement.*

Crystal Ball, Greater

Artifact 0

Leagues: Circle of Mediums, Cunning Folk, Golden Circle, Magicians' Circle, Tarot Club

Most crystal balls are mundane objects. For those who understand true magic they are nothing more than a tool to help the diviner focus her abilities. Those used by stage magicians are simple props. A small few, referred to as "greater crystals" or "shew stones," are made of crystals

that focus magical energy, facilitating easier viewing for those possessed of the gift.

Enhancements: Skill: +2 Magic (+1 Enhancements)*

* *A crystal ball's Magic can only be used as a Teamwork bonus by a magician casting Augury or Premonition.*

Dreamcatcher

Artifact 1

Leagues: Cunning Folk, Ghost Club

Historically, dreamcatchers originated with the North American Ojibwe people. In *Leagues of Gothic Horror*, their use has spread to other parts of the world.

Circular in shape and constructed from willow bound by sinew or plant cords, dreamcatchers are designed to protect sleeps from hostile influences. To be effective, a dreamcatcher must be hung over a bed or equivalent. Anyone sleeping under its protection has +2 Willpower rating to resist a spirit's Nightmare power (see *Guide to Apparitions*).

Enhancements: Increased Attribute: +2 Willpower (+2 Enhancements)

Excalibur's Scabbard

Unique Artifact 3

The story of King Arthur and Excalibur, the sword bestowed upon him by the Lady of the Lake, is well-known to most British schoolboys. What is less known is that Excalibur's scabbard was itself a potent magical item. According to legend, the bearer would not die from blood loss. Another story says the bearer would never bleed, no matter how grievous his injuries.

Arthur, as recorded in literature and myth, was slain. Morgan Le Fay stole the scabbard prior to the Battle of Camlann and threw it into an unnamed lake. No further mention is ever made of the scabbard and likely it remains in its watery resting place, protected from decay by its magical nature.

Enhancements: Talent: Dichard 3 (+6 Enhancements)

Hand of Glory

Artifact 3

Leagues: Ghost Club, Holy Brotherhood, Magicians' Circle, Vengeants' Guild

The creation of a Hand of Glory requires drying and preserving the hand of a hanged criminal, molding candles from the malefactor's fat, and forming wicks from his hair. A candle is placed on each of the upturned digits.



Concerning Matters Arcane & Metaphysical

When a candle is lit (an attack action replacing the normal Captivate activation condition), everyone except for the holder within 10 feet of its ghostly flickering light risks becoming entranced. In order to function, the Hand of Glory must be held aloft. Should the user fail to do so, any victims are automatically released from their enchanted state. This condition prevents the user from doing much else with his own hand.

The Hand of Glory is good for five uses—one for each candle placed on one of the fingers. The candles burn down extremely quickly—each lasts until the last person to be enchanted recovers from the effect. A batch of five candles can be created as a Level 0 occult relic. The Hand does not have to be created again after use.

Others versions of the Hand of Glory are said to exist. One sheds light only the holder can see. It has five uses, but each candle burns for one combat or entire scene. Another version is said to open any lock. Again, the Hand has five uses, but the candles last for just a single combat turn (long enough to make one Larceny: Lockpicking roll.

Enhancements: Skill: Magic 8 (+6 Enhancements, Talent: Captivate (+2 Enhancements)*)

Limitation: Flaw: One Arm (–2 Enhancements)

* This version of the Captivate Talent uses Magic in place of Performance. Since this is not a ritual, the user may never substitute his own Magic rating.

Magician's Wand

Artifact 1

Leagues: Ghost Club, Magicians' Circle

The wands used by stage magicians are mundane props, waved to add an air of authenticity and distract audiences. Those wielded by true magicians are different. Though they hold no inherent power, the arcane runes inscribed on them help focus the magician's willpower, making it easier for him to work his art. A wand only ever grants a +2 bonus to Magic Skill, and thus only users with the Magical Aptitude Talent can benefit from it. To anyone else, the wand is a decorated short stick. A magician can only ever benefit from a single wand when casting a ritual.

Enhancements: Skill: +2 Magic (+2 Enhancements)

Mask of Mictlantecuhltl

Artifact 4

Leagues: Magicians' Circle

Mictlantecuhltl is the Aztec god of the dead. The masks worn by his priests were carved of wood and covered in human skin, and took the form of fanged skulls with bulbous eyes. The masks allow the wearer to create horrifying illusions. So potent are they that, when worn by a powerful magician, they can drive a man insane. Even when not used to invoke magic, their appearance gives the wearer an intimidating presence.

While wearing a mask, the wearer becomes utterly insensitive to the needs of others and craves human flesh.

After prolonged use, these traits become permanent. Any wearer who gains five points of Corruption as a result of using the mask's powers gains one of these as a permanent Flaw. Should he gain 10 points, he acquires both.

Enhancements: Ritual: Fear (+2 Enhancements), Skill: Intimidation 6 (+4 Enhancements), Skill: Magic 6 (+4 Enhancements), Talent: Fearsome (+2 Enhancements)

Limitations: Flaw: Callous (–2 Enhancements), Flaw: Obsession (Cannibalism; –2 Enhancements)

Mjollnir

Unique Artifact 3

The legendary hammer of Thor, Norse god of thunder and lightning, Mjollnir was forged by the dwarves (who were responsible for creating many of the gods' most treasured magic items). Though a potent weapon, Mjollnir suffers from a short handle. As a result, it can only be used one-handed in melee combat, though it can be thrown an impressive distance.

Despite being seemingly light, it carries a second flaw—only a person with prodigious strength can wield it with any degree of accuracy. As the legends note, even mighty Thor had to wear a magical belt (Megingjörð) that greatly enhanced his already impressive natural strength.

Enhancements: Improved Damage Type: Lethal (+2 Enhancements), Increased Damage: +6L (+6 Enhancements), Increased Range: 25 ft. (+4 Enhancements), Special: Returns to user's hand the combat turn after it is thrown (+2 Enhancements)

Limitations: Increased Weight: +400% (–8 Enhancements)

Damage	Strength	Range	Rate	Weight
8L	6	25 ft.	1/2	10 lbs.

Necklace of Harmonia

Unique Artifact 1

Forged by Hephaestus (the smith of the Greek gods) in a fit of rage after he discovered his wife, Aphrodite, had cheated on him with Ares, god of war, the Necklace of Harmonia is a cursed relic of divine origin.

The relic takes its name from its first owner, Harmonia, Aphrodite's love-child by Ares. Hephaestus gave the necklace to her on the day of her wedding. Despite its insidious power, the relic passed through many generations of the family, including Queen Jocasta, mother of Oedipus.

In a bid to prevent its fell power ruining more lives, it was eventually donated to the Temple of Athena at Delphi for safekeeping. It was stolen around 350 BC. Since then it has appeared in no myths. Its powers, both benevolent and malign, affect only women.

Enhancements: Talent: Attractive 3 (+6 Enhancements)

Limitations: Flaw: Bad Luck (–2 Enhancements), Flaw: Danger Magnet (–2 Enhancements)

Leagues of Gothic Horror



Obsidian Dagger

Artifact 3

Leagues: Ghost Club, Magicians' Circle, Vengeants' Guild

The first obsidian daggers were created by Aztec priests. Used in gruesome ceremonies, they were soaked in the blood of countless sacrifices and honed on the screams of those who died on altars honoring gods who lusted for human blood. More modern versions still require the blade to be used to commit ritual sacrifice before the magical enchantment will hold, making them the near-exclusive creations of black magicians and priests of dark deities.

An obsidian dagger has the power to harm others at range. In order to use it, one need only prick one's finger to draw a droplet of blood, point the anointed blade toward the intended victim, and slash or thrust the dagger through the air as if striking at the target in melee.

Enhancements: Ritual: Harm (+2 Enhancements), Skill: Magic 6 (+4 Enhancements)

Ouija Board

Artifact 3

Leagues: Circle of Mediums, Ghost Club, Golden Circle, Magicians' Circle, Society of Metaphysicians

Unlike conventional ouija boards, which act as a focus for the talents of a medium, this occult relic allows anyone to make contact with those who have passed over to the spirit world. To use it, one simply places the index finger of each hand on the board and calls out the name of a spirit with who one wishes to communicate.

When used by a medium who knows the Channel Dead ritual, the device grants a +2 Teamwork bonus.

Enhancements: Ritual: Channel Dead (+1 Enhancements), Skill: Magic 6 (+4 Enhancements)

Powder of Lazarus

Artifact 4

Leagues: Ghost Club, Frankenstein Club

While weird scientists have proven capable of reanimating corpses with an unholy semblance of life, they are not the only ones capable of such gross blasphemy. This unholy substance is constructed from powdered human bones mixed with blood and bile. The resultant paste must be slowly dried over a fire fuelled by human fat. When sprinkled over a lifeless corpse, the vile concoction (hopefully) causes it to animate, a false shadow of life obedient to whoever awakened its decaying flesh.

A batch contains five doses, each of which is good for a single use. Multiple doses can be combined to increase the chances of a successful result. Each dose after the first adds +2 to the Magic roll to animate a single corpse.

Enhancements: Ritual: Raise Dead (+4 Enhancements), Skill: Magic 6 (+4 Enhancements)

Rabbit's Foot

Artifact 1

Leagues: Cunning Folk, Ghost Club, Golden Circle, Magicians' Circle, Society of Metaphysicians, Vengeants' Guild

A basic good luck charm (except for the donor rabbit, naturally). The power works once per game session. More powerful versions have increased levels in the Lucky Talent.

Enhancements: Talent: Lucky (+2 Enhancements)

Seal of Solomon

Unique Artifact 4

The Seal of Solomon is a signet ring worn by King Solomon of Biblical fame. Islamic legends say it gave the wise monarch the power to command demons and genies, and converse with mundane animals.

Its physical description varies by story. One tells how it was crafted from brass and iron, set with four jewels, and inscribed with the Name of God. Others say it carried a hexagram (six pointed star formed by two interlocking

Concerning Matters Arcane & Metaphysical

triangles), a pentagram, or complicated mystic symbols inscribed between two concentric circles.

Enhancements: Ritual: Beast Speech (+1 Enhancements), Ritual: Spirit Binding (+3 Enhancements), Skill: Magic 8 (+6 Enhancements)

Limitations: Flaw: Condescending (-2 Enhancements)

Seven-League Boots

Artifact 3

Leagues: Cunning Folk, Golden Circle, Magicians' Circle

Stories of boots or shoes that allow the wearer to travel seven leagues (approximately 21 miles) in a single bound are known in Britain, France, Germany, Norway, and Russia. The magic items described in these tales exist, but their powers have been vastly overexaggerated.

Enhancements: Talent: Run (+2 Enhancements), Talent: Swift 2 (+4 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)

Smoking Mirror

Artifact 5

Leagues: Ghost Club, Magicians' Circle

Smoking mirrors are highly-polished obsidian shards manufactured by Aztec priests for divining the future. They were brought to Europe by returning Spanish Conquistadors. The most famous example belonged to John Dee, the Elizabethan astronomer and magician.

Anyone can use a smoking mirror to glimpse the future, though those with existing magical talents find it easiest to induce meaningful visions. In order to perceive the future, one must stare into the mirror for ten minutes. Burning incense or lighting candles may help one relax, but it is not a requirement.

Knowing what lies ahead is not without its drawbacks. Originally sacred to the Aztec deity Tezcatlipoca, a deity with close association to the night and darkness, the user rapidly succumbs to feelings of paranoia. These typically fade at the next sunrise. If the user ever rolls a critical failure on his or the mirror's Magic Skill when using the Premonition ritual, the paranoia becomes permanent.

Enhancements: Ritual: Premonition (+5 Enhancements), Skill: Magic 6 (+4 Enhancements)

Limitations: Flaw: Paranoia (-2 Enhancements)

Spirit Mask

Artifact 0

Leagues: Cunning Folk, Ghost Club, Magicians' Circle

Spirit masks are commonly found in cultures where animism is the norm. Whether they take the form of animals, heroes, or gods, spirit masks serve one of two purposes. The first type empowers the magician, allowing him to take on some of the strengths of the entity the mask represents. The second, which this entry is concerned with, protects the magician against hostile spirits and makes it easier for him to banish them to the nether realms.

The mask grants any wearer a bonus to his Willpower rating, but only for the purpose of resisting an apparition's powers. It also gives a magician a +2 bonus to his Magic roll when casting the Banish Spirit ritual.

Every creature, whether mighty hero, lowly animal, or deity, has some sort of flaw. A hero might have been a drunkard, a god might be belligerent, while an animal may be renowned for its cowardice. So long as the globetrotter wears the mask, he suffers from an applicable Flaw. Each mask is unique and its Flaw should be chosen by the player if he acquires it through the Artifact Resource or by the Gamemaster if it is to be found in an adventure.

Enhancements: Increased Attribute: +1 Willpower (+1 Enhancement), Skill: Magic 4 (+1 Enhancements)

Limitations: Flaw (-2 Enhancements)

Talisman of Arcane Protection

Artifact 2

Leagues: Ghost Club, Golden Circle, Holy Brotherhood, Magicians' Circle, Society for Rational Explanations, Vengeants' Guild

Though men of science may mock the arcane arts as hokum, there are others who understand and rightly fear the power of the occult. Talismans come in a variety of forms. Some are heart-shaped silver amulets inscribed with potent runes of protection and nullification. The runes, coupled with additives (such as mistletoe oil or powdered moonstone) mixed in with the silver during the relic's construction, disperse arcane energy and ward the wearer from the worst effects of dread rituals and other supernatural powers.

Other versions take the form of the *uadjet* eye, an ancient Egyptian protective symbol associated with the god Horus, pentagrams (a traditional ward against evil), hexagrams (known in occult circles as a Seal of Solomon), and even ornate reliquaries containing the physical remains of a saint. In all cases, gold and silver are the preferred materials, though any substance can be enchanted.

Enhancements: Talent: Psychic Resistance 2 (+4 Enhancements)

Ushabti

Artifact 0

Leagues: Golden Circle, Holy Brotherhood, Magicians' Circle, Osiris Club

Ushabtis are ancient Egyptian funerary figures made of clay, glass, stone, wax, or wood. According to Egyptian religious beliefs, they acted as substitutes for the living in the afterlife, thus ensuring important persons would have servants and workers to cater for their needs.

Typically standing no more than 6" high, each is inscribed on the legs or back with a spell. While every ushabti has the power to serve in the afterlife, only a handful are enchanted to function in the world of the living.

Any character with the Magical Aptitude Talent who reads the spell aloud (which requires him to understand ancient Egyptian hieroglyphs) automatically awakens the

Leagues of Gothic Horror

ushabti. It transforms from a miniature representation of a person into a full-size human. It remains that way until the end of the current combat or scene.

Though flesh and blood, ushabtis are more akin to automatons, having virtually no intelligence and very little creativity. Ushabtis are strong and robust, being intended for menial labor. They speak only Ancient Egyptian but are not capable of protracted conversation—their speech is limited to confirmation of orders.

Enhancements: Follower 0 (+1 Enhancements)

“Ushabti”

Follower 0

Archetype: *Construct*; **Motivation:** *Duty*

Primary Attributes: Body 3, Dexterity 1, Strength 3, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 1, Defense 4, Stun 3, Health 5

Skills*: Athletics 6, Brawl 5

Talents/Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty)

Weapons: Punch 5N

** Ushabti craftsmen figures have only Craft: Carpentry, Craft: Masonry, or similar at 5 dice.*

White-hilt

Unique Artifact 2

White-hilt (*Dyrnuwyn* in Welsh) numbers among the fabled Thirteen Treasures of the Isle of Britain. It belonged to Rhydderch Hael (Rhydderch the Generous, fl. 580-614), a semi-legendary king.

A long sword (base 3L damage), the blade bursts into flame from tip to hilt when drawn by a well-born or worthy man. In game terms, the user must have Status 0+.

Enhancements: Increased Damage: +2L caustic (+6 Enhancements)

Limitations: Special: Status 0+ (–2 Enhancements)

Witch's Broom

Artifact 1

Leagues: Magicians' Circle

The image of witches riding broomsticks by dark of night has entered the popular imagination, but only a few weird sisters ever knew the secret of creating flying brooms.

In order to use an enchanted witch's broom, the would-be rider must first cast the Levitate ritual on it. This requirement prevented witchfinders from activating the broom, thus revealing the owner to be a witch.

The broom has a Move rating equal to the caster's Magic rating and can fly at twice that speed in a straight line. Agility x 2 is used to control it in flight. A flying broom may not be the fastest means of transportation, but it allows for straight-line travel and avoids hindering grounds conditions, such as bogs and forests.

Enhancements: Special Movement: 100% (+4 Enhancements)

Limitations: Special: Levitation ritual requirement (–2 Enhancements)

Witch's Tongue

Artifact 2

Leagues: Cunning Folk, Ghost Club, Golden Circle, Holy Brotherhood, Magicians' Circle, Vengeants' Guild

According to folklore, the first witch's tongues were employed by medieval witchfinders. The grisly relic took the form of the tongue of a condemned witch torn out by the root and branded with the sign of the cross. Modern versions must still be a human tongue, but they need not come from a witch (or other type of magician), nor do they need to be branded to function.

When suspended by a silver thread, the tongue reacts to psychic energy in its vicinity by wiggling—the more vigorous the movement, the closer or stronger the source. The tongue spins to indicate the direction of the energy. In days of old, witchfinders believed this was the soul of the witch responding to the presence of her peers.

Enhancements: Skill: Empathy 4 (+2 Enhancements), Talent: Second Sight (+2 Enhancements)

Wolfskin Cloak

Artifact 4

Leagues: Golden Circle, Magicians' Circle

Folklore records many ways in which a man might become a werewolf. One common method is to don the skin of a wolf. Of course, just throwing on the skin of any wolf won't actually produce any sudden transformation, no matter what phase of the moon it is done.

In order to transform the wearer into a werewolf, the cloak must first be magically enchanted. The enchantment does not actually turn one into a homicidal bipedal lupine, as might be imagined. Rather, it transforms a man into a normal wolf. As in folklore, the wearer should first strip naked and discard any equipment for the transformation to have any real chance of working. Contrary to popular belief, the cloak can be donned at any time of the day or night with equal chance of success.

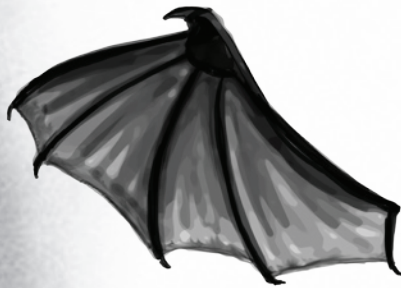
Enhancements: Ritual: Form of the Beast (wolf; +5 Enhancements)*, Skill: Magic 8 (+6 Enhancements)

Limitations: Reduced Skill: –4 Magic (–4 Enhancements)*

** The ritual is altered from the normal version. When the cloak is donned, roll the object's Magic Skill. Its final rating is 4—the Reduced Skill Limitation takes into account the fixed modifiers for the wolf's Follower Level and its smaller Size. The latter is based on a standard Size 0 human. If the wearer is Size 1, an additional –2 modifier applies.*

Modifiers for wearing clothing (except the cloak) and carrying equipment still apply separately. So long as one success is scored, the transformation from human to wolf is successful.

Chapter the Third: Things that Go Bump in the Night



*Like one that on a lonesome road
Doth walk in fear and dread,
And having once turned round walks on,
And turns no more his head;
Because he knows, a frightful fiend
Doth close behind him tread.*

— Samuel Taylor Coleridge, *The Rime of the Ancient Mariner*

The chapter is divided into five distinct sections—monsters, mortals, allies, major villains, and sinister cults. Each contains a selection of foes (and a few allies) that will fit all *Leagues of Gothic Horror* stories.

Note that monsters have a Horror Rating for use with the Horror and Sanity rules. A “—” entry indicates no roll is required.



Monsters

Animated Ivy

Animated ivy may be given a semblance of life through magical rituals, vengeful curses, persistent blood offerings, or absorbing sufficient negative energy, such as that generated by some fell act. Rooted to the ground, only its tendrils are capable of movement, and even then they cannot stray further than 10 feet. Ivy may cover an entire wall of a mansion or castle, for example, but its tendrils are extremely thin. As such, it always has Size 0.

Animated Ivy

Follower 1

Archetype: *Plant*; **Motivation:** *Revenge*; **Style:** 0

Primary Attributes: Body 5, Dexterity 2, Strength 3, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size 0, Move 0, Perception 2, Initiative 2, Defense 7, Stun N/A*, Health 7*, Horror 1

Skills: Brawl (Grapple only) 10**, Stealth 5

Talents: Diehard (Improved death threshold)

Resources: None

Flaw: Plant (Cannot communicate or use tools)

Weapons: Strangle see below

* *Animated ivy is immune to nonlethal damage, and cannot be stunned. In addition, only slashing weapons (such as axes or swords) or fire can inflict lethal damage.*

** *Animated ivy's only forms of attack are Called Shot, Disarm, Grapple, or Trip.*

Strangle: The round after the ivy grapples a victim, its tendrils creep up his body and begin to strangle him. This is in addition to the normal effects of the grapple. Victims take nonlethal damage equal to the ivy's Strength rating each round. This may be resisted only with Passive Defense, ignoring any armor or similar modifiers. Should the victim's Health drop below -5, he dies from suffocation.

Tendrils: The ivy's tendrils have a range of 10 feet. It may attack as multiple opponents by splitting its ten Brawl dice between them.

Bat Swarm

Bats aren't much of a threat to globetrotters, but they are staples of the genre and deserve to be included. Vampires have an affinity with bats, using them individually as spies or in swarms to distract opponents.

Bat Swarm

Follower 1

Archetype: *Animal*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4

Leagues of Gothic Horror

Secondary Attributes: Size 0, Move 5 (Run 10), Perception 4, Initiative 5, Defense 5, Stun 0, Health 8*, Horror 1 (if surprised by them)

Skills: Stealth 6, Survival 4

Talents/Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: None

** Only attacks with an Area of Effect inflict full damage on a swarm. All other weapons inflict a maximum of one point of damage per bit.*

Distracting: Bats do not attack. Instead, the swarm flies about in a dense, black cloud of flapping wings, disorienting the characters. Those affected by their swarming suffer a -2 penalty to physical efforts and any task requiring concentration.

Echolocation: Bats ignore all penalties for darkness.

Black Dog

Black dogs are primarily found in British folklore, although there are some Latin American legends as well. In some instances black dogs are ferocious killers—these fiends are generally known as barghests. Others are harbingers of imminent misfortune or death, yet never attack physically. Regardless of intent, black dogs rarely appear in settlements, preferring to haunt desolate moors, ancient paths and roads, remote bridges, execution sites, graveyards, and other out of the way places.

Black dogs appear much like huge mastiffs, though some variation has been noted. What truly marks them as different is not their coat, which is always coal black, but their burning red eyes. On dark nights, it is only their unblinking eyes which give away their presence, yet it is not their eyes they use to hunt. Their sense of smell is extremely acute, and they can tell humans apart by scent alone.

Rather than using the term black dog, many communities call these apparitions by other names or titles, such as Black Shuck, Padfoot, Gurt Dog, Lean Dog, the Yeth Hound (said to be headless), and Moddey Dhoo.

Black Dog

Follower 1

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 4, Strength 3, Charisma 0, Intelligence 0, Willpower 3

Secondary Attributes: Size 0, Move 7 (Run 14), Perception 3 (Smell 7), Initiative 4, Defense 6, Stun 2, Health 5, Horror 2

Skills: Brawl 6, Stealth 7, Survival 4

Talents: Keen Sense (+4 smell-based Perception rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 8L

Misfortune: Anyone seeing a black dog must make a

Willpower roll (Difficulty equal to the dog's Willpower rating) or suffer a temporary curse that manifests as a 4-dice penalty. This automatically comes into play during any task that could lead to physical injury or death, such as during combat or climbing a mountain. The Game-master determines exactly when the curse manifests, but should ensure it strikes when most inopportune. Regardless of whether or not the victim actually suffers any misfortune, the curse is lifted once the modifier has been applied to a single roll.

Brain in a Jar

The diabolical entity that is a brain in a jar is the combined creation of noble intention and modern science coupled with ill-conceived plans and weird science.

The brain must be carefully removed from the cranium while the body is still living (a process the host might not comply with), and placed in a glass container filled with an alchemical fluid that keeps the brain alive. The fluid must be regularly changed for a new concoction, or the brain dies.

The idea of preserving the minds of the world's great thinkers so they might continue their work indefinitely is certainly a noble one, but the road to Hell is paved with good intentions. Freed from their physical shells, the parts of the brain concerned with controlling the body quickly atrophy, while those concerned with mental prowess grow stronger and stronger. Within a few short weeks, the brain in a jar develops an incredible intellect and immense willpower.

The disembodied brain is able to affect the physical world merely through the power of thought. It retains the ability to communicate through a form of limited telepathy. This enables the monstrous creation to interact socially much as it did in life. The only difference is that because the "sound" is projected straight into the minds of others, it is unaffected by the Deaf or Hard of Hearing Flaws or blocking one's ears with wax. The same is true of its more sinister powers.

The physical separation of body and mind, coupled with the unhallowed knowledge of one's new existence, rapidly tips the brain toward unbridled insanity.

Because the brain is completely immobile, its needs must be served by able-bodied minions. Typically these are weak-willed individuals used for their brawn and ability to follow orders. They are also its foot soldiers and protection, ready and willing, to sacrifice their lives to protect their disembodied master, and responsible for ensuring the alchemical fluid it needs to survive is kept topped up.

Brain in a Jar

Patron 1

Archetype: *Construct*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 1, Dexterity 0, Strength 0, Charisma 4, Intelligence 5, Willpower 5

Things That Go Bump in the Night

Secondary Attributes: Size -2, Move 0*, Perception 10, Initiative 5, Defense 3, Stun 1, Health 4, Horror 3 (4 if it speaks)

Skills: Con 7, Diplomacy 7, Empathy 7, Intimidation 7, Investigation 7, Linguistics 7

Talents: Mentalism (Telepathy & Mind Control)

Resources: Ally 1 (Mentally dominated weird scientist)

Flaw: Crippled (+2 Style points whenever it is limited by its immobility)

Weapons: None

* **Immobile:** A brain in a jar cannot use any physical Skills, such as Athletics or Larceny. Its lack of hands also prevents it from using tools.

Demonic Steed

A demonic steed is a black stallion with eyes that glow like hot coals and whose nostril exhalations reek of sulfur. Although incapable of speech, the fell beast understands simple commands in every human tongue.

Demonic horses are never found roaming or wild. Rather, they are gifted to magicians as a sign of favor from their master, Satan, a symbol of their unholy pact with him. Many owners inflict grievous injuries on their beasts, wrapping barbed wire into their flanks or using the same as reins, and hammering large nails through their hooves, to condition the mount against injury and pain. Such beasts have been known to function unimpaired despite seemingly mortal wounds, giving them a fearsome reputation.

Demonic Steed

Follower 1

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 2

Primary Attributes: Body 3, Dexterity 4, Strength 3, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size 1, Move 7(14)*, Perception 4, Initiative 5, Defense 6, Stun 3, Health 7, Horror 2

Skills: Brawl 8, Stealth 4**, Survival 4

Talents: Alertness (+2 Perception rating), High Pain Tolerance 2 (Ignore wound penalties), Ride by Attack (Can simultaneously move and attack)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Kick 7N

* *Creatures with four legs double their Move rating when running.*

** *The steed has a -1 Size penalty on Stealth rolls.*

Disembodied Hand

Disembodied hands typically come in one of two varieties. The first are those animated using black magic and are bound to obey their creator's will. While such abominable

creations are sometimes used to steal small objects, their preferred usage is more violent—the hands creep into their intended victim's home and strangle him in the dead of night. Most often the hand is that of a corpse, but some rituals require the caster to sever one of his own hands. Once severed, the hand cannot be reattached.

The second are those brought into existence by dark circumstance and mysterious powers to wreak vengeance. For instance, the hands of a murderer might animate by themselves to get revenge on those who sentenced the criminal to die, or the hands of a famed pianist maimed by jealous rivals might come looking for justice.

Disembodied Hand

Follower 1

Archetype: *Monster*; **Motivation:** *Revenge*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size -2, Move 5, Perception 2, Initiative 2, Defense 6, Stun 2, Health 2, Horror 2

Skills: Athletics 5 (*Climbing* 6), Brawl 5 (*Grappling* 6), Larceny 5, Stealth 6*

Talents: Lethal Blow (Brawl attacks do lethal damage)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 7N

* *The Hand has a +2 Size bonus on Stealth rolls.*

Doppelgänger

Good and evil exists within every man, and each of us has the free will to choose to follow either path. More often than not one's darker side is kept in check, surfacing perhaps rarely as an outburst of rage or an immoral thought quickly shut away in the deepest, darkest recesses of the mind. But those who rein in their darker side too tightly do not necessarily weaken their inner demon. Behind that mental door one fears to open, the dark thoughts, left to their own devices, fester and grow. On rare occasions, those dark thoughts spontaneously give rise to a doppelgänger, a physical, intellectual, and emotional replica of their creator in every way except one: they lack all trace of goodness and morality, for they are born of darkness and malice.

A doppelgänger has the exact same appearance, mannerisms, and knowledge as his maker. Were the creator and his inner demon to stand side by side, they would be indistinguishable save for one tiny detail—something about the doppelgänger always appears slightly unsettling to those who know the original well. Often close friends and family put this down to the person being unwell or under stress. What a doppelgänger totally lacks is any benevolence or sense of morality.

A doppelgänger can be slain, for it is a mortal creature. Doing so destroys only its physical form, as the darkness that created it still festers in the soul of its creator. Unless

Leagues of Gothic Horror

he confronts his inner darkness, it will resurface at some point. Destroying the creator instantly kills the doppelgänger, for it cannot survive without his negative thoughts.

Doppelgängers come in two forms. The most common live only for themselves, indulging in wanton sin, caring little for the harm they cause others, especially their “weaker” twin. The second variety is, in many ways, more insidious. It desires companionship with other doppelgängers, but in order to do that it must not lead others down the dark paths of life, but convince them to remain pure of heart and suppress all negative emotions, for only through abstinence from evil can a doppelgänger be born.

A doppelgänger has no unique stat block, for anyone can create one simply by refusing to acknowledge their sinful side. Thus, any sample character can be used as a doppelgänger.

Note that while Dr. Jekyll did manage to unleash his inner demon in the form of Mr. Hyde, Hyde was not a doppelgänger. Whereas the good doctor and his evil persona shared the same body, a true doppelgänger exists as a unique entity, a true evil twin who coexists with its maker.

Evil Puppet

From a ventriloquists’ dummies and wooden shop mannequins to seemingly harmless marionettes on a string, not all of these puppets are as innocent as they might seem. Some are sentient, typically through demonic possession or magical animation, and independently mobile, awakening in the dead of night to carry out acts of murder.

Evil Puppet

Follower 1

Archetype: *Construct*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 0, Intelligence 2, Willpower 2

Secondary Attributes: Size -2, Move 6, Perception 4, Initiative 5, Defense 7, Stun N/A*, Health 2*, Horror 2

Skills: Athletics 6, Melee 7, Stealth 8**

Talents: Damage Reduction (Reduce all damage against it by 2 points)

Resources: None

Flaw: Sadism (+1 Style point whenever it is needlessly cruel to its friends or enemies)

Weapons: Small sharp object 9L

* *As animated constructs, evil puppets are immune to nonlethal damage, and cannot be stunned.*

** *Evil puppets have a +2 Size bonus on Stealth rolls.*

Frankenstein’s Monster

Frankenstein’s monster is dead, self-immolated on a funeral pyre in the Arctic wastes. But the mad scientist’s

notebooks have found their way into the hands of others. The reader should note that nowhere in the novel does Mary Shelley state exactly how the monster was created. Talk of grave-robbing and stitched corpses is an invention of Hollywood, but it is also the one we use here.

Whereas *the* monster was intelligent, sensitive, and well versed in literature, these imitations of Frankenstein’s work are brutish, stupid, amoral, and childlike in their knowledge of the world. They are blank slates who know only pain and misery and who enjoy inflicting the same on others. These fell mockeries of man lack the original’s independence, and are mindlessly obedient to their creator.

These monsters range in appearance from the original, who was eight feet tall, grotesquely ugly, with yellowish skin that “barely disguised the workings of the vessels and muscles underneath,” glowing eyes, blackened lips and hair, and white teeth, through to the corpse-stitched imagery from the movies, replete with hideous scars, long arms, a flat head, bolts through the neck, huge hands which end in black nails, and enormous, heavy boots.

Frankenstein’s Monster

Follower 2

Archetype: *Artificial life*; **Motivation:** *Duty*; **Style:** 1

Primary Attributes: Body 4, Dexterity 2, Strength 5, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size 1, Move 7, Perception 4, Initiative 3, Defense 5, Stun 5, Health 10, Horror 2 (4 once you realize it’s a walking corpse)

Skills: Athletics 8, Brawl 8, Intimidation 5, Stealth 5*

Talents: Iron Jaw (+1 Stun rating), Robust (+2 Health)

Resources: None

Flaw: Sadism (+1 Style point whenever it is needlessly cruel to its friends or enemies)

Weapons: Punch 7N

* *Frankenstein’s Monsters have a -1 Size penalty on Stealth rolls.*

Gargoyle

Technically a gargoyle is a carved grotesque whose mouth serves as a water spout for drainage. Adornments without the spout are simply called grotesques. Semantics aside, we’re using the term to represent horrible carved statues that adorn churches, cathedrals, and even castles.

While commonly draconic or impish in appearance, gargoyles actually come in many different guises—lions, eagles, goats, even humans, with their variety limited only by the mason’s imagination. Many gargoyles have wings, but it is not a universal trait. Winged gargoyles prefer to stay airborne whenever possible, swooping down unseen on victims and then returning to their perches before the screams of their victim attract passersby. What they all have in common is a grotesque form.

Through dark rituals gargoyles can be imbued with

Things That Go Bump in the Night

life. These ghastly servants are primarily used as guardians, sitting atop the sorcerer's home, casting their unwavering gaze upon all who would trespass. When ordered to attack, they silently clamber or swoop down, ravaging their prey with their stone claws and teeth.

Dim-witted, clumsy, and ungainly on the ground, gargoyles are difficult to destroy due to their solid stone bodies and lack of vital organs. Where a human would succumb to pain or injury, a gargoyle keeps fighting unabated. The loss of a limb doesn't slow them (unless they lose a wing or leg), nor do bullet wounds and sword blows hamper their effectiveness.

Gargoyle

Follower 1

Archetype: *Construct*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size -1, Move 5 (2)*, Perception 4, Initiative 3, Defense 6, Stun N/A**, Health 5**, Horror 3

Skills: Brawl 7, Intimidation 4, Stealth 5***

Talents: Damage Reduction (Reduce all damage against it by 2 points)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Claws 8L

* Gargoyles use their full Move rating for flying, and half their Move rating when on the ground.

** As animated constructs, gargoyles are immune to nonlethal damage and cannot be stunned.

*** Gargoyles have a +1 Size bonus on Stealth rolls.

Ghosts and other Haunting Spirits

Ghosts (also known as apparitions, phantoms, specters, or spooks) are mournful spirits clinging onto an existence in the material world. Some may pose no immediate threat to the living, serving only to recount important tales that provide insights into an adventure. Others, sometimes referred to as shades or wraiths, are malevolent, seeking to slip their icy fingers into the bodies and minds of the living, either to feed off their terror, to possess them, or simply to kill them.

Revenants are spirits returned to life to complete acts left undone before death. Sometimes their cause is just and noble, such as confessing love for a sweetheart, while other times they return to complete acts of revenge. Some are even said to be demons or devils, entities unleashed from Hell to torment the living.

Disembodied spirits linger for all sorts of reasons. They may be bound to a location, most often where they physically died, or where their bodies were buried. It is also possible that ghosts haunt places that were of great significance to them when they were alive.

While The Ghost Club uses names to describe spirits, it has taken to categorizing ghosts according to their apparent strength. The lowest specters are Category 1 and the highest so far encountered Category 10. In game terms, this equates to the ghost's Willpower rating.

The entry below is a generic ghost. Gamemasters should feel free to add Skills and Talents to suit the specific origins of individual haunting spirits. For instance, the apparition of a corrupt nobleman who seduced and then murdered women might have Con, whereas the restless soul of a dark magician likely retains his Magical Aptitude Talent and Magic Skill.

The spirit also needs to be assigned specific powers (see Other Powers below).

Ghost

Follower 1

Archetype: *Spirit*; **Motivation:** *Revenge*; **Style:** 0

Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 4*

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 4, Defense 6**, Stun N/A***, Health 6***, Horror — (see Other Powers below)

Skills: Empathy 7, Intimidation 9

Talents: Skill Aptitude (+2 Intimidation rating)

Resources: None

Flaw: Ephemeral (Cannot communicate or use tools except through its special powers)****

Weapons: None

* Represents an average spirit. Weaker spirits may have Willpower as low as 2, while truly powerful entities may have a rating as high as 10.

** Defense is equal to Dexterity + Willpower.

*** Spirits are immune to nonlethal damage, and cannot be stunned. In addition, only magical rituals, enchanted weapons, or weird science weapons created specifically for the purpose of harming incorporeal entities can inflict lethal damage. Health is based on Charisma + Willpower.

**** Spirits can pass through solid matter as if it were air. Whether they can levitate or fly depends on the Gamemaster's needs. Ghosts that can move in this manner fly at the same pace as they walk and can run at double this rate if required.

Other Powers

Ghosts have a wide variety of special powers at their disposal and few spirits display the exact same abilities. When the Gamemaster creates a ghost, he should assign it one power from the list below for each point of Willpower the spirit possesses. A spirit can have fewer powers if the Gamemaster wishes, but never more.

Each use of these powers costs the specter a number of haunting points, as indicated in the text below. A ghost has a number of Haunting points equal to its Willpower x 2. Spent points recover at the rate of one per hour.

Ghosts benefit from a range of circumstantial bonus-

Leagues of Gothic Horror

es, each of which grants the specter +2 Haunting points. Examples include: being close to their place of death or burial, being close to an object important to them in life, or being encountered at the same hour of their death, on a battlefield, in a cemetery or other place associated with death, or in the dead of night. As with the special powers, these circumstances should be individualized for each specter.

Entries marked "*" manifest for a single combat or entire scene, though the ghost can end them sooner if it so wishes. Other powers last as per their description or, in the case of those used to cause physical or mental harm, for just a single combat turn. The specter can end the effect sooner if it wishes as a free action.

Note that many of these powers are for atmospheric/roleplaying effect only and thus have no defined game mechanics. Gamemasters should go with what suits the story, rather than worrying about dice pools. Horror checks may be called for at the Gamemaster's discretion. Unless stated otherwise, these have a Difficulty of no higher than 3.

Animal Control*: The spirit can temporarily possess a single small animal, such as a cat or dog, or a swarm of rats, birds, insects, or similar small creatures. Depending on what the ghost wants, the animals might be used to attack or frighten the living, or lure them to or away from a specific locale.

Haunting points: Equal to animal's Willpower rating.

Blackout*: The specter can temporarily extinguish sources of illumination in an area no larger than the ghost's Willpower rating times five feet. The spirit can plunge the entire area into darkness in an instant or extinguish the lights one at a time, as it desires.

Haunting points: 1 for candles, 2 for oil lamps or coal fires, 3 for gas lights, 4 for electric lights.

Breeze*: The spirit stirs up a breeze capable of moving drapes, scattering papers, blowing dust away, causing candles to flicker (but not extinguish), rattling shutters and chandeliers, and so on.

Haunting points: 1.

Chill Touch: The spirit touches one victim with an icy hand. This is treated as a 0N touch attack.

Haunting points: 1 per 3 attack dice.

Cold*: Generates an intense cold filling an area no larger than the spirit's Willpower rating times five feet. The cold causes damage to any living creatures that remain in the affected area for the full duration of the power (see Exposure in *Leagues of Adventure*). In addition, ice may form on surfaces, liquids might freeze solid, and such like. When the effect ends, these additional manifestations swiftly melt.

Haunting points: 1 for each 1N damage of cold exposure damage.

Despair: Generates feeling of unease and despondency in one target. The spirit makes a Willpower x 2 roll against one target within a few feet. If the spirit rolls more successes than its opponent's Willpower rating, the victim loses one point of Willpower and gains

the Depressed Flaw for the remainder of the combat or scene. If the spirit rolls successes in excess of double the victim's Willpower rating, both effects last for 24 hours.

Haunting points: Equal to victim's Willpower rating.

Ghost Light*: The ghost can manifest a visible form, but that of a ball of light similar in intensity to a large candle. The light produces no heat and, while visible to mortals, is ethereal.

Haunting points: 1.

Glimpse: The ghost can appear to mortals, but only briefly and then only in reflective surfaces, such as mirrors or windows, or even water. Seeing the ghost in this manner requires a Difficulty 2 Horror check.

Haunting points: 1 per appearance.

Ignite*: As Blackout, except it causes illumination.

Illusion*: The ghost can generate visual illusions. These may be harmless—the appearance of an animal or making the eyes on a painting literally follow someone around the room—or truly horrific, such as someone seeing themselves as a decayed corpse in a mirror or witnessing maggots break through their skin.

Haunting points: 1 for a non-horrific illusion; equal to Horror rating for horrific illusions.

Liquid*: Allows the ghost to manifest blood, ectoplasm, water, and such like, write messages in blood, transform small quantities of liquid into blood, or spoil liquids (such as souring when or curdling milk). Created liquids may take the form of pools or footprints in the ghost's wake.

Haunting points: 1.

Lure: The spirit telepathically calls to victims, mentally drawing them toward a chosen spot. Some ghosts do this to lure victims to a place of isolation. Others do so in order to reveal a clue as to the nature of their untimely death.

The ghost makes a Charisma x 2 roll against one or more targets within 10 feet. If it rolls more successes than the target's Willpower rating, the victim is compelled to walk at its normal Move rating toward the chosen spot for a number of turns equal to the number of extra successes the ghost rolled. If it rolls more than double the victim's Willpower rating, the target must run toward the location.

While under the effect of the power the victim is essentially sleepwalking. When the power ends, he regains control of his body but has no memory of how he reached his present location.

Haunting points: Equal to highest Willpower rating among victims; + 1 per additional victim.

Manifestation*: Ghosts are normally invisible. A specter with this ability becomes visible to mortals, though it still lacks a physical presence. It may appear as in life or as a ghastly, rotting corpse. A corpse generates a Horror rating of the ghost's choice (maximum 5).

Haunting points: 1 if as in life; equal to Horror rating +1 for rotting corpse. Costs are halved (rounded up) if the specter chooses to manifest to just a single person.

Minor Possession: Part of the spirit possesses a vic-

Things That Go Bump in the Night

tim. The spirit makes a Willpower x 2 roll against one target within a few feet. If the spirit rolls more successes than its opponent's Willpower rating, the victim gains one Mental Flaw of the spirit's choosing for the remainder of the combat or scene. If the spirit rolls successes in excess of double the victim's Willpower rating, the effect lasts for 24 hours.

Haunting points: Equal to victim's Willpower rating.

Mist*: Summons a mist in an area no larger than the spirit's Willpower times five feet. The mist can range in thickness from a thin veil to a dense, disorienting fog. In game terms, this provides a Visibility penalty.

Haunting points: Equal to half the Visibility modifier (see Leagues of Adventure).

Nightmare: The ghost can generate terrifying nightmares in a sleeping victim. The chosen victim gains no rest that night and must make a Horror roll as he awakens in a cold sweat. The Difficulty of the Horror roll is determined by the Haunting points spent by the spirit.

Haunting points: Equal to Horror rating.

Noise*: The ghost generates a noise other than speech. This might be knocking, tapping, scratching, laughing, crying, screams, music, footsteps, rattling chains, or unearthly moans and groans.

Haunting points: 1.

Odor*: Grants the haunt the ability to generate strong but harmless odors. Flowers and rotting flesh are common smells, but not the only ones available. The odor fills an area no larger than half the spirit's Willpower times five feet.

Haunting points: 1.

Putrefy: The spirit can turn bread stale and cheese moldy, sour milk, taint water, cause fruit to rot, wither flowers, and perform similar minor acts of putrefaction. Up to one pound of material can be putrefied with each application of this ability. The effect of this ability is permanent.

Haunting points: 1.

Shatter: While it cannot move objects with this power, the specter can shatter glass and ceramic objects within line of sight. Anyone adjacent to the object may, at the Gamemaster's discretion, suffer one point of nonlethal damage from minor cuts and abrasions.

Haunting points: 1 per object.

Shove: The ghost remains invisible and incorporeal yet can push a mortal. Each use allows one assault. The attack can produce knockback and knockdown results, but never inflicts physical damage. However, if the shove sends the victim over a bannister, tumbling down stairs,



or under a vehicle, then damage will occur from the secondary effect.

Haunting points: 1 per 3 attack dice.

Speech*: Permits the ghost to hold two-way conversations with the living. The ability only allows the ghost to converse in languages it knows.

Haunting points: 1 if the spirit chooses to communicate with one person, or 2 if everyone within earshot can hear.

Suggestion*: The spirit engages in a battle of wills with one chosen target. The spirit makes a Willpower x 2 roll against one target within a few feet.

If the spirit rolls more successes than its opponent's Willpower rating, the victim is compelled to perform a single minor action, such as open, close, or lock a door; attack a friend; utter a few words of the spirit's choosing; run away; and so on. Once the action is complete, the suggestion ends, leaving the victim with no memory of what he was doing (though hypnosis may bring recollection).

Haunting points: Equal to victim's Willpower rating.

Telekinesis: The ghost can move physical objects. Often this is used to throw objects in the manner of a poltergeist. A thrown object typically has a damage rating of 1. Whether the damage is Lethal or Nonlethal depends on the nature of the object.

Haunting points: 1 if throwing randomly; 1 per 3 attack dice if attacking a target. For moving general objects, such as slamming doors or toppling statues, the cost is 1 per 50 lbs. or part thereof of the object.

Leagues of Gothic Horror

Banshee (Follower 1)

A banshee is a female spirit whose presence or keening (depending on the legend) in or around a household foretells death for a member of the family. In some stories the banshee is an agent of Death, and it is her mournful wail that directly causes death. In others, the banshee is merely a herald, signaling that which has already been preordained by greater powers, singing her lamentations to forewarn the family. On a few occasions the banshee does not wail, but instead enters the household and confronts the one destined to die, naming him openly. The manifestation and wailing of multiple banshees, a rare event, heralds the death of a holy person or someone of great importance.

The physical appearance of a banshee varies. Her favorite guises are that of an ugly crone or a comely maiden. Her hair is always long, and her garments white or light gray, the color of burial shrouds.

Attributes: Charisma 3, Intelligence 2, Willpower 3

Powers: Despair, Keening (see below), Manifestation

Keening: The banshee's keening, also known as its wail, is its most potent attack. Used normally, this functions as per the Fearsome Talent. Once a day, the banshee can unleash a more powerful keening—the much-feared death wail. The banshee makes a single Intimidation roll against all targets within 20 feet as an attack action. For each success above the victim's Willpower rating, that person suffers one point of lethal damage.

Haunting Points: Equal to target's Willpower rating.

Fright (Follower 1)

Those who hunt ghosts for a living place the specters known as frights among the most horrific of their prey. As its name suggests, a fright exists solely to terrorize the living, which it does through terrifying illusions and manifestations. Unlike the mindless hates (see below), frights are intelligent incorporeal entities and use their unearthly powers to maximum effect.

They greatly favor lone targets. One favored tactic is to separate a member of a group and then assault his mind. They prefer to target the strongest (in terms of willpower) members first, allowing those of weaker will to work themselves into a state of fear before delivering the final, sanity-rending illusion. The Ghost Club has speculated that frights feed on fear, using it to sustain their existence, though this theory remains unproven.

Attributes: Charisma 1, Intelligence 2, Willpower 5

Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)*

Powers: Glimpse, Illusion, Manifestation, Nightmare, plus one from Blackout, Noise, or Speech

** Replaces Skill Aptitude (Intimidation)*

Hag (Follower 1)

The word hag has long been associated with witches. It stems from the Middle English word *hægtesse*, the Old

English word for a witch. In traditional English folklore, however, a hag is not a physical crone but a nocturnal spirit. They attack sleepers, straddling their chest and tormenting them with nightmares. On waking, the victim may suffer from shortness of breath and even temporary paralysis. Those who have suffered a hag's visitation are said to have been "hagridden."

Attributes: Charisma 2, Intelligence 2, Willpower 4

Powers: Nightmare, Paralysis (see below)

Paralysis: A hag can cause its victims to awaken suddenly with shortness of breath and temporary paralysis. The spirit makes a Willpower x 2 roll against one sleeping target within a few feet. If the spirit rolls more successes than its opponent's Willpower rating, the victim suffers 1N damage and is paralyzed for a number of actions for each success by which the spirit won the roll.

Haunting Points: Equal to target's Willpower rating.

Hate (Follower 1)

Hates were first identified and named by The Ghost Club. Hates are not true ghosts, in that they are not the ethereal form of a deceased person. Rather, they are manifestations of intense anger and rage created in life and given spiritual form at the moment of death. Although similar to poltergeists in many ways, hates are comprised of raw emotion. They are malevolent and mindless entities, venting their frustration and anger on the living at every opportunity.

Attributes: Charisma 3, Intelligence 0, Willpower 5

Powers: Minor Possession (Belligerent or Short-Temper only), Shatter, Shove, Suggestion (attack friends only), Telekinesis

Haunted House (Follower 2)

Whereas any house can be home to a haunting spirit, this entry refers specifically to a ghost that has become one with the very bricks and mortar of a house.

Many of these spirits are the former owners of the house. Their reasons for remaining among mortals are many and varied. Some were depraved in life—they live on as ghosts to control the spirits of their former victims, who remain trapped with them. Others are victims of some cruel act, unable to find peace until the story of their untimely death is learned. In asylums and hospitals, the ghost may be a former inmate (or a gestalt entity) or wicked doctor.

Regardless of their origins, these spirits are especially powerful entities, with an arsenal of powers at their disposal. In many cases the only recourse is to destroy the physical house. Unfortunately, this may not cause the haunting spirit to move on—a modern house may be haunted by an entity that once lived in a previous building that stood on the same spot.

Size: 4-16, **Defense:** 4-6, **Structure:** 8-24

Attributes: Charisma 2, Intelligence 1, Willpower 8

Powers: Blackout, Despair, Glimpse, Ignite, Noise, Odor, Putrefy, Telekinesis

Things That Go Bump in the Night

Poltergeist (Follower 1)

Poltergeists ("noisy or disruptive ghosts") are aptly named. The disembodied spirits' sole methods of manifestation are the manipulation of physical objects (often violently) and creation of sounds, such as knocking or tapping. Rather than haunting houses or other static places, poltergeists haunt people.

Poltergeists rank among the lower order of ghosts in terms of sentience, having no means of establishing meaningful communication with the living except to show their anger. They can, however, be exceptionally powerful spiritual entities.

Attributes: Charisma 2, Intelligence 2, Willpower 4

Powers: Noise, Shatter, Shove, Telekinesis

Revenant (Follower 1)

Revenants are ghosts with one purpose—to terrorize the living. Revenants take one of two forms. The first were wronged in life and seek vengeance against their murderers or those that led to their death (such as false witnesses at a trial). The second type were wicked in life, perhaps being enamored of one of the Seven Deadly Sins or disbelieving in the existence of God. They most often target family members and friends. Revenants are a form of vampire—this works as Chill Touch, except the damage is lethal and the power can be used only once per night.

Attributes: Charisma 2, Intelligence 3, Willpower 3

Powers: Chill Touch, Manifestation

Will-o'-the-wisp (Follower 1)

Will-o'-the-wisps, sometimes known as ghost lights, are a minor form of haunting spirit. Most often encountered in bogs, marshes, and swamps, they use a combination of ethereal light and hypnotic lure to lead unsuspecting travelers into danger. Occasionally they are witnessed in graveyards, most often near their mortal remains. Such apparitions are referred to as ghost candles.

Attributes: Charisma 4, Intelligence 2, Willpower 2

Powers: Ghost Light, Lure

Wraith (Follower 1)

Distant kin to the banshee, a wraith is a spirit of ill-omen. Whereas banshees herald death, wraiths merely signal a dark portent, which could mean anything from a minor accident to a horrendous loss. Most choose to manifest as they were in life rather than in some grisly and horrific form.

Their Despair power can be used only when they are manifested. Some wraiths have the Speech power, but they communicate only to warn their chosen victim of his imminent doom.

Attributes: Charisma 3, Intelligence 2, Willpower 3

Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)*

Powers: Despair, Manifestation

* Replaces Skill Aptitude (Intimidation)

Ghoul

Contrary to popular belief, ghouls are not undead. A ghoul is a person whose taste for human flesh has warped their physical body and mind into something neither man nor woman, beast nor human. Ghouls exist on the fringes of society, scavenging corpses from graveyards or, on rare occasions, committing murder to sate their inhuman hunger. Pained by light and fearful of being caught, they spend the daylight hours huddled away in dark holes or sewers, gnawing on the bones from which they have already devoured the succulent flesh. Most ghouls quickly lose their capacity for speech, though some are capable of single words or short phrases. Often these are used to lure unsuspecting prey into their grasp.

Ghoul

Follower 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 4, Dexterity 2, Strength 4, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 6, Perception 4 (Smell 8), Initiative 4, Defense 6, Stun 4, Health 6, Horror 3 (4 if feeding)

Skills: Athletics 6, Brawl 7, Intimidation 4, Stealth 8, Survival 5

Talents: Keen Sense (+4 smell-based Perception rating), Skill Aptitude (+2 Stealth rating)

Resources: None

Flaw: Glutton (+1 Style point whenever his appetite causes him problems)

Weapons: Claws 7L

Pained by Sunlight: Ghouls suffer a -2 penalty to all rolls when in sunlight.

Golem

A golem is an anthropomorphic entity created from mud or clay and imbued with a semblance of life by inscribing one of the secret names of God, known only to a few rabbis in every generation, on a piece of paper and inserting it into the golem's mouth or forehead. Deactivating the creature requires only the removal of the paper. Other legends claim the word *emet* (Hebrew for "life") must be written on the golem's forehead to activate it. To deactivate it, the first letter must be removed, changing *emet* into *met*, or "dead" in Hebrew.

The first recorded golem was Adam, shaped from clay by God's hand and imbued with life through God's breath, though he remained in this state but a short time, for unlike men, golems are incapable of speech and lack higher intellect. Indeed, they follow orders in the most literal sense, regardless of the outcome.

The most famous golem is the Golem of Prague. Created by Rabbi Judah Loew ben Bezalel in the late 16th century

Leagues of Gothic Horror

to defend the Jews of Prague from anti-Semitic violence, the creature was given a name—Josef. Though created with good intentions, the Golem became violent, forcing the rabbi to terminate its existence. One version of the story says the creature remained active on the Sabbath (Saturday) and went insane as it was forced to work on God's holy day. Another tells that it became the victim of unrequited love.

Golem

Follower 2

Archetype: *Construct*; **Motivation:** *Duty*; **Style:** 1

Primary Attributes: Body 4, Dexterity 2, Strength 5, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 7, Perception 4, Initiative 2, Defense 5, Stun 4, Health —, Horror 2

Skills: Athletics 7, Brawl 10, Intimidation 5, Stealth 4*

Talents: Lethal Blow (Lethal damage with Brawl)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 9N

* Golems have a -1 Size penalty on Stealth rolls.

Invulnerable: While golems are subject to knockback, knockdown, and stun, they are impervious to all forms of injury. The only way to render them harmless is to remove the piece of paper or erase the sacred word that activated them. This requires a Called Shot at -8.

Headless Horseman

Sleepy Hollow in the State of New York is not the only place to be haunted by a headless horseman. In Irish folklore, the *dullaban* is a headless faerie carrying a whip made from the spine of a human corpse. Scottish folklore speaks of a would-be chieftain whose aspirations ended in beheading, and who now rides the night as a headless ghost. German myth has two stories concerning decapitated riders. This version is inspired by the *Sleepy Hollow* movie.

The horseman must obey whoever possesses its head. Although obedient to both the letter and the spirit of its commands, it is an unwilling servant, desperate to avenge itself on its abuser. When not required, the horseman exists only in Hell, for his soul was damned by his actions in life. Despite having no head, it can see and hear without undue impairment. Of course, it cannot communicate except through gestures (not that it has much call to talk to the living).

The horseman rides a demonic steed (see p. 79). It cares nothing if the beast is slain—each time the rider is summoned, it is given a new mount.

Headless Horseman

Follower 3

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 2

Primary Attributes: Body 4, Dexterity 4, Strength 4, Charisma 0, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 8, Perception 6, Initiative 6, Defense 8, Stun 4, Health 8, Horror 4

Skills: Brawl 6, Intimidation 4, Melee 8, Ride 9

Talents: Callous Rider 2 (Can exert mount to give +4 Ride), Mounted Charge (+2 charge bonus)

Resources: None

Flaw: Sadism (+1 Style point whenever he is needlessly cruel)

Weapons: Punch 6N, Sword 11L

Immortal: The horseman is immune to nonlethal damage. Lethal damage that reduces its Health to below zero causes it to dissipate into mist. While it must spend an entire 24 hours in Hell before it can be summoned again, the next time it manifests it returns completely undamaged. Only by finding and destroying its head can it be truly laid to rest. It suffers knockback, knockdown, and stunned effects as normal.

Man-Bat

Despite its name, the man-bat is more bat than man. It is human in stance and general form, but its features and limbs are those of a grotesque bat. The creature feeds on blood, though it is not a true vampire (in that it is immortal) and cannot pass on its curse to its victims.

There is no one method by which a man-bat might come into existence. One might be the result of a failed weird science experiment involving an elixir containing bat blood. Another might be the victim of a diseased bat's bite, while a third could be the result of some terrible curse.

Man-Bat

Follower 1

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 6*, Perception 3 (7), Initiative 4, Defense 6, Stun 3, Health 5, Horror 3

Skills: Brawl 7, Stealth 6, Survival 4

Talents: Keen Sense (+4 Perception using echolocation)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 7L

* Man-bats use their Move rating when flying.

Echolocation: Man-bats ignore all penalties for darkness.

Mummy

From Peru to Egypt and across to China, many ancient cultures mummified their dead, either through deliberate preservation of the flesh, or by entombing them and allowing nature to mummify the corpse. There are two major types of mummy.

Things That Go Bump in the Night

Standard Mummy

The first are relatively mindless creatures. Those resurrected through dark magic are bound to their summoner's will, but there exists another variety: those who awaken as a result of potent curses or wards placed on their musty tombs. Relentless and remorseless, these vengeful undead will go to any lengths to retrieve their treasures and punish those who would dare disturb their eternal slumber.

Follower 1

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 3, Dexterity 2, Strength 4, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 6, Perception 3, Initiative 3, Defense 5, Stun N/A, Health 5*, Horror 3

Skills: Athletics 5, Brawl 7, Intimidation 4, Stealth 4

Talents: Diehard (Improved death threshold)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 7N

* *Mummies are immune to nonlethal damage and cannot be stunned.*

Flammable: Mummies automatically catch fire if they come into contact with any flame, rather than catching if they spend more than a combat turn in contact with flame, as normal.

Royal Mummy

The second type of mummy is far more dangerous, and fortunately much rarer. Through dark rituals, generally involving the death of others, the withered corpse can reconstitute its body, assuming the form it had in life once the process is complete. These creatures are typically referred to as royal mummies, although they needn't be pharaohs—viziers, powerful nobles, priests, and magicians all fall into this category.

Whereas standard mummies are single-minded, royal mummies are intelligent, more than capable of creating elaborate plans that unfold over years, decades, or even centuries. The stats below are for a combat-oriented royal mummy. Gamemasters may wish to reassign Skill levels to make them more rounded villains.

Patron 2

Archetype: *Undead*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Horror 3 (— once fully regenerated)

Skills: Athletics 6, Brawl 7, Diplomacy 7, Intimidation 7, Magic: Old Ways (Egyptian) 8

Talents: Fearsome (Temporarily frighten opponents), Magical Aptitude (Can cast spells)

Resources: Status 1 (Often leads a cult of devout followers; +2 Social bonus)

Rituals: Elemental Fury, Empower, Fear, Harm, Raise Dead

Optional: Unholy Nights

"Wherefore take unto you the whole armor of God, that ye may be able to withstand in the evil day, and having done all, to stand." Ephesians 6:13

Across Europe there are four nights in particular when all good folk bolt their doors, shutter their windows, and pray for salvation, for it is said that on these nights the forces of darkness hold sway.

From midnight until dawn, the armies of Hell revel in chaos and destruction, for in these dark hours they gain great power. These dates are St. George's Eve (22nd April), St. Andrew's Day (30th November), Walpurgis Night (30th April) and lastly All Saint's Eve (31st October). These nights are not equal in magnitude. While many mortals hold All Hallows Eve to be particularly bad, it is in fact the lesser of the four unholy nights.

During the appointed hours, all supernatural evil creatures, including mortals who practice black magic, automatically gain a number of Style points, representing their increased abilities. The table below shows the number of Style points the fell creatures gain during each of these unholy nights. Style points unused at the breaking of dawn are instantly lost—the fiend has failed to make best use of its temporary boon.

Unholy Night	Style Points
All Hallows Eve	2
Walpurgis Night	4
St. Andrew's Day	7
St. George's Eve	10

Flaw: Overconfident (+1 Style point whenever he is forced to ask for help)

Weapons: Punch 7N

Immunity: Some royal mummies are immune to all damage. The only way to harm them is to find their canopic jars (the jars in which their organs were stored after the mummification ritual) and smash them. A royal mummy has four canopic jars. For each one destroyed, the mummy suffers 4L wounds automatically (ignoring all Defense). Mummies place a great deal of protection around these jars, for their continued existence depends on their safety.

Rakshasa

Found in folklore from Tibet to Japan and northern China to the islands of Indonesia and Malaysia, rakshasas are malevolent demons in corporeal form. The female

Leagues of Gothic Horror

form is rakshasi. In their natural guise, rakshasas are truly monstrous. Their skin is as black as soot, their eyes are ablaze with unholy red light, their hair is living flame, their ugly faces are fixed in a fierce state, two fangs hang down from their upper jaw, while their fingernails are long and sharp. Possessed of a keen sense of smell, they feast on all forms of flesh, caring naught for whether their meal is a dumb animal or a sentient being. These unholy fiends can levitate, and even vanish into thin air.

Rakshasas are shapeshifters, able to assume the guise of humans and mundane beasts, though they cannot become the double of a specific individual. They retain their Attributes, save for Charisma. In human form, this can be assigned from 1 to 5, as the creature desires. However, each point above 1 costs it a Style point, making it extremely difficult for them to assume the form of truly beguiling individuals. While in alternate guise, the demon has no access to its Talents and displays no claws (though it may have long fingernails).

They can switch between forms as a reflexive action, but may do so only once per combat turn. The entry below is for their purely demonic form.

Rakshasa

Follower 4

Archetype: *Demon*; **Motivation:** *Survival*; **Style:** 3

Primary Attributes: Body 4, Dexterity 3, Strength 5, Charisma 0, Intelligence 4, Willpower 5

Secondary Attributes: Size 1, Move 8 (4)*, Perception 9 (13), Initiative 7, Defense 6, Stun 4, Health 10, Horror 5
Skills: Athletics 8, Intimidation 10, Linguistics 7, Stealth 7**, Survival 8

Talents: Fearsome, Fearsome Attack (uses Intimidation when attacking), Keen Sense (+4 smell-based Perception rating), Mentalism (Cloaking)

Resources: None

Flaw: Primitive (-2 penalty to use technological items)

Weapons: Claws 10L

* A rakshasa can levitate at half its Move rate.

** A rakshasa has a -1 Size penalty on Stealth rolls.

Venomous Talons: A rakshasa's claws are venomous. Anyone who suffers a wound must make a Body x 2 roll (Difficulty 4) or suffer 2L automatic damage.

Rat, Giant

Giant rats are typically found lurking in the dank sewers beneath the world's great cities, where they feed on unfortunate hobos, sewage workers, criminals seeking to move around the city unseen, and corpses dumped there by nefarious elements of society. These obscene specimens are the same size as large dogs. Though not a dire threat to adult humans when hunting alone, their distinctive incisors can slice through flesh and bone. When part of a pack, giant rats can quickly overpower larger prey.

Some of these loathsome creations are natural if abhorrent mutations. Others may be the result of misplaced weird science, potent rituals, or vampiric powers.

Giant Rat

Follower 0

Archetype: *Animal*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size -1, Move 4 (Run 8)*, Perception 4, Initiative 3, Defense 5, Stun 1, Health 4, Horror 2

Skills: Brawl 3, Stealth 5**, Survival 2

Talents/Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 5L, Claws 5L

* Animals with four or more legs double their Move rating when running.

** A giant rat has a +1 Size bonus on Stealth rolls.

Rat, Swarm

Rat swarms are another genre staple. Whether crawling through dank sewers beneath a modern city or through the cobweb-choked catacombs of a crumbling castle in some far flung realm beyond the borders of civilization, these biting, clawing vermin can present a serious hazard to character when gathered in numbers.

Rat Swarm

Follower 0

Archetype: *Animal*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 5 (Run 10)*, Perception 4, Initiative 5, Defense 1, Stun 0, Health 8**, Horror 2

Skills: Brawl 2, Stealth 6, Survival 2

Talents/Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 6L, Claws 6L

* Double their Move rating when running.

** Only attacks with an Area of Effect inflict full damage on a swarm. All other weapons inflict a maximum of one point of damage per bit.

Redcap

Also known as powries, redcaps are malevolent fairies. While fairies rarely appear in Gothic Horror stories, the bloody nature of the redcap makes it worthy of inclusion in *Leagues of Gothic Horror*.

Redcaps take the form of sturdy but wizened old men,

Things That Go Bump in the Night

but with taloned hands and large teeth. Contrary to the belief that faeries are repelled by iron, they carry an iron pikestaff in their left hands and wear iron-shod boots. Their name comes from their red caps, which they stain with the blood of their victims. If the cap ever dries out, the redcap dies. This compels them to commit murder after murder.

Trying to flee from a redcap is a fool's errand, for it is said they are supernaturally fast. Despite this, redcaps enjoy a good chase—nothing gets a victim's blood pumping like the combination of abject terror and a sprint.

Redcap

Follower 2

Archetype: *Fairy*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 4, Charisma 1, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 8, Perception 5, Initiative 4, Defense 5, Stun 3, Health 6, Horror 4

Skills: Athletics 7 (*Running* 8), Brawl 7, Intimidation 6 (*Threats* 7), Melee 7

Talents: Run (Running speed is doubled), Swift (+2 Move rating)

Resources: None

Flaw: Obsession (Murder; +1 Style point when he dips his hat in the blood of a sentient being he has murdered)

Weapons: Bite 8L, Claws 8L, Pikestaff 10L

Stain the Cap: A redcap must soak its cap in the blood of a sentient being it has slain each week or die.

Scarecrow

Scarecrows, humanoid mannequins dressed in old clothes and stuffed with straw, are a common sight across rural Europe. Like clowns, there's something innately sinister about scarecrows. The way they stand in the field, absolutely motionless, gives the impression they're watching you, just waiting to sneak closer while your attention is diverted.

Scarecrows can be brought to life through possession from a fell spirit or dark magic. However they are given a semblance of life, the fiends are murderous in the extreme. Scarecrows prey on individuals, preferably children and the elderly, since they are less likely to put up a determined resistance. These unholy creatures stand patiently in the fields, watching all who pass, and sizing up potential prey. Sometimes they venture from their fields into villages, but most often they lure prey to their side by calling out their name.

Possessed of wicked cunning, they never slaughter victims near their own field. Rather, they lead their victims away before brutally savaging them, so as to throw suspicion elsewhere. More than one scarecrow has cackled silently as it watched an innocent being persecuted for its crimes.

Some scarecrows have pumpkins for heads while

other sport sacks painted with rude human features. The latter may be the scariest variant, for who knows what is really concealed beneath the burlap?

Scarecrow

Follower 1

Archetype: *Construct*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 0, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 7, Perception 6 (10), Initiative 6, Defense 6, Stun N/A, Health 6*, Horror 2

Skills: Athletics 5, Brawl 6, Melee 8, Stealth 6

Talents: Keen Sense (+4 smell-based Perception rating)

Resources: None

Flaw: Primitive (–2 penalty to use technological items)

Weapons: Punch 6N, Farming implement 10L

** As animated constructs, scarecrows are immune to nonlethal damage, and cannot be stunned.*

Flammable: During dry spells, scarecrows automatically catch fire if they come into contact with any flame, rather than catching if they spend more than a combat turn in contact with flame, as normal.

Succubus/Incubus

Medieval chroniclers believed that succubi (female spirits) and incubi (their male counterparts) were separate creatures. In truth, they are a single being, able to transform between the sexes at will. Treatises proclaiming that succubi/incubi are ephemeral spirits are likewise erroneous. These are flesh and blood creatures whose strange powers to make their victims forget the physical acts they perform gave rise to misinformed beliefs.

In their succubus forms they seek to seduce men into having sex. During the act they drain the victim's life energy, leaving him exhausted or, in some cases, dead.

Incubi can induce the same fatigue in women, but they "feed" in this manner only rarely. Their preferred method is to seduce and impregnate a woman. Generally they find unmarried women more attractive than married ones. However, an incubus has no sperm of its own. In order to create new life it must seduce a man in succubus form. It then uses its victim's sperm to impregnate a female victim.

In rare cases, the child spawned from a union between an incubus and a human female is a cambion. For the first seven years a cambion has no pulse, nor does it breathe. As time passes, it begins to assume more human behavior. Cambions are possessed of unearthly charisma capable of swaying the most strong-willed individual, are beautiful to the point of being angelic, yet have cunning rivalling that of the Devil. All cambions are sterile, but are possessed of extremely long lives (measured in centuries, not decades).

In both cases of demonic seduction, the victim (assuming he or she survives) must make a Willpower roll against the demon's Willpower or become convinced his encounter was a figment of his imagination.

Leagues of Gothic Horror

Succubus/Incubus

Follower 3

Archetype: *Demon*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 6, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 5, Defense 5, Stun 3, Health 7, Horror —

Skills: Brawl 7, Con 11 (*Seduction 12*), Empathy 8 (*Emotions 9*), Diplomacy 8, Linguistics 4, Performance 8

Talents: Attractive (+1 Charisma when dealing with people; already included), Captivate (Can temporarily enthrall opponents), Charismatic (+1 Charisma)

Resources: None

Flaw: Lust (+1 Style point when its lust causes it problems)

Weapons: Punch 7N, Bite 7L, Kiss 7N*

* *Incubi/succubi can only use this attack on victims they have grappled, who willingly submit, or who cannot resist (such as through being unconscious).*

Sexual Feeding: An incubus/succubus must mate daily to survive. Victims of their lustful ways suffer a lethal wound each night, though the feeding leaves no visible signs. A demon who fails to mate suffers a point of lethal damage each day.

Shapechange: An incubus/succubus can shapechange into any mortal form they desire as a full round action. They can physically duplicate specific individuals, though they have no inherent ability to mimic mannerisms or speech patterns, nor do they have any of the person's memories. So long as the demon keeps quiet and doesn't have to take many physical actions it is nigh indistinguishable from the original, however.

Vampire

Vampires are the archetypical Gothic horror monsters, capable of being both suave and sophisticated on one hand and thoroughly bestial on the other.

Vampires do not breathe, nor do they require food and water to survive. They must, however, regularly partake of blood to ensure their continued survival. A vampire suffers a lethal wound each night it fails to consume at least one pint of human blood or two pints of animal blood. This damage cannot be healed by the vampire resting in its coffin until it has sated its appetite fully. Fortunately for the vampire lack of blood does not cause death. Should deprivation cause it to fall below zero Health, it automatically remains conscious and stabilizes. This allows it to remain active, though in a weakened state. Should its Health drop to -5 because of deprivation, it falls into torpor, a coma from which it cannot awaken until an outside agent feeds it a pint of blood. At this time its Health improves to -4.

Vampires are powerful creatures and should always be built as Patrons. As they age so they grow more formidable. A newly awakened vampire is a Patron 1. As a

rule of thumb, for each century of unlife the vampire increases its Patron rank one level, to a maximum of Patron 5. The Gamemaster may, of course, create more powerful younger vampires as he desires.

The sample statistics below represent a common vampire. Nothing prevents a vampire from being a former scholar, aristocrat, soldier, artist, or scientist. As such, Skills and Talents should be chosen by the Gamemaster to suit the individual nature of the villain.

In the same vein, not every vampire needs every Trait listed below. Mixing up Traits keeps players on their toes and, when the old stake through the heart fails, leaves their characters exposed to fear of the unknown.

Vampires can easily be worked into a *Leagues of Adventure* game that involves no supernatural elements. In this case, the vampirism could be the result of weird science gone awry, leaving the unfortunate victim with an insatiable thirst for human blood. Such creatures normally lack many of the more traditional boons and banes associated with vampires.

Vampire

Patron 1

Archetype: *Undead*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 2, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 4, Defense 5, Stun 4, Health 6*, Horror 4

Skills: Athletics 6, Brawl 6, Con 4 (*Seduction 5*), Intimidation 5 (*Staredown 6*), Stealth 5

Talents:** Fearsome (Temporarily frighten opponents), Iron Jaw (+1 Stun rating)

Resources: None

Flaw: Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature or causes it problems)

Weapons: Bite 6L***, Punch 6N

* *Vampires are immune to lethal and nonlethal damage except from drowning, fire, holy objects, or sunlight. Vampires are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

** *The vampire may pick one power from the list starting on p. 92*

*** *If the vampire scores 3+ successes on its bite attack, it has latched onto its victim's neck. Until the vampire ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.*

Decapitation/Piercing the Heart: The quickest way to kill a vampire is to sever its head or pierce its heart with a wooden stake. This requires a Called Shot against a vital area. If the damage from a single attack exceeds the vampire's Body rating, the fiend is instantly slain, otherwise the attack has no effect.

Garlic Aversion: A vampire suffers a -2 penalty to all rolls to affect a person wearing a garland of garlic bulbs. Garlic can also be used to ward entrances, vampires being unable to cross a line of garlic.

Things That Go Bump in the Night

Power of the Lord: A cross, crucifix, or holy wafer (and paraphernalia of other religions at the Gamemaster's discretion) can be used to make a Touch Attack against a vampire. Such objects cause 0L damage.

These holy objects can also be used to keep a vampire at bay, but only if the wielder is a true believer in the faith—merely waving a holy object around as no effect.

Presenting such an object to the vampire requires an attack action. In order to close within five feet of the wielder, the vampire must make a Willpower roll as a reflexive action. If it rolls more successes than the wielder's Willpower rating the night fiend is unfazed and may act as normal. Otherwise, it can advance no closer, nor can it use any of its other abilities against the wielder. Of course, a vampire armed with a gun could still shoot the holder of the offending object.

Regeneration: In Gothic Horror tradition, vampires heal injuries quickly, but only when they sleep in coffins filled with earth from their homeland. When a vampire rests in such a manner it makes a Body roll each dawn. Every success removes one level of lethal damage caused by drowning, fire, or holy objects.

Signs of Evil: Many, but not all, vampires have bad breath, long nails, bloodshot eyes, excessive hair on their hands (and sometimes the palms), and cast no reflection. Only the latter is a surefire way to detect a vampire, though, as normal humans may suffer from any or all of the above indicators.

Sire: Anyone slain by a vampire returns as a vampiric minion within three days of burial. Such fiends are incapable of personal growth, no matter how long they live. They retain their mortal attributes, Skills, and Talents, save for Intelligence, which is lowered to 1—these fiends are naught but nocturnal, feral hunters. They have the same additional common abilities as vampires except for Sire. A true vampire is created only if the vampire allows its victim to drink of its own blood before death.

Sunlight Weakness: A vampire exposed to sunlight suffers damage each round until it finds deep shadows. Reflected sunlight inflicts 2L damage, weak direct sunlight 4L, and bright direct sunlight 8L damage each round of exposure. The creature may resist only with its Passive Defense.

Bride

A bride is a female vampire. More specifically, the title is used to refer to the enthralled concubines of a fully fledged vampire. Brides are typically newly created, and thus lack most of a vampire's supernatural powers. Unlike true vampires, they never increase in power with age. Such is the unearthly beauty of these hell-women that men find it very hard to commit harm upon one, a weakness the bride is quick to exploit.

Brides have the same asterisked notes and additional common abilities as vampires, with the noted exception of Sire. The male equivalent of a bride is called a consort.

Patron 1

Archetype: *Undead*; **Motivation:** *Survival*; **Style:** 1



Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 4, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 5, Stun 3, Health 5*, Horror 4

Skills: Athletics 4, Brawl 5, Con 6 (*Seduction* 7), Intimidation 5, Performance 7 (*Singing* 8), Stealth 5

Talents: Captivate (Temporarily entrance victims)

Resources: None

Flaw: Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature of causes it problems)

Weapons: Bite 6L***, Punch 6N

Other Abilities

While vampires share many common abilities and weaknesses, many other powers are attributed to them. For each level in Patron the vampire has, including the first, it may take one of the special abilities below. This bonus ability is in addition to its regular Talent/Resource improvement.

Note that in some cases the special ability is itself a

Leagues of Gothic Horror

Talent. This allows a vampire to effectively gain two Talents for each additional level of Patron if it so desires.

In instances where an ability described below shares the same game mechanics as a Talent, even if it has a different name to the Talent in question, the ability stacks with that Talent when applicable. For instance, a vampire that has both Preternatural Reflexes and Quick Reflexes would effectively have Quick Reflexes 2, giving it a total of +4 to its Initiative rating.

Alter Dimensions: The vampire can alter its dimensions at will in order to pass through extremely narrow gaps. No roll is required. Note that this ability does not physically alter the vampire's size, nor can it be used in combat to avoid blows—it merely allows the vampire to slip through tiny gaps without impediment. (Lucy Westenra does this in *Dracula* in order to enter her tomb, but is foiled when Van Helsing plasters the doorway to create an airtight seal.)

Animal Summoning: The vampire can summon a single rat swarm or a number of wolves equal to his Charisma rating once per night. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to the vampire.

Back from the Dead: Even if the vampire is staked, beheaded, and its mouth stuffed with holy wafers, the creature can be brought back from its second death. The wafers and stake must be removed, the head placed next to the body, and the blood of a human sacrifice poured over the remains. The vampire returns to its unlife at 0 Health. Total incineration and then dissolving the ashes in holy water is the only way to permanently slay the fiend (and even that may not be guaranteed to work).

Blood Bond: The vampire has a mental link to anyone it has bitten. This functions as the Telepathy Talent.

Control Animal: The vampire can exert its will over animals, even those it has not summoned. This functions as the Control Animal ritual, except the vampire makes a Charisma + Willpower roll in place of Magic.

Daywalker: Not all vampires are creatures solely of the night. Count Dracula, for one, could move around in sunlight, though he was noticeably weaker. Vampires resistant to sunlight suffer a 2-point reduction to all physical attributes and cannot use any of their special abilities while in sunlight.

Fear: The vampire can generate terrifying, realistic illusions. This functions as the Fear ritual, except the vampire makes a Charisma + Willpower roll in place of Magic.

Fire Immunity: The vampire is impervious to normal fire, but is still subject to damage from truly intense sources of heat, such as being immersed in lava.

Flight: Though rare among Western vampires (most of whom must change into the form of a bat to take to the air), flight is a power often attributed to bloodsuckers of the Far East. The vampire can fly at a speed equal to its base Move rating. It may Run as well.

Keen Sense: As per the Talent of that name.

Lord and Master: *Prerequisite:* Refuge 0. The vampire is the true lord and master of his lair. With a casual

wave of his hand he can open and close doors, lock and unlock portals, light and extinguish candles, and such like, though the objects being manipulated must be in his line of sight.

Manipulate: *Prerequisite:* Mesmerize. This functions as the Mind Control Talent, but can only ever be used against one subject at a time. If the vampire has previously bitten the subject, he gains a +2 bonus to his Willpower roll.

Mesmerize: As per the Captivate Talent, except the vampire makes a Charisma + Willpower roll in place of Performance.

Night Vision: As per the Blind Fight Talent.

Preternatural Reflexes: As per the Quick Reflexes Talent.

Raise the Dead: The vampire is a master of necromancy. It can cast the Raise Dead ritual, but makes a Willpower roll in place of Magic. The animated dead do not return to their inanimate state after one day, but the maximum number of zombies that may be animated at any one time is equal to the vampire's Charisma rating.

Read Mind: By making an Empathy roll, the vampire can read the mind of one individual within a short distance of it. A Simple or Complete Success allows only emotions to be discerned. Major Success grants the vampire access to surface thoughts. An Exceptional Success lets it access the victim's sub-conscious thoughts, while an Amazing Success reveals the subject's deepest memories.

Shadow Control: The vampire has mastery over darkness. This power does not create an area of darkness—it merely intensifies existing shadows. The vampire makes a Willpower roll. Each success gives it +1 to Stealth rolls for the next hour. Entering an area of bright illumination, such as that created by a streetlight, temporarily negates the bonus.

Shape Change, Greater: *Prerequisite:* Shape Change, Lesser. The vampire can transform into mist or a cross between animal and man by taking an attack action.

The former allows the vampire to pass through small gaps, as well as granting it immunity to physical attacks. It is unaffected by wind in this form. The latter raises the creature's Horror rating to 5 but is very strenuous—it can be done only once per calendar month. Either effect lasts for the remainder of combat or until the end of the scene.

Shape Change, Lesser: The vampire may transform into a bat, rat, or wolf. This requires an attack action. While in this form, he gains all the physical benefits of his new form while leaving his mental abilities unchanged. In game terms, the caster gains the physical Attributes and special abilities of the animal, but retains his own mental Attributes and Skills. However, the animal cannot speak. It can manipulate tools if it has appropriate digits. In addition, he retains the Talents, Resources, and Flaws from both his forms. The effect lasts for the remainder of combat or until the end of the scene.

Superhuman Strength: A vampire's strength normally increases with its age through means of its increased

Things That Go Bump in the Night

Patron level. Some possess the strength of many men. This ability may only be taken if the vampire's Strength is already at its normal maximum. Each time this ability is taken it adds +1 to the fiend's Strength rating, ignoring all limits imposed by its Size.

Twist Personality: *Prerequisite:* Read Mind. Through understanding the mortal mind and extending his will, the vampire can warp a subject's personality through subtle manipulation. The vampire must spend a minimum of one hour conversing with his subject about any topic. He then makes a Con roll. If he rolls more successes than the victim's Willpower, the victim gains an appropriate Flaw for a number of days equal to the vampire's extra successes. If he rolls more than twice the victim's Willpower rating, the change is permanent (though psychotherapy may eventually reverse it at the Gamemaster's discretion).

Unnatural Speed: As per the Swift Talent.

Wall Walking: The vampire can crawl up walls or across ceilings at half its Move rating. It may Run, but at half its normal Run Move.

Warp Landscape: *Prerequisite:* Refuge 0. Vampires with a permanent lair in which they have resided for more than a century (including time spent alive) can exert power over the landscape. By altering paths, summoning mists, or causing vegetation to conceal trails, the fiend causes all Survival: Navigation rolls made within five miles of the lair times the vampire's Willpower rating to suffer a penalty equal to the vampire's Charisma rating. The vampire can switch off this ability if it actually desires visitors.

Other Vampire Weaknesses

All Western vampires share three common weaknesses—garlic aversion, fear of the cross, and sunlight weakness. They also avoid mirrors, but they are neither pained nor troubled by them—the lack of reflection merely reveals their unholy nature. At the Gamemaster's discretion, a vampire may also possess one or more of the following weaknesses.

Nets, Grain, Seeds: For most vampires, a sprinkling of seeds on the ground or a hanging net is beneath their notice. For others, it is a weakness. Those affected by this weakness must make a Willpower roll (Difficulty 4) when presented with such items or immediately begin counting the seeds or untying the knots. While distracted, the vampire may defend itself, but may not take other actions. A Willpower roll is permitted each combat turn.

Running Water: Vampires with an aversion to running water cannot cross even the thinnest natural stream, save by bridge, boat, or being carried. Any vampire with this weakness submersed in running water suffers 4L damage each round. All other vampires suffer 2L damage. This is caustic damage. The creature may resist only with its Passive Defense.

Unnatural Aura: Animals do not openly attack the vampire, but they react to his presence. Carnivores typically react with displays of aggression, while herbivores

seek to flee in terror. As he grows older, so his aura grows more unnatural—milk curdles in his presence, flowers and grass wither at his passing, and humans, with their limited senses, begin to sense there is something unwholesome about the stranger.

Vampire/ Hopping

Known in Chinese as *jiang shi*, hopping vampires are reanimated corpses. Their name comes from their peculiar method of movement, for they perform two-footed hops instead of walking. They are capable of leaping prodigious distances from a standing start.

While a small few appear as they did in life, being reanimated shortly after death, most are horrifying to behold. In all cases, though, their skin has a greenish-white tinge, long, white hair adorns their head, and their arms are locked stiff at the elbow. Hopping vampires have no capacity for communication.

Hopping Vampire

Follower 2

Archetype: *Undead; Motivation: Survival; Style: 1*

Primary Attributes: Body 4, Dexterity 2, Strength 3, Charisma 1, Intelligence 1, Willpower 4

Secondary Attributes: Size 0, Move 5*, Perception 5, Initiative 3, Defense 6, Stun 4, Health 8, Horror 4

Skills: Athletics 6 (*Jumping* 7), Brawl 6, Intimidation 6 (*Staredown* 7), Stealth 5

Talents: Jump (Jumping distance is doubled), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Claws 7L

** Hopping vampires can jump the same distance vertically as horizontally. They do not require a running jump to reach full distance.*

Breath Sense: Hopping vampires, while able to avoid inanimate objects through some supernatural sense, can only detect mortals if they are breathing. In combat, a globetrotter holds his breath for one turn per success on a reflexive Body roll.

Infection: Anyone who suffers wounds from a hopping vampire's claws must make a Body x 2 roll against the number of wounds inflicted. Failure means the victim becomes infected with vampirism. The victim remains unchanged until he stops moving, at which time his blood congeals and he dies (regardless of his wound status)! Within moments, the victim reanimates as a hopping vampire. The traditional cure involves force feeding the victim a mixture of sticky rice and snake oil blended by a Taoist priest.

Rice Paper: One way to stop a hopping vampire dead in its tracks (pardon the pun) is to attach a piece of yellow paper inscribed with a spell to its forehead. This requires a Called Shot to a vital area.

Leagues of Gothic Horror

This spell is generally the reverse form of animate dead or similar. However, should the paper be removed, whether by deliberate intent or accident (such as a strong gust of wind), the creature reawakens instantly.

Sticky Rice: Hopping vampires suffer 2L automatic damage when moving across sticky rice. As a thrown weapon, a handful inflicts 2L damage.

Wendigo

Mankind's fervor to explore the remote corners of the world is not without peril. As well as the risk of injury, one must contend with the threat of starvation. When faced with death from hunger, some explorers resort to dining on their comrades. Some who partake of the forbidden flesh remain untouched by the experience. Some retain the craving for human flesh, but remain human in both body and spirit. For others, the craving transforms them into a wendigo.

At first the cannibal appears normal, though he has a gruesome obsession with eating more flesh. Over time, his appearance begins to change. His features grow gaunt, his flesh turns a pallid gray, his muscles and fat wither without losing any of their strength, leaving bones protruding against his taut skin, and his lips become tattered. He wears the smell of death and corruption about him like a funeral shroud. Try as it might, a wendigo cannot stave off its unholy appetite for long, and no food other than human flesh provides it any sustenance. Unless it dines on the forbidden meat, its host will starve to death.

Wendigo

Follower 3

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 5, Dexterity 3, Strength 4, Charisma 0, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 7, Perception 6 (Smell 10), Initiative 5, Defense 8, Stun 5, Health 11*, Horror 3

Skills: Athletics 9, Brawl 10, Stealth 6, Survival 8

Talents: Keen Sense (+4 smell-based Perception rating), *Robust (+2 Health rating), Unarmed Parry (Can block Melee attacks with bare hands)

Resources: None

Flaw: Obsession: cannibalism (-2 penalty on all rolls until he is able to satisfy his compulsion. +1 Style point when his obsession causes him to do something dangerous or endanger someone else's life)

Weapons: Bite 11L, Claws 10L

Unholy Regeneration: A Wendigo who causes damage to a human with its bite may forfeit its next attack action to consume the flesh. At the end of the round in which it consumes the flesh, it may make a Body roll. Each rolled success heals one point of nonlethal damage, or converts a point of lethal damage into nonlethal. Nonlethal damage is always healed before lethal.

Werecat

Predominantly found in Indian (weretiger), African (werelion), and Mesoamerican (werejaguar) mythology, werecats may result from a hereditary curse, sorcery, or sinful behavior. This is not to say all werecats are inherently evil, at least not in the eyes of natives. For instance, werelions are linked to royalty among African tribes, and are accorded great respect. The person may have been a great monarch in a previous life, and his ability to transform is a clear indicator he is destined to be a leader in his current incarnation.

In their human form, these supernatural creatures are indistinguishable from other folk. While some are undoubtedly sorcerers, almost any archetype can be used. For ease, all werecats share a common set of stats. The entry below is for a hybrid—a bipedal feline. Werecats can also turn into conventional members of their chosen species, making them impossible to detect.

Unlike werewolves (see below), werecats cannot pass on their condition through a bite, nor do they have any special abilities to regenerate.

Werecat

Follower 3

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 4, Dexterity 5, Strength 4, Charisma 0, Intelligence 1, Willpower 4

Secondary Attributes: Size 0, Move 9 (Run 18)*, Perception 7, Initiative 6, Defense 9, Stun 4, Health 8, Horror 4

Skills: Athletics 8, Brawl 9, Stealth 9, Survival 8

Talents: Alertness (+2 Perception rating), Flurry 2 (May make two attacks with no penalty)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 9L, Claws 10L

*A werecat doubles its Move if it runs on all fours.

Werewolf

Tales of werewolves, men who transform into ravenous beasts by the light of the full moon, are common across much of Europe.

While the victim may exhibit increased angry outbursts or a short temper, he displays no other signs of his affliction. He can touch silver, for instance, and takes damage normally from non-silver weapons. The human side is completely dormant while the werewolf is abroad, leaving the unfortunate soul with no memory of his nocturnal activities. He may suspect something is amiss due to clues (waking up naked in the woods, the tang of blood in his mouth after a kill, or realizing his feet are dirty when he wakes up), but the werewolf takes great pains to cover its tracks and remove any evidence of its existence.

Werewolves physically transform into a bipedal wolf-

Things That Go Bump in the Night

man form on the first rising of the full moon each month. This transformation takes one round, during which the beast can take no other actions. The process is reversed at dawn. The victim cannot prevent the transformation to ravenous beast, and the creature cannot elect to remain in beast form once the sun breaks the horizon. Werewolves don't need to see the moon or be struck by sunlight for these changes to occur—the very nature of the beast is tied to the movements of the celestial orbs.

Depending on the style of game you're running, werewolves might be the result of science gone mad, perhaps transformed by a strange contraption, or by an elixir. Such fiends, while still deadly, are very unlikely to pass on their curse. Others might be madmen who truly think they become ravenous wolves yet do not bodily transform, or actual supernatural creatures, likely the result of an ancient curse or dark magic.

Werewolf

Follower 3

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 9 (Run 18)*, Perception 6, Initiative 7, Defense 9, Stun 5, Health 8, Horror 4

Skills: Athletics 9, Brawl 9, Stealth 9, Survival 8

Talents: Alertness (+2 Perception rating), Flurry (May make two attacks at -2 to each attempt), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 9L, Claws 10L

* A werewolf doubles its Move if it runs on all fours.

Curse: Each time a victim is bitten, he must make a Willpower roll with a Difficulty equal to the number of points of damage taken by the attack. Failure means the victim is doomed to become a werewolf, though he manifests no sign of his infliction until the first rising of the next full moon (28 days from when he was bitten).

Regenerate: Werewolves have amazing powers of regeneration. Werewolves treat all damage inflicted by non-silver weapons as nonlethal (even caustic damage). Only silver inflicts lethal damage. At the end of each round, a werewolf makes a Body roll. Each success heals one point of nonlethal damage.

A werewolf can never heal lethal damage through this ability—it must heal those injuries naturally. Werewolves knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a werewolf that regenerates to exactly 0 Health is Exhausted.

Wolf

Wolves may not be supernatural monsters, but their presence is a staple of Gothic Horror. Some are simple

beasts who favor the night for hunting. Others are servants of powerful vampires (those with the Animal Control power), obedient to their master's every command. Such vampires rarely need to give verbal commands to their lupine minions—a simple thought is enough to have its orders carried out.

Wolf

Follower 1

Archetype: *Animal*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size -1, Move 6*, Perception 4 (Smell 8), Initiative 4, Defense 6, Stun 2, Health 4

Skills: Brawl 6, Stealth 7**, Survival 6, Horror —

Talents: Keen Sense (+4 smell-based Perception rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 8L



Leagues of Gothic Horror

* *Creatures with four legs double their Move rating when running.*

** *A wolf has a +1 Size bonus on Stealth rolls.*

Zombie/Skeleton

In their warm and comfortable clubs, adventurers and explorers are quick to mock those who speak of the walking dead. Such talk is ridiculed as superstition or drug-induced states of semi-consciousness in unfortunate victims, or put down to heatstroke or brain fever on the part of the viewer. But in the dark corners of Africa where the juju men hold power and in the Caribbean, the last haunt of Voodoo, they are less quick to dismiss talk of shambling corpses.

Animated corpses have no intelligence or personality, and are exceptionally slow and clumsy. As such, they are little use for work requiring manual dexterity or mental aptitude, but they make fine soldiers and slave laborers for those willing to traffic in forbidden knowledge, for they possess unlimited endurance and stamina.

These stats should be used for all manner of walking corpses, whether freshly animated zombies or fleshless skeletons of ancient origin. Those found in ancient tombs may, at the Gamemaster's discretion, carry archaic weapons or wear fragments of corroded armor. Naturally, this makes these walking dead more of a threat.

Zombie/Skeleton

Follower 0

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 0, Strength 2, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 2, Initiative 0, Defense 2, Stun N/A, Health 0*, Horror 2

Skills: Athletics 4, Brawl 5, Melee 5, Stealth 4

Talents: High Pain Tolerance (Ignore 2 wound penalties)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 5L, Punch 5N

* *Zombies are immune to nonlethal damage and cannot be stunned. In addition, they must consume one point of living flesh per day or suffer a point of lethal damage due to rot. Skeletons have a similar ability to shrug off nonlethal damage, but lack the need to eat.*



While not every creature in the above section is immortal, they are most definitely inhuman. This section details a number of human sample character adversaries, being little better than monsters. Others can serve as friends or patrons who either know of the occult or are prepared to believe the globetrotters. Mortals intended to be used in this fashion have Sanity ratings.

Note that while the major sample characters were created as per the rules for generating player characters, they have Rank Resources at whatever level was deemed appropriate. These do not count toward their maximum number of Talents/Resources as determined by their Patron level.

Abraham van Helsing

Of Dutch-German extract, Van Helsing is a physician, philosopher, scientist, and metaphysician of great renown. His specialist subject is obscure diseases, in which he is widely regarded a world expert. Although some regard him as a specialist in the occult and an accomplished vampire hunter, his knowledge of these subjects is sketchy, though arguably he has learned more about both since his failure to defeat Count Dracula.

Although he has a strong build and carries himself with pose, his greatest strengths are his iron nerve, indomitable resolution, self-command, and a kind heart. His one major flaw is his arbitrariness. This is not born out of lack of caution or objectiveness. Rather, it stems from his belief that he knows what he is talking about or doing better than anyone else.

Van Helsing is married, but his wife has been insane since the death of their son. As a devout Catholic, Van Helsing refuses to consider divorce. Van Helsing has never revealed what fate befell his son, but it was around this time he suffered a serious injury and befriended Dr. John Seward, who saved his life.

Abraham van Helsing

Patron 3

Archetype: *Physician*; **Motivation:** *Wisdom*; **Style:** 3

Primary Attributes: Body 4, Dexterity 2, Strength 3, Charisma 3, Intelligence 4, Willpower 5

Secondary Attributes: Size 0, Move 5 Perception 9, Initiative 6, Defense 6, Stun 4, Health 9, Sanity 8

Skills: Academics: Occult 5, Academics: Philosophy 7, Alienism 6 (*Metaphysics* 7), Diplomacy 5, Empathy 5, Investigation 7, Linguistics 6, Medicine 8 (*Diseases* 9), Melee 6, Science 6

Talents: Well-Educated (Science is a general Skill)

Resources: Contacts 1 (Mysticism; +2 bonus), Fame 1 (Philosopher & metaphysician; +2 Social bonus), Rank 1 (Society of Metaphysicians; +2 bonus)

Flaw: Impulsive (+1 Style point whenever his impulsiveness gets him or his companions into serious trouble)

Weapons: Punch 1N

Alienist

The mind is a mysterious and, at times, fragile thing, and the alienist strives to understand its working.

Things That Go Bump in the Night

As an ally, he may be someone the globetrotters visit after an encounter with the supernatural. A man of reason, logic, and science, the alienist has no belief in the supernatural. Instead, he seeks to find rational explanations for the nightmares and mental traumas of his patients.

As a villain, an alienist seeks to take advantage of his patients' vulnerability. Perhaps he is seeking to drive an innocent victim out of his mind for some nefarious purpose. Maybe he is a skilled hypnotist, taking advantage of his charges when they are under his influence. He may be the mastermind behind the dastardly affair or a servant (willing or otherwise) of the true villain of the story.

Alienist

Ally 1

Archetype: *Alienist*; **Motivation:** *Wisdom*; **Style:** 0

Primary Attributes: Body 2, Dexterity 1, Strength 1, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 5, Initiative 4, Defense 3, Stun 2, Health 4, Sanity 5

Skills: Alienism 5, Diplomacy 5, Empathy 5, Intimidation 5, Investigation 5

Talents: None

Resources: Status 1 (+2 Social bonus)

Flaw: Disbeliever (+1 Style point whenever he manages to find a plausible, mundane explanation for a supernatural event or convinces someone else to think his way)

Weapons: Punch 0N

Body Snatcher

Not every monster has a supernatural origin. Body snatchers, also known as resurrection men, dig up the recently deceased and sell the corpses for use in illegal medical procedures (the Anatomy Act of 1832 made corpses available for legal procedures), or to scientists of dubious morality and purpose whose ready supply of cash ensures no awkward questions are asked. When fresh corpses are in short supply, body snatchers aren't above using violence to secure whatever their employer requires.

Contrary to reports and public opinion, few body snatchers rob the corpses they gather from graves, so as to avoid felony charges (body snatching from a grave is simply a misdemeanor, whereas theft carries harsher punishments).

Body Snatcher

Follower 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 4, Defense 3, Stun 1, Health 4

Skills: Athletics 5 (*Digging* 6), Larceny 4, Melee 5, Stealth 5 (*Sneaking* 6)

Talents: Pack Mule (Treat encumbrance level as one level less)

Resources: None

Flaw: Illiterate (+1 Style point whenever his illiteracy causes him severe difficulty or embarrassment)

Weapons: Punch 0N, Shovel 7N, Pickaxe 8L

Corrupt Clergyman

Despite the name, this entry covers priests, vicars, monks, nuns, hermits, mullahs, and sorcerers who have been tempted into selling their souls to the Devil or other dark powers, forsaking the path of righteousness. In secret they perform rituals to honor their unholy master, while maintaining a public air of innocence, purity, and respectability. Through misquoting of religious texts and sly insinuations, they seek to corrupt their flocks and lead them to damnation, where they will fuel the fires of Hell for eternity.

More villainous, and more powerful, corrupt priests may have Magical Aptitude (usually Black Magic or Old Ways) or Mentalism.

Corrupt Clergyman

Ally 1

Archetype: *Clergyman*; **Motivation:** *Power*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Academics: Occult 4, Con 4, Empathy 4, Intimidation 4, Larceny 4

Talents: None

Resources: Rank 1 (Priest; +2 Social bonus)

Flaw: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N

Creepy Housekeeper

The creepy housekeeper is a Gothic Horror staple. Often the first person the globetrotters encounter when they visit a house or castle, he or she is the master's devoted servant, having served him for many years. More often than not, their first appearance in the story is signalled by slow, heavy footsteps as they move to answer the door.

Although an ordinary mortal there simply to cook, clean, and wait on their master's every need, there is something not quite right about these individuals. They may stare uncomfortably at visitors, their eyes may be

Leagues of Gothic Horror

Dark Gods

While Satan is the obvious focus of veneration for diabolical cults, mythology is replete with deities who might serve as the focus for a cult's twisted ceremonies and bloody rites. Note that the deities worshipped by such cults are not necessarily known as wicked or evil—it is the how and why of their worship that makes their modern cults villainous.

The magical tradition or traditions with which the deity is most commonly associated is listed in parentheses.

* **Anubis** (Old Ways: Egyptian): Associated with mummification and the afterlife. Cults attempting to resurrect long-dead pharaohs might take him as their patron.

* **Chernobog** (Black Magic): A Slavic deity whose name means "black god."

* **Coatlicue** (Old Ways: Aztec): Fertility goddess. Depicted as a woman wearing a skirt of writhing snakes and a necklace made of human hearts, hands, and skulls.

* **Hecate** (Black Magic, Natural Magic, Old Ways: Greek): Goddess of the moon, strongly associated with witchcraft, who takes the guise of Maid, Mother, and Crone.

* **Horned God** (Black Magic, Natural Magic): Frequently worshipped by witches. Possibly represents the Greek Pan or Celtic Cernunnos.

* **Huitzilopochtli** (Old Ways: Aztec): Deity of the sun and war. Bloody sacrifices to him form the stereotypical image of all Aztec human sacrifices.

* **Isis** (Ceremonial, Old Ways: Egyptian): Goddess of nature and magic. Many occult societies make reference to her in their rituals, making them modern equivalents of the ancient mystery cults that once worshipped her.

* **Odin** (Old Ways: Norse): The All-Father of the Vikings. His cult survives in rural parts of Scandinavia, as well as in north-east England.

* **Sekhmet** (Old Ways: Egyptian): Bloodthirsty protector of Egypt. She offers her powers only if given copious quantities of blood.

* **Set** (Old Ways: Egyptian): God of disorder and violence.

* **Tezcatlipoca** (Old Ways: Aztec): Deity of night, sorcery, and destiny.

too close together, or they may exude an air of being well past their prime, an odor that mimics the decay of their master's abode.

While they will leap to their master's defense in a heartbeat, snatching up a skillet or candlestick as a weapon, they pose little direct physical threat to globetrotters. Rather, they serve to spy on the unwelcome visitors or misdirect their intrusive investigations.

In a comedy game, the housekeeper is there to be played for laughs. They may be incompetent or clumsy, have a strange accent or speech impediment, possess a physical deformity, such as a hunchback or wandering eye, or simply be a red herring, always turning up seconds after any strange event with a look of total innocence and surprise.

Creepy Housekeeper

Follower 0

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 1, Strength 1, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 3, Stun 2, Health 4

Skills: Con 3, Craft: Cooking 4, Melee 3

Talents/Resources: None

Flaw: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or others)

Weapons: Punch 0N, Improvised Weapon 3N

Cultist

The worship of dark entities is a common horror trope. While Satanism is the most commonly practiced dark religion among Westerners, Set and Kali, deities of the Egyptian and Hindu mythologies respectively, have plenty of adherents in their respective countries of origin, and in overseas communities where natives dwell in numbers. Thanks to the British Empire and its unending need for laborers, their insidious reach now stretches far and wide.

Members of cults may be fanatical believers willing to throw away their own lives in the name of the great cause, brainwashed dupes, or misguided individuals who honestly believe the cult has their interests at heart. Cultists can come from any step of the social ladder—don't let that smart suit and well-groomed manner fool you!

Cult leaders tend to be extremely charismatic, regardless of social status. Some are peers of the realm, other learned scholars, and some just charismatic individuals of little true social standing or intelligence. The one presented below is a middle ground between them all. Gamemasters looking to create a cult leader for an adventure should modify the statistics as required.

Cultist

Ally 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Brawl 4, Intimidation 4, Melee 4, Stealth 4

Talents/Resources: None

Things That Go Bump in the Night

Flaw: Fanatical (+1 Style point whenever he converts someone else to his way of thinking)

Weapons: Punch 4N, Dagger 5L

Cult Leader

Patron 2

Archetype: *Everyman*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 5, Defense 5, Stun 3, Health 7

Skills: Brawl 4, Con 7 (*Tricks* 8), Diplomacy 6, Empathy 6, Intimidation 9 (*Staredown* 10), Linguistics 6

Talents: Fearsome (Temporarily frighten opponents), Natural Leader (Boost Allies Resources as if a Talent)

Resources: Status 1 (Cult leader; +2 Social bonus)

Flaw: Dominant (+1 Style point whenever his need to dominate others brings unnecessary strife)

Weapons: Punch 4N

Magical Cult Leader

This cult leader doesn't just talk a good talk—he has magical abilities to back him up. Although not physically impressive, he is a potent magician.

His magical tradition is left for the Gamemaster to determine. One who follow Satan, for example, is likely to have Black Magic, whereas a priest of Set would have Old Ways (Egyptian). Although rituals have been included below, these are guidelines only—the Gamemaster should select the cult leader's rituals based on his magical tradition and the needs of the adventure.

Patron 2

Archetype: *Occultist*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 5, Defense 5, Stun 3, Health 7

Skills: Academics: Occult 5, Con 5, Diplomacy 6, Empathy 5, Intimidation 6, Investigation 6, Linguistics 6, Magic: Pick one 9

Talents: Fearsome (Temporarily frighten opponents), Magical Aptitude (Can cast rituals)

Resources: Status 1 (Cult leader; +2 Social bonus)

Rituals: Fear, Greater Hex, Harm, Lesser Hex, Summon Horror

Flaw: Dominant (+1 Style point whenever his need to dominate others brings unnecessary strife)

Weapons: Punch 4N

Evil Mesmerist

For middle and upper class Victorians, with their stiff upper lips and proper ways of doing things, the thought of losing control of one's body and mind is a terrible notion. Mesmerists have the power to force people to obey their

will, and those of evil disposition do so only to cause misery and mischief. Even without resorting to mesmerism, they are masters of verbal persuasion and trickery, able to seduce, cajole, threaten, and trick others into performing actions they might not otherwise undertake.

Evil Mesmerist

Ally 2

Archetype: *Mentalist*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 4, Defense 4, Stun 2, Health 6

Skills: Con 7, Diplomacy 6, Empathy 5, Intimidation 6, Linguistics 4

Talents: Mentalism 2 (Telepathy & Mind Control)

Resources: None

Flaw: Sadism (+1 Style point when he is needlessly cruel)

Weapons: Punch 0N

Grotesque

Often hideously deformed at birth, or more rarely by some terrible accident or deliberate attack, a grotesque is shunned by society at large. Reviled by others, he lives on the fringes of civilization, spending his days reading, soul-searching, or attempting to make friends with those who stray across his path.

Despite his appearance and his treatment by others he is a tragic and misunderstood character, but very rarely a monster. Most are gentle creatures, who desire nothing more than to be accepted or left in peace. In adventures he may serve as a red herring, blamed for the vile crimes the globetrotters are investigating. In truth, he is on their side, trying both to clear his own name and bring the true monster to justice. His gentle nature may be displayed by his love of animals, which the grotesque nurses back to health or keeps as beloved pets, and his quoting of literary classics.

While physically strong and often prone to fits of rage, he is not by nature a violent person—his actions are a reaction against the provocation of others.

In Gothic Horror, the grotesque is the living embodiment of the old adage that you can't judge a book by its cover. While his flesh is hideous to behold, he has a noble heart worthy of any dashing hero.

Grotesque

Ally 1

Archetype: *Everyman*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 3, Horror 1

Leagues of Gothic Horror

Skills: Academics: Literature 4, Animal Handling 4*, Brawl 4, Empathy 4, Stealth 4

Talents: Animal Affinity (+1 Charisma when dealing with animals)

Resources: None

Flaw: Disfigured (+1 Style point whenever he is rejected because of his appearance)

Weapons: Punch 4N

* Includes the bonus from his Animal Affinity Talent.

Gypsy

The great majority of gypsies are well aware of the supernatural. Though wise women dabble in divination through crystal balls or Tarot cards, the tribes for the most part hold no love for the creatures of darkness nor those who traffic with them. Whether through black hearts, out of fear, or a willing to perform any deed in return for hard coin, some, though, are willing servants of the damned.

Despised by their peers, these tainted gypsies serve to protect the hiding places of their infernal master, act as his eyes and ears among the living in Eastern European lands, and transport his person and belongings when he must seek a new refuge.

Gypsy

Follower 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 4, Firearms 4, Intimidation 4, Melee 4, Ride 4

Talents: Callous Rider (Can coerce and force his mount to perform well beyond its natural abilities)

Resources: None

Flaw: Bad Reputation (+1 Style point whenever his bad reputation causes problems)

Weapons: Dagger 5L, Saber 7L, Heavy revolver 7L

Fortune-Teller

Invariably wizened and female, the gypsy fortune-teller is a powerful member of her family, being both a matronly figure and keeper of oral history and tradition. Her preferred methods of diving the future are Tarot cards or a crystal ball, though she is proficient in chiromancy (palm-reading) and tasseography (the reading of tea leaves), among other methods of divination.

The fortune-teller knows much, especially about the occult and the creatures of the night, but says little, and much of what she does say is cryptic.

Ally 1

Archetype: *Occultist*; **Motivation:** *Mystery*; **Style:** 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 3, Perception 6, Initiative 5, Defense 3, Stun 1, Health 4, Sanity 5

Skills: Academics: Occult 5, Empathy 5, Intimidation 4, Investigation 5, Linguistics 5

Talents: Fortune-Telling (Can tell the future)

Resources: None

Flaw: Inscrutable (+1 Style point whenever she is misunderstood or her mysterious motives cause trouble)

Weapons: Punch 0N

Dr. John Seward

A talented alienist and administrator of a lunatic asylum with a taste for the latest scientific gadgets, Seward was one of those involved in the destruction of Count Dracula. Like the rest of his comrades, he did not escape unscathed by the encounter.

The proven existence of creatures from legend, the untimely death of Lucy Westenra (whom he loved deeply), and his part in laying Lucy's spirit to rest after she had risen as a vampire, have unhinged Seward's mind—an ironic situation given his profession. Addicted to morphine, which he takes to suppress his nightmares, he has turned his hand to the construction of weird science gadgets specifically focused on destroying creatures of the night. Seward is not a member of any League, but works instead as a private patron.

Dr. John Seward

Patron 1

Archetype: *Alienist*; **Motivation:** *Mystery*; **Style:** 1

Primary Attributes: Body 3 Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 5, Stun 3, Health 5, Sanity 5

Skills: Academics: Occult 4, Alienism 7, Craft: Electrics 4, Craft: Mechanics 4, Empathy 6, Medicine 4, Investigation 5, Science: Engineering 5

Talents: Weird Science (Can create weird science gadgets)

Resources: Status 1 (Alienist; +2 Social bonus)

Flaw: Addiction (Morphine; +1 Style point whenever his addiction hurts him or someone he cares about)

Weapons: Punch 0N

Jonathan Harker

As a newly admitted solicitor, Harker was despatched to Transylvania to conclude a contract with Count Dracula. There, Harker discovers that the nobleman is actually a vampire, a revelation that almost costs him his sanity. Once recovered, Harker proved instrumental in the quest to destroy the fiendish count.

Things That Go Bump in the Night

With the dark days behind him, Harker and his wife, Mina, have moved to Exeter, where he is now a partner in the law firm. His encounter with the diabolical count has left him physically marked (his hair is shock white) and mentally scarred.

Harker knows there are other evils abroad, but he has no wish to engage them again, at least not directly. A resourceful man with a talent for research and an accomplished solicitor, he is prepared to aid those who continue the struggle from behind the scenes.

Jonathan Harker

Patron 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 5, Stun 3, Health 5, Sanity 5

Skills: Academics: Occult 4, Athletics 5, Bureaucracy 5 (*Legal* 6), Diplomacy 5, Empathy 4, Investigation 7, Melee 3 (*Knives* 4), Ride 4

Talents: Skill Aptitude (+2 Investigation rating)

Resources: Status 1 (Solicitor; +2 Social bonus)

Flaw: Fainthearted (+1 Style point each time he must make a Horror check)

Weapons: Punch 0N, Kukri 6L

Loyal Henchman

While villains consider themselves superior beings in all regards, it never hurts to have some help, someone to perform those necessary but terribly mundane chores or take risk to life and limb. Enter the loyal henchman, also known as the faithful servant or, more cruelly, the deformed minion.

Whether they serve as butlers, laboratory assistants, carriage drivers, or tools of murder, such servants are often malformed mentally and physically. Despite their loyalty to their masters, they are often abused.

Loyal Henchman

Ally 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills*: Athletics 4, Brawl 5, Intimidation 4, Stealth 4

Talents: Skilled Assistant (Improved teamwork bonus)

Resources: None

Flaw: Disfigured (-2 penalty on all rolls where appearance is a factor; +1 Style point whenever he is rejected because of his appearance), Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or others)

Weapons: Punch 5N

** The benchman has two Skill points unassigned. These should be applied to Skills his master possesses, thus allowing the minion to make use of his Skilled Assistant Talent. Typically these will be Craft and/or Science Skills.*

Lunatic

Lunatics are men and women who have lost their minds. They may have been subjected to attack by supernatural entities or witnessed an attack on others, or delved too deeply into the occult. However they came to be in their sorry state, their minds are well and truly shattered. If one can decipher their insane ranting, though, one might find a valuable clue to combating some supernatural threat.

Lunatics are normally harmless, content to curl up and murmur to themselves, sit in a corner and drool, while staring vacantly, or scribble or draw vague images of the terrible things they have witnessed in a bid to make others understand their plight. Attempts to make them reveal the horrors they have witnessed may drive them into an insane rage.

The statistics below represent a lunatic in his berserk state. Exactly what makes a lunatic go berserk in terms of game mechanics is left to the Gamemaster to decide, but a Critical Failure on any Social roll is one surefire way to trigger their madness.

Lunatic

Follower 1

Archetype: *Lunatic*; **Motivation:** *Mystery*; **Style:** 0

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5, Stun 4, Health 5, Sanity 0, Horror — (2 if the globetrotters know him)

Skills: Athletics 5, Brawl 6, Intimidation 6

Talents: Iron Jaw (+1 Stun rating)

Resources: None

Flaw: Secret (+1 Style point when he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 6N

Medium

Mediums take their name because they act as a mediator between the living and the dead. They are the medium through which the dead speak. Many mediums have a spirit guide, an unearthly entity who helps locate the souls mortals seek to converse with. For reasons unknown, these tend to be the spirits of American Indians. Communication is most commonly established through a trance, in which the medium may speak with the voice

Leagues of Gothic Horror

of the dead or adopt its mannerisms, though rapping on the table, moving objects, disembodied voices, and even physical materialization of spirits are known methods.

Medium

Ally 1

Archetype: *Occultist*; **Motivation:** *Mystery*; **Style:** 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 5, Defense 3, Stun 1, Health 3, Sanity 5

Skills: Alienism 5, Empathy 5, Investigation 5

Talents: Medium (Can communicate with the dead)

Resources: None

Flaw: Inscrutable (+1 Style point whenever she is misunderstood or her mysterious motives cause trouble)

Weapons: Punch 0N

Fraudulent Medium

The entry above assumes the medium is genuine. Unfortunately for those who seek to converse with the departed, there are many fraudulent mediums prepared to take their money. While these tricksters have no powers to talk to the dead, they are experts at cold-reading their customers. To create a fake medium, use the stats above but swap out the Skills and Talents with those below.

Skills: Alienism 5, Con 7, Empathy 5, Investigation 5, Linguistics 5

Talent: Skill Aptitude (+2 Con rating)

Necromancer

In fiction, a necromancer is most commonly portrayed as someone who animates the dead. In reality, the name applies to a person who communicates with the dead to tell the future (such as a medium). This entry follows literature and applies solely to the former.

Necromancers fall into two main types—those who use magic and those who use science to achieve their aims. Motivations are more varied. Some necromancers raise the dead or create life as a means of securing wealth (Greed) or power (Power). One example would be one who uses zombies as a source of slave labor or to create an army. Another may dabble with reanimation as a means of bring back a lost loved one (Love). Another may do so in order to study the mysteries of life and death (Mystery).

Magical Necromancer

Ally 2

Archetype: *Varies*; **Motivation:** *Varies*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 5, Defense 4, Stun 2, Health 6

Skills: Academics: Occult 5 (*Necromancy* 6), Intimidation 4, Investigation 5, Linguistics 5, Magic: Black Magic 10, Melee 4

Talents: Magical Aptitude (Can cast rituals)

Resources: Artifact 1 (Magician's Wand: +2 to Magic rating)

Rituals: Channel Dead, Fear, Raise Dead (+1 to Magic rating), plus one more of Gamemaster's choice

Flaw: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 0N, Dagger 5L

Scientific Necromancer

The scientific necromancer has a choice of two Craft and two Science Skills. Which ones he has depends on whether his experiments are powered by chemicals or electricity.

Scientific necromancers, while villains by dint of their vile experiments and lack of moral judgment, are no match for globetrotters in combat—they are men of science, not violence. Fortunately, they often have a loyal henchman or spare animated corpse or two at their disposal to deal with pesky interlopers.

Ally 2

Archetype: *Varies*; **Motivation:** *Varies*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 5, Stun 3, Health 6

Skills: Craft: Electrics or Pharmacology 6, Investigation 5, Medicine 6, Science: Biology 6, Science: Chemistry or Engineering 6

Talents: Spark of Life (can create intelligent artifacts), Weird Science (can create weird science devices)

Resources: None

Flaw: Righteous (+1 Style point whenever his actions alienate him and his friends, or causes others to publicly question his motives and moral judgment)

Weapons: Punch 0N

Police Constable

Police constables (aka Bobbies or Peelers in Great Britain) are at the bottom end of Victorian law enforcement. Their primary duty is to patrol the streets and catch criminals. Unlike detectives, they rarely investigate crimes. They may chase after a suspected burglar or murderer or take statements, but they do not dust for fingerprints or interrogate suspects—those are the duties of detectives.

Police constables can serve as allies or foes. As allies, they bring with them an air of authority and the power of the law. They can enter places where civilians cannot and, more importantly, keep them away from crime scenes. Patrolling their daily beat, they know the local villains by name and are a great source of local knowledge.

Things That Go Bump in the Night

As foes, they are a nuisance rather than a dire threat or minions of the villain. The law dislikes amateurs sticking their noses into police business, such as murder and theft. As such, they are an obstacle to the globetrotters' investigations.

Police Constable

Ally 1

Archetype: *Policeman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Brawl 4, Empathy 4, Intimidation 4, Melee 4, Streetwise 4

Talents: None

Resources: Rank 1 (+2 Social bonus)

Flaw: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or others)

Weapons: Punch 4N, Truncheon 6N



Serial Killer

While Jack the Ripper is perhaps the most infamous serial killer of all time, he was not the first of his ilk, nor will he be the last. The motives behind a serial killer's dark deeds are not easy to define, and psychopaths can come from any social strata. What is important to the story is that they have a plausible, consistent motive—very few serial killers simply kill random passersby for the fun of it.

One may be a psychopath who kills purely for sport or to cause terror in a community, for example, striking at those whose loss will cause the most fear. Another might be a deranged dock worker who kills women because he believes them to be evil. Perhaps a righteous, God-fearing man witnessed a supernatural attack and commits bloody crimes in the insane belief that everyone is a werewolf, vampire, or host to a demon. In his eyes, his act is God's work, not the butchery of a lunatic.

A serial killer might be a deranged maniac, high on physical traits but low on social ones. He stalks the fog-shrouded streets at night looking for victims, a maniacal gleam in his eye. Equally, he may be a gentleman. Such a fiend is likely to be very sociable and witty, able to blend seamlessly into high society. Rather than stalking the streets by night, his method might be to lure lower-class women back to his mansion with charitable promises of a fine meal and quality clothing.

The statistics below represent a generic, street-stalk-

ing serial killer. He (or she) is not a mindless thug, but a cunning and powerful predator who must be hunted down by investigation and deduction. His Motivation is left to the Gamemaster to determine.

Serial Killer

Ally 3

Archetype: *Serial Killer*; **Motivation:** *Varies*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 2, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 6, Defense 6, Stun 3, Health 7

Skills: Athletics 5, Con 5, Empathy 5, Intimidation 6, Melee 7, Stealth 8

Talents: Flurry (Reduced penalty for multiple strikes), Subtle Strike (Can use Stealth for attack roll)

Resources: None

Flaw: Delusion (+1 Style point whenever his delusion causes trouble)

Weapons: Punch 0N, Straight razor 7L

Torch-Wielding Peasant

The average peasant, be he a craftsman, laborer, or farmer, and whether born in the country or born in the industrialized cities, has a rightful fear of the super-

Leagues of Gothic Horror

natural. He may know it exists, he may even know some folklore concerning the terrors that torment him, he may even have lost loved-ones to tooth and claws, but he lacks the backbone to stand up against the fiends.

Unlike the sample Follower 0 Henchman on p. 38, this peasant is a more capable combatant. He still requires a strong leader to instill his heart with courage, but he's less likely to flee at the first sight of a werewolf or vampire. Years of back-breaking toil have toughened his body, if not his mind or spirit.

Depending on where he lives, the peasant might be armed with a farming implement (pitchforks are the stereotypical weapon of choice), an industrial tool (such as a hammer or wrench), a knife, or just a length of wood.

Torch-Wielding Peasant

Follower 1

Archetype: *Everyman*; **Motivation:** *Justice*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 6, Sanity 4

Skills: Athletics 4, Brawl 4, Craft (pick one) 4, Melee 4, Survival 4

Talents: Robust (+2 Health rating)

Resources: None

Flaw: Superstitious (+1 Style point whenever his eccentricities cause him trouble, or if one of his beliefs turns out to be true)

Weapons: Punch 4N, Improvised weapon 5L

Tyrannical Lord

Another Gothic Horror staple, the tyrannical lord is generally a nobleman or wealthy landowner. He is cruel and domineering by nature, beating and berating without hint of mercy those he lords over or considers his social inferiors.

While he can be polite in the right company, his short and fierce temper often boils to the forefront at a moment's notice, turning him from a placid if thoroughly disagreeable aristocrat into a snarling, red-faced beast. For these reasons he is greatly feared by those beneath him on the social ladder and treated with polite contempt by his equals and superiors.

In many cases the tyrant looks after a ward, a young female entrusted to his care after the (often mysterious) death of her parents. The tyrant secretly lusts for her, yet he knows he can never make her love him. The poor woman is often kept a virtual prisoner, unable to engage in romantic liaisons and escorted by her cruel keeper wherever she goes.

Tyrannical Lord

Patron 1

Archetype: *Aristocrat*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 1, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 5, Initiative 5, Defense 6, Stun 3, Health 6

Skills: Brawl 5, Diplomacy 4, Intimidation 8, Melee 7, Ride 4

Talents: Skill Aptitude (+2 Intimidation rating)

Resources: Status 1 (Minor noble; +2 Social bonus)

Flaw: Lust (+1 Style point when his lust causes problems)

Weapons: Punch 5N, Riding crop 7N

Witch

Witches, also known as hags and occasionally as ogresses, are malevolent women with the ability to work dark magic ("white witches" would fall under magicians, rather than monsters). Portrayed in some Western stories as ugly crones who have a penchant for the flesh of children and wearing pointy hats, the more insidious witches are young and attractive, able to walk in society freely without giving cause for a second glance.

While some witches do live in remote cottages in dreary places, this stereotype does not mean every elderly woman who lives alone is a witch—the bigoted witch hunters of the 15th and 16th centuries sent tens of thousands of innocent women to their deaths because they chose to be spinsters.

Witch

Follower 2

Archetype: *Occultist*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 1, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 5, Defense 4, Stun 2, Health 6, Horror —

Skills: Academics: Occult 6, Craft: Pharmacology 4, Intimidation 6, Magic: Black Magic 10, Melee 5

Talents: Magical Aptitude (Can cast spells)

Resources: Ally 1 (Familiar; grants +2 Magic rating)

Flaw: Fanatical (+1 Style point when her devotion causes harm)

Weapons: Punch 0N, Dagger 6L

Rituals: Pick three from Augury, Elemental Fury, Greater Hex, Harm, Lesser Hex, Spirit Binding, Summon Animal, Summon Horror

Witchfinder

As an ally, the witchfinder is a holy man who accepts that supernatural evil exists beyond talk of Satan or other figures and who is prepared to join the physical and spiritual fight. Through fiery sermons or impassioned

Things That Go Bump in the Night

pleas he can stir the hearts of frightened or disbelieving citizens to join his righteous cause.

The villainous witchfinder is not on the side of evil, at least not knowingly. A man of devout heart prepared to do whatever it takes to cleanse the world of evil, he represents the darker side of faith. Blinded by his righteous cause, he is prepared to burn an innocent or two (figuratively in the civilized world but literally in less civilized parts) if it leads to him finding the true villain. He may come to believe the globetrotters are the source of evil and stir up the masses against them, thus making himself an adversary.

Witchfinder

Ally 2

Archetype: Clergyman; **Motivation:** Duty; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Academics: Occult 5, Academics: Religion 5, Con 6, Empathy 5, Intimidation 6, Melee 5

Talents: Rabble-Rouser (May temporarily recruit Followers)

Resources: Contacts 0 (Church), Status 0 (Priest; +1 Social bonus)

Flaw: Righteous (+1 Style point whenever his actions alienate him and his friends, or causes others to publicly question his motives and moral judgment.)

Weapons: Punch 0N, Dagger 6L



While any monster or NPC can qualify as a major villain in a *Leagues of Gothic Horror* tale, those presented below are unique entities, the sorts of fiends whose machinations play out on a grand scale.

Adam

Adam is an automaton, created to serve as a menial laborer. Strong and solidly built, and named Hod on his "birth," it should have had no wants or desires. The construct had other ideas, though. Each day he saw humanity pass by as he toiled. He heard them laugh and cry, praise and complain; he heard their dreams and aspirations vocalized; and he desired to be like them. Such was the power of the strange thought that Hod gained true sentience. Abandoning his previous existence, Hod began to read and learn. After reading the Bible, he renamed himself Adam. Like his namesake, the construct has tasted forbidden fruit.

Adam is not content with merely acting like a human—it wants to look human. Utterly amoral, and fix-

ated on its goal, Adam began a murderous spree that has earned it the name "The Demon Surgeon" in the newspapers. After killing his victims, Adam skins them and harvests their organs. To give him his due, he has done a remarkable job patching together flesh and steel to create a hybrid creature.

After months of work, Adam is covered in a grotesque patchwork of different fragments of skin and tissue, stitched together like sections of a quilt. The pump that once pushed water around his cooling system has been replaced by a human heart, kept beating by electrical impulses. The filter that cleaned his oil is now a pair of human kidneys and he has added a vocaluator made from a larynx and lungs. The result is a hideous parody of the human form, a travesty of creation, and an affront to God.

Adam has made changes to his mechanical form as well. While his right hand is humanlike, his left arm ends in a collection of surgical tools.

His work is not without problems. The construct, while anthropomorphic, is far bulkier than most humans. As such, no single skin has ever fitted perfectly over his frame. The flesh also decays at uneven rate and must be continually replaced. He intends to study pharmacology in the hope of creating a drug that will inhibit decay, but until he does he must find regular new donors.

Adam

Ally 3

Archetype: Construct; **Motivation:** Wisdom; **Style:** 2

Primary Attributes: Body 4, Dexterity 2, Strength 4, Charisma 1, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 6, Defense 6, Stun 4, Health 7, Horror —

Skills: Athletics 5, Brawl 5, Craft: Mechanics 6, Intimidation 6, Medicine 8 (*Surgery* 9), Melee 6 (*Knives* 7), Science: Biology 6, Stealth 6

Talents: Fearsome (Temporarily frighten opponents), Skill Aptitude (+2 Medicine rating)

Resources: Refuge: Equipment 1 (+2 Medicine bonus)

Flaws: Requires Maintenance: Difficulty 3, Fanatical (+1 Style point whenever its devotion causes harm or it converts someone else to its way of thinking)

Weapons: Punch 5L, Assorted surgical tools 8L

Adam the Construct

Artifact 4

Enhancements: Ally 3 (+6 Enhancements), Increased Duration: One Week (+4 Enhancements), Improved Damage Type: Lethal (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 3 (–4 Enhancements)*

* Adam must make a *Craft: Mechanics* roll to maintain his mechanical form and a *Science: Biology* roll to maintain his stolen flesh. If the latter roll is a failure, he must commit another murder to replace the decaying flesh and organs or suffer 1L damage each week. This cannot be healed until new flesh is grafted.

Leagues of Gothic Horror

Ahmose the Eternal

The larger than life and enigmatic Comte de Saint-Germaine was a luminary of the late 18th century. Known in courts across Europe, he was recognized as a talented composer and musician, an adept physician and chemist, acknowledged student of literature, and an accomplished linguist. He was also something of a rogue, being implicated in several financial scandals. A creature who loved being in the limelight and the name on everybody's lips, the count frequently dropped hints that he had lived for thousands of years and had met many of the historical greats. He was not lying.

Born in the land of Egypt during the reign of Pharaoh Ramesses II (1303-1213 BC), the mysterious count is actually a former court physician and apothecary by the name of Ahmose. Although he was paid well for his services, he was not above a spot of tomb robbing. During one robbery he discovered a papyrus, ancient even in his lifetime, entitled *The Book of Endless Days*. For ten years he labored to translate the text, for it was penned in a complex cipher.

His task at last completed, Ahmose discovered he had unlocked a formula for immortality. Had he given the secret to pharaoh he would have been made rich beyond his wildest dreams and buried in a tomb worthy of the mightiest nobleman. His vanity, however, decreed that he and he alone was worthy of endless life.

While some of the ingredients were hard to find in that distant age, the key component was not. Acquiring it, though, would be difficult, for it was nothing less than a living human brain. Undeterred at the action required of him, Ahmose set foot onto the dark road into eternity.

Ahmose has not spent his extended life entirely wisely. He emerges from the shadows for a few decades, extravagantly spends what wealth he has remaining, dallies with the great and powerful of the era, learns what he can about the new era, swindles people out of money, and then retires back to the shadows to let the memory of him fade. His last major public appearance was in 1784, though he entered the limelight on a handful of short occasions. A century on and he has stepped full into the public gaze once more.

Despite his great age, Ahmose has not grown weary, nor has truly become decadent. Every generation brings with it new adventures, challenges, and wonders, and a new breed of men and women to admire his great intelligence and knowledge. Passing himself off as a distant scion of the House of Rákóczi, a short-lived line of Transylvanian princes, now supposedly extinct, Ahmose has once again become a media darling. He is especially well known among the Leagues, for he is a patron to all globetrotter who desires money for an expedition. All he asks in return is to be basked in glory.

The Egyptian physician has no qualms about killing to survive. He has nothing but disdain for ordinary men and women, seeing them as insects whose short lives are devoid of meaning or purpose.

Ahmose the Eternal

Patron 4

Archetype: Patron; **Motivation:** Glory; **Style:** 4

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 4, Intelligence 5, Willpower 5

Secondary Attributes: Size 0, Move 7, Perception 10, Initiative 8, Defense 6, Stun 3, Health 8, Horror —

Skills: Academics 8, Art 7, Athletics 5, Brawl 5, Con 7, Connoisseur 8, Craft: Pharmacology 8, Diplomacy 7, Linguistics 8, Medicine 7, Melee 6, Performance 6, Science: Chemistry 7

Talents: Jack of All Trades (Ignores untrained penalty for general Skills), Well-Educated (Treats Academics as a general Skill), Well-Educated (Treats Art as a general Skill)

Resources: Fame 2 (Patron; +2 Social bonus), Refuge: Size 1 (Large townhouse)*

Flaw: Vain (+1 Style point whenever he steals the spotlight or is forced to confront her shortcomings)

Weapons: Punch 5N

* Bonus from his Fame Resource

Need to Feed: Ahmose's vile potion is slowly losing its potency. At first, one brain a century was enough to sustain his immortality. Then it became one brain a decade, then one a year. Now, some 4,000 years since he first drank the elixir, he requires a fresh brain every month. Should he fail to consume the thick concoction in time, he loses one Health point per hour until he rectifies the situation. He crumbles to dust when his Health drops to -5, whatever the cause of his injuries.

Dr. Sir Augustus Drewe

Doctor Sir August Drewe KCMG, Baron Bridport, renowned surgeon, pharmacologist, and inventor, is an extremely rich man, not that you would know it to look at him or his lifestyle. Despite his vast bank account, Drewe lives on a very modest amount. His clothes are threadbare, he eats sparingly, his spends frugally, and his modest townhouse is sorely in need of maintenance.

Much of his wealth is spent on sponsoring promising students to university, funding free hospices and schools for the poor, financing the research of scholars and scientists, donating to various charities, and securing equipment for his current pet project.

Despite his pharmaceutical and medical genius, Drewe cannot cure the aggressive cancer devouring his body. He has invented a drug that slows its spread, but he knows his time is short. Most men are not born to wealth or great intelligence. They live and die without advancing mankind, and the only legacy they leave is their children. Drewe has no heirs, but none who know of him doubt that when he dies he will leave behind an enduring legacy. Alas, that is not enough for the surgeon.

Every day he reads of scholars and scientists who pass on before their time. This final act robs the world of their genius and future discoveries. His mind unhinged by his

Things That Go Bump in the Night

impending doom, Drewe set out to provide the world with a legacy that would benefit the whole of mankind and bestow his final medical gift—immortality.

Using intellect receptacles, Drewe has begun creating a library of living brains, minds that can still ponder the great mysteries of life and unlock new secrets, minds that will live on for generations. Of course, in order to supply new brains he has to commit murder. His conscience is not troubled by the taking of human life—he firmly believes his work is for the good of mankind.

Dr. Augustus Drewe

Patron 2

Archetype: Patron; **Motivation:** Preservation; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 2, Intelligence 5, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 8, Defense 6, Stun 3, Health 6, Horror —

Skills: Academics: Philosophy 6, Connoisseur 6, Craft: Pharmacology 8, Diplomacy 5 (*Persuasion* 6), Investigation 6, Linguistics 6, Medicine 8 (*Surgery* 9), Melee 6, Science: Chemistry 7

Talents: Weird Science (Can create weird science gadgets)

Resources: Fame 1 (Philanthropist; +2 Social bonus), Rank 1 (The Christmas Society; +2 Social bonus), Rank 1 (The Pharmaceutical Society; +2 Social bonus), Status 1 (Baron; +2 Social bonus)

Flaw: Dying (+1 Style point whenever he is incapacitated by sickness or forced to confront his mortality)

Weapons: Punch 0N, Scalpel 6L

The Black Monk

The Black Monk is a form of Muse, offering its inspirational services to academics, artists, and scientists who, by dint of some problem related to their work, are at their wits end. The Black Monk is no philanthropist, however. Through its aid, its patron can aspire to true genius, but said genius comes at a terrible price—its patron's sanity.

Despite its appearance (it always takes the form of a cowed figure in a black robe) and name, the spirit is not that of a former monk. Rather, it is a demon, sent from the fiery pit to tempt and torment mortals. Given its spiritual powers, the Black Monk may actually select a target and drive him to despair before manifesting and offering its support. Those who reject the fiend, especially after making some use of its services, find it is reluctant to move on. A skilled manipulator, it insinuates that without it, its patron is doomed to mediocrity.

The Black Monk

Patron 1

Archetype: Spirit; **Motivation:** Revenge; **Style:** 1

Primary Attributes: Body 0, Dexterity 2, Strength 2*, Charisma 3, Intelligence 4, Willpower 4**

Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 6, Defense 6***, Stun N/A****, Health 7****, Horror —

Skills: Academics: History 5, Academics: Law 5, Art: Music 5, Art: Painting 5, Art: Sculpture 5, Art: Writing 5, Diplomacy 5, Performance 5, Science: Biology 5, Science: Chemistry 5, Science: Engineering 5, Science: Geology 5, Science: Physics 5

Talents: Skilled Assistant 2 (Grants +4 teamwork bonus)

Resources: None

Powers: Despair, Manifestation, Speech

Flaw: Ephemeral (Cannot communicate or use tools except through its special powers)*****

Weapons: None

* *Strength is used only to determine Move rating.*

** *Represents an average spirit. Weaker spirits may have Willpower as low as 2, while truly powerful entities may have a rating as high as 10.*

*** *Defense is equal to Dexterity + Willpower.*

**** *Spirits are immune to nonlethal damage, and cannot be stunned. In addition, only magical rituals, enchanted weapons, or weird science weapons created specifically for the purpose of harming incorporeal entities can inflict lethal damage. Health is based on Charisma + Willpower.*

***** *Spirits can pass through solid matter as if it were air. Whether they can levitate or fly depends on the Gamemaster's needs. Ghosts that can move in this manner fly at the same pace as they walk and can run at double this rate if required.*

The Price of Genius: To deal with the Black Monk is to make a Faustian bargain. Each time the specter uses its Skilled Assistant Talent to aide a mortal, that mortal loses a point of Sanity. The victim does not suffer the usual maladies for negative Sanity. Instead, he becomes fixated on his work (and gains the Obsession Flaw), pushing himself harder and harder until, finally, his sanity departs when he reaches -5 Sanity.

The Brain

The Brain no longer remembers who he (or possibly she) was nor how his present state came about. All he knows is what he is—a disembodied brain in a jar of nutrient-rich fluid. Undeterred by his disability, the Brain set out about making the best of a bad hand. The Brain had no wish to reveal his presence to society openly—someone transformed him into this monstrosity, and society would, at best, shun him. At worst he would be destroyed as an ungodly abomination.

So it was The Brain began a long path to becoming a criminal mastermind. Through force of will he dominated a variety of petty thieves and street thugs, turning them from a disorganized rabble into a private army of footpads and ne'er-do-wells. Aside from his name, none of them know for whom they truly work—after the brief encoun-

Leagues of Gothic Horror

ter in which he dominated their pitiful minds, The Brain erased all memory of himself. Such has been his success that his grasp is felt across the underworld of London.

Every criminal, and many law enforcement officers, fears his name, but he is a ghost, a shadow in a city already immersed in darkness, a name without a form. The police have had no luck in tracking him down. Every time they nab a suspected member of his gang, the criminal has the unfortunate habit of dying from a brain seizure or heart attack, or commits suicide.

Although he controls much of London's crime, The Brain has little interest in money for its own sake. Every last farthing his gang acquires goes toward his pet project—the creation of an armored metal clockwork body that will grant him the freedom to move when and where he wants.

The Brain

Patron 1

Archetype: *Construct criminal mastermind*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 1, Dexterity 0, Strength 0, Charisma 4, Intelligence 5, Willpower 5

Secondary Attributes: Size -2, Move 0*, Perception 10, Initiative 5, Defense 3, Stun 1, Health 4, Horror 4

Skills: Con 7, Diplomacy 7, Empathy 7, Intimidation 7, Investigation 7, Linguistics 7

Talents: Mentalism (Telepathy & Mind Control)

Resources: Ally 1 (Mentally dominated weird scientist)

Flaw: Crippled (+2 Style points whenever The Brain is limited by his immobility)

Weapons: None

* **Immobile:** The Brain cannot use any physical Skills. His lack of hands also prevents him from using tools.

Count Dracula

Arguably the king of Western vampires and the blueprint for the many bloodsuckers who followed in literature and movies, Dracula is not merely the subject of a work of fiction in *Leagues of Gothic Horror*. Rather, the novel is based on actual terrible events that occurred during the early 1890s.

In the story, Dracula is slain by the band of brave heroes. In *Leagues of Gothic Horror*, his death was not final—Van Helsing created a false ending to the story to cover the party's failure to permanently lay the creature to rest. Dracula was severely weakened and forced to retire to a hidden coffin for many years, but now his strength is slowly returning. Soon, he will stalk the night once more and is keen to enact revenge.

Dracula is not a stake-fodder vampire. He is powerful, cunning, cautious, and arrogant in equal measure. As an immortal, time is on his side. Globetrotters who come close to foiling his plans may suffer his wrath, but equally he may simply retreat to one of his many lairs and wait for them to wither and die of old age.

This supplement does not provide a biography for Vlad the Impaler, who has been linked with the fictitious Dracula on numerous occasions, nor does it detail the events of the *Dracula* novel—the internet has many thousands of words on the former, and any *Leagues of Gothic Horror* Gamemaster worth his salt has seen at least one Dracula movie.

Having been represented many times in fiction and film, there are many dozens of variations of Dracula out there, each assigning him varying powers and weaknesses to suit the needs of the story. As such, the stats presented below are an amalgam of various sources and should not be seen as a claim at producing a definitive version. Depending on your particular view of Dracula, he may have different Attributes, Skills, Talents, or special abilities. He may have extra Flaws as well, such as an Obsession with Mina Harker (as per the movie *Bram Stoker's Dracula*).

Count Dracula

Patron 5

Archetype: *Undead*; **Motivation:** *Survival*; **Style:** 5

Primary Attributes: Body 5, Dexterity 4, Strength 5, Charisma 4, Intelligence 4, Willpower 5

Secondary Attributes: Size 0, Move 9, Perception 9, Initiative 8, Defense 9, Stun 6*, Health 10*, Horror 4

Skills: Academics: History 6, Athletics 8, Brawl 9, Con 8, Diplomacy 7, Empathy 7, Intimidation 10, Linguistics 6, Performance 6, Ride 7, Stealth 7

Talents: Fearsome (May Intimidate foes within 10 feet), Iron Jaw (+1 Stun)*, Unarmed Parry (Can block melee weapons)

Resources: Refuge: Size 2 (Small, ruined castle), Status 1 (Foreign nobleman; +2 Social bonus)

Flaw: Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

Weapons: Bite 9L***, Punch 9N

* *Dracula is immune to lethal and nonlethal damage except from drowning, fire, or holy objects. He is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*** *If Dracula scores 3+ successes on his bite attack, he has latched onto its victim's neck. Until he ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic damage equal to the fiend's Strength rating each round.*

Animal Summoning: Dracula can summon a single rat swarm or a number of wolves equal to his Charisma rating once per night. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to Dracula.

Daywalker: Dracula is not harmed by sunlight. He suffers a 2-point reduction in all physical attributes and cannot use any of his special abilities while in sunlight.

Decapitation/Piercing the Heart: This requires a Called Shot against a vital area. If the damage exceeds Dracula's Body rating, the fiend is instantly slain, otherwise the attack has no effect.

Things That Go Bump in the Night

Garlic Aversion: Dracula suffers a -2 penalty to all rolls to affect a person wearing a garland of garlic bulbs. Garlic can also be used to ward entrances, Dracula being unable to cross a line of garlic.

Mesmerize: As per the Captivate Talent, except he makes a Charisma + Willpower roll in place of Performance.

Power of the Lord: A cross, crucifix, or holy wafer (and paraphernalia of other religions at the Gamemaster's discretion) can be used to make a Touch Attack against Dracula. Such objects cause 0L damage.

These holy objects can also be used to keep Dracula at bay, but only if the wielder is a true believer in the faith. Presenting such an object requires an attack action. In order to close within five feet of the wielder, Dracula must make a Willpower roll as a reflexive action. If he rolls more successes than the wielder's Willpower rating, the night fiend is unfazed and may act as normal. Otherwise, he can advance no closer, no use any of his other abilities against the wielder.

Regeneration: When Dracula rests in his earth-filled coffin, he makes a Body roll each dawn. Every two successes removes one level of lethal damage caused by drowning, fire, or holy objects.

Shape Change, Lesser: Dracula may transform into a bat, rat, or wolf. This requires an attack action. While in this form, he gains all the physical benefits of his new form while leaving his mental abilities unchanged. In game terms, the caster gains the physical Attributes and special abilities of the animal, but retains his own mental Attributes and Skills. However, the animal cannot speak. It can manipulate tools if it has appropriate digits. In addition, he retains the Talents, Resources, and Flaws from both his forms. The effect lasts for the remainder of combat or until the end of the scene.

Signs of Evil: Dracula has bad breath, long nails, bloodshot eyes, and casts no reflection.

Sire: Anyone slain by Dracula's bite returns as a vampiric minion within three days of burial. Such fiends are incapable of personal growth, no matter how long they live. They retain their mortal attributes, Skills, and Talents, save for Intelligence, which is lowered to 1—these fiends are naught but nocturnal, feral hunters. A true vampire is created only if Dracula allows his victim to drink of his own blood before death.

Wall Walking: Dracula can crawl up walls or across ceilings at half its Move rating. It may Run, but at half its normal Run Move.

Count Orlok

Whereas Count Dracula is an aristocratic fiend possessed of great charisma and seductive charm, Orlok is a vile, feral creature. His frame is tall and lank, his teeth are ratlike, and his face is drawn and skull-like. Even his movements are wrong, for his long limbs are more akin to those of a spider. Orlok's origins are a mystery—he



has forgotten both his age and how he became a vampire. Whether he has any genuine claim to a noble title is equally unknown.

Orlok is an odd vampire—he has no capacity to create others of his kind, and can only be truly slain by sunlight (which is more dangerous to him than other vampires). He has no power over wolves, but has developed complete mastery over rats and other vermin.

Count Orlok is a forbearer of pestilence and death. Wherever Orlok walks, plague follows in his wake like a ghastly shadow. This ability serves him well, for during an epidemic few bother to take notice as to whether a corpse has died of infection or blood loss from small wounds on the neck.

Count Orlok

Patron 2

Archetype: *Undead*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 4, Dexterity 3, Strength 4, Charisma 1, Intelligence 3, Willpower 3

Leagues of Gothic Horror

Secondary Attributes: Size 0, Move 7, Perception 6, Initiative 6, Defense 7, Stun 4, Health 7*, Horror 4

Skills: Athletics 6, Brawl 7, Empathy 6, Intimidation 9, Linguistics 4, Stealth 8

Talents: Fearsome 2 (May Intimidate foes within 10 feet; +2 Intimidation rating)

Resources: Refuge: Size 1 (Small, ruined castle)

Flaw: Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

Weapons: Bite 7L**, Punch 7N

** Orlok is immune to lethal and nonlethal damage except from sunlight. He is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*** If Orlok scores 3+ successes on his bite attack, he has latched onto its victim's neck. Until he ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.*

Animal Summoning: The vampire can summon a number of rat swarms equal to his Willpower rating each night. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to Orlok, but are capable of independent action (he need not give them continuous commands).

Garlic Aversion: Orlok suffers a -2 penalty to all rolls to affect a person wearing a garland of garlic bulbs. Garlic can also be used to ward entrances, Orlok being unable to cross a line of garlic.

Night Vision: As per the Blind Fight Talent.

Power of the Lord: A cross, crucifix, or holy wafer (and paraphernalia of other religions at the Gamemaster's discretion) can be used to make a Touch Attack against Orlok. Such objects cause 0L damage.

These holy objects can also be used to keep Orlok at bay, but only if the wielder is a true believer in the faith. Presenting such an object requires an attack action. In order to close within five feet of the wielder, Orlok must make a Willpower roll as a reflexive action. If he rolls more successes than the wielder's Willpower, he may act as normal. Otherwise, it can advance no closer, no use any of its other abilities against the wielder.

Regeneration: When Orlok rests in his coffin (which is filled with soil impregnated with the Black Death) he makes a Body roll each dawn. Every two successes removes one level of lethal damage caused by drowning, fire, holy objects, or sunlight.

Severe Sunlight Weakness: When Orlok is exposed to sunlight he suffers damage each round until he finds deep shadows. Reflected sunlight inflicts 4L damage, weak direct sunlight 6L, and bright direct sunlight 10L each round of exposure. Orlok may resist with his Passive Defense.

Dr. Thomas Neill Cream

Born in Glasgow in 1850, Cream spent much of his early years in Canada. By the time he returned to Eng-

land in 1876 to study medicine he had already tried to murder his wife. Not that the marriage was one of love—Cream had gotten her pregnant and was forced to the altar at gunpoint by her relatives. She died in 1877, supposedly of consumption.

After qualifying as a physician and a surgeon, Cream returned to Canada to study pharmacology. Within a year he had been linked to another murder and was forced flee across the border to the United States. There, Cream committed three more murders between August 1880 and July 1881, all using poison, his weapon of choice. Arrested and sentenced to life imprisonment, Cream served just 10 years. On his release Cream returned to England, where he claimed five more victims inside a year. Although he was caught, tried, and sentenced to death, the punishment was never carried out—the night before his execution he was found dead in his cell, apparently from a heart attack. Cream was actually far from dead—he had administered a drug that gave the appearance of death. Removed from the grave by friends, he set about continuing his work.

His victims so far had been nothing more than test subjects for his insidious home-brewed toxins. Driven by greed (he had made several attempts to blackmail pharmacists by falsifying evidence linking them to his earlier crimes), Cream has recently embarked on a new career. The fiend slips slow-acting poison into his victims' food and drink, and then demands a fortune for the antidote. Regardless of whether or not his victims pay his exorbitant demands, Cream leaves them to suffer an agonizing death.

Dr. Thomas Neill Cream

Patron 2

Archetype: *Physician*; **Motivation:** *Greed*; **Style:** 2

Primary Attributes: Body 4, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 6, Defense 6, Stun 4, Health 7

Skills: Con 6, Craft: Pharmacology 8, Empathy 6, Intimidation 5, Linguistics 6, Medicine 8, Science: Chemistry 7

Talents: Poison Tolerance 1 (+2 to Body to resist poison), Weird Science: Chemistry

Resources: Status 1 (Doctor; +2 Social bonus)

Flaws: Callous (+1 Style points whenever he does something particularly selfish)

Weapons: Punch 0N

Horatio Montgomery

Horatio Montgomery is insane. Whether his madness stems from opium-fuelled nightmares, his perusal of certain forbidden occult books, or a combination of both is a topic alienists shall perhaps one day mull over at their leisure. For now, Montgomery is free to pursue his vile practises and give life to his crazed visions.

Things That Go Bump in the Night

Montgomery, a painter by profession, briefly came to public attention six years ago. Billed as promising future talent, he was offered an exhibit in a minor art gallery. The grotesque images he presented for public viewing provoked an outcry. His name was tarnished and his reputation ruined, though the matter has since been forgotten by all but those involved in the art world, and even they have only fleeting memories of the incident.

Public rejection drove the young man, who was already standing at the precipice of madness, into total insanity. Painting images of torture and suffering from his troubled dreams was no longer enough. Using what little money he had, Montgomery hired models, mostly from among the poorest members of society, those who would not turn away the opportunity to earn a shilling or two for sitting for an artist.

Once at his studio, Montgomery, who studied chemistry at university before dropping out to focus on his art, offers his subjects drugged drinks and food. While they sleep he places them in various home-made but very effective torture devices, waiting until they awake to capture their agony and fear on canvas, or murders them and mutilates the bodies so as to capture the true essence of their untimely fate.

While he prefers to work using "live" models, he has recently started using photographs. These allow him to murder and mutilate his victims in other locations and capture the image for future reference.

As it stands, Montgomery is a villain who needs to be stopped. The optional notes that follow give the Game-master a means to expand the story of the deranged artist in a direction the globetrotters may not expect.

Despite never having revealed his more recent portraits to any outsider, Montgomery's unholy works sell. He received a letter from an unnamed person offering to purchase whatever works the artist saw fit to sell, and at a price Montgomery could not refuse. He has never met his mysterious benefactor—the paintings (carefully wrapped) are collected by a cab driver, one of several messengers used to obfuscate the trail to his patron. Things have taken a more disturbing turn in the past few months—Montgomery's patron has begun to commission pieces of his design.

Tracking down a missing person and uncovering Montgomery's sickening paintings and torture chamber is likely to make even experienced investigators of the supernatural queasy. Discovering that someone else is viewing the diabolical paintings for pleasure is likely to make them physically sick.

Horatio Montgomery

Patron 2

Archetype: Artist; **Motivation:** Wisdom; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Horror —

Skills: Academics: Occult 5, Art: Painting 8, Art: Pho-

tography 4, Brawl 5, Craft: Pharmacology 5, Empathy 5 (*Emotions* 6), Intimidation 5 (*Torture* 6), Melee 6

Talents: Flurry (Reduced penalty for multiple strikes)

Resources: Refuge: Equipment 1 (+2 Art: Painting rating), Refuge: Equipment 1 (+2 Intimidation: Torture rating)

Flaw: Addiction: Opium (+1 Style point whenever his addiction hurts him or someone he cares about), Obsession: Twisted paintings (+1 Style point whenever his obsession causes him to do something dangerous or endanger someone else's life)

Weapons: Punch 5N, Dagger 7L

John Smith

John Smith, a man of independent wealth, enjoys beautiful things. Alas, he cannot be ranked as such. He is of extraordinarily plain appearance—the sort of person you rarely notice in the street and instantly forget when he is out of sight. Unless you converse with him, that is. While he has no particular offensive trait or unsavory habit, he has one of those personalities people find repulsive after a short period of exposure. Smith lacks empathy, and thus does not realize when he is repulsing others. He has no friends, very few acquaintances, and little social skill.

Rejected over and over again by women, Smith's mind wandered down a dark path. He began kidnapping attractive women several years ago. An inventor of some skill, he created a number of hibernation booths in his basement. As well as keeping its captives alive, his insidious invention feeds them a mild dose of an amnesia drug of his own creation—just enough to cause them to temporarily forget who they are.

For the most part the deranged scientist gazes at his captive beauties as one might admire a portrait or statue. Every few months, he awakens one of them, has his clockwork butler dress her in an elegant gown, and entertains her for the night. Smith, now an expert liar, tells his "guest" that she is his ward and is recently recovered from a serious brain fever, hence her lack of memory.

When the amnesia drug begins to wears off or his repulsive nature begins to affect his conscious captive, he quickly drugs her to induce unconsciousness and returns her to her hibernation booth. Smith never physically abuses his captives, not does he make sexual advances—he desires only the companionship of beautiful ladies, something he cannot get by more conventional methods.

Perhaps on some level Smith is to be pitied for the abject loneliness that led him to his nefarious activities. This in no way excuses his kidnapping, drugging, and lying to women over and over again, though.

John Smith

Patron 2

Leagues of Gothic Horror

Archetype: *Inventor*; **Motivation:** *Power*; **Style:** 3
Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 2, Intelligence 4, Willpower 3
Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 7, Defense 6, Stun 3, Health 6
Skills: Athletics 5, Brawl 5, Con 6 (*Lies* 7), Connoisseur 5, Craft: Mechanics 6, Craft: Pharmacology 6, Melee 5 (*Syringes* 6), Performance 4, Science 6, Stealth 5
Talents: Weird Science: Engineering & Chemistry, Well-Educated (treats Science as a general skill)
Resources: Refuge: Size 1 (Large townhouse)
Flaws: Repulsive (+1 Style point whenever his repulsive trait causes him to suffer in social situations)
Weapons: Punch 5N

Joshua Peabody-Holmes

The Temporal Society no longer speaks the name of Joshua Peabody-Holmes. Even before his fall from grace he was considered arrogant, discourteous, and fanatical. Talented but not a genius, he nonetheless proclaimed he had succeeded where greater minds had failed, and had produced a machine capable of traveling through time. He presented evidence in the form of historical artifacts, through which he secured funds to continue his research. Despite numerous pleas, he refused to reveal his machine, or discuss its workings. His steadfastness earned him few friends.

Research by other members eventually revealed that not only were many of these supposed artifacts fakes, but others were stolen from museums. Dragged before the Society's committee to answer for his charlatanism, Peabody-Holmes announced that while time travel into the past was impossible due to immutable laws (in his estimation), forward travel was quite possible. He demanded one last chance to prove his machine worked.

Before the assembled members, Peabody-Holmes unveiled his machine—a plain, grey capsule, in which the time traveler stood. Upon activation the machine blew up, belching forth great gouts of flame and smoke. The inventor staggered forth, and promptly began to describe how he had traveled to a future where mankind had ceased to exist and spent several days there before returning to the present a fraction of a second after he departed.

To the shock of the members, he then declared his machine had suffered catastrophic failure and that he required more money to construct a new device. While some members swore the machine did momentarily disappear, the majority booed him from the stage. His reputation sullied in the newspapers, Peabody-Holmes sold his ancestral home and vanished from public gaze.

The inventor *did* travel to a bleak future, but his journey was not without dire consequences. Exposure to the temporal winds ravaged his body. Within days of his demonstration, Peabody-Holmes began to age at a greatly accelerated rate. His mind, unhinged by witness-

ing the death of mankind and exposure to the temporal energy field, promptly began devising a technological solution to his problem.

Peabody-Holmes' solution was an insidious device, a booth that sucked the life essence from victims—leaving them a withered husk—and distilled it into a serum. When injected, his aging reversed, though only temporarily. In order for his continual survival, others would have to die on a regular basis. Once devoted to the pursuit of science, he is now a deranged serial killer.

Joshua Peabody-Holmes

Patron 3
Archetype: *Inventor*; **Motivation:** *Survival*; **Style:** 3
Primary Attributes: Body 4, Dexterity 3, Strength 3, Charisma 3, Intelligence 4, Willpower 4
Secondary Attributes: Size 0, Move 6, Perception 8, Initiative 7, Defense 7, Stun 4, Health 8, Horror —
Skills: Academics: History 7, Athletics 5, Brawl 6, Con 6, Craft: Mechanics 8, Investigation 6, Linguistics 6, Medicine 6, Science: Temporal Physics 8
Talents: Time Sense (Always knows the time), Weird Science: Temporal
Resources: Follower 2 (4 thugs)
Flaw: Dying (+1 Style point whenever is incapacitated by sickness or forced to confront his mortality)
Weapons: Punch 7N

Premature Aging: Peabody-Holmes automatically loses one point of Health per week. This cannot be restored through any means other than his serum. Should this cause his Health to drop below zero, he automatically stabilizes and becomes exhausted, though he still dies at -5 Health as normal. A single dose of serum immediately restores all Health lost through this means, but not Health lost through injury. The serum staves off this premature aging for a number of weeks equal to the victim's Body. When first encountered, roll 6 dice to determine how many doses of serum he has on his person. Assume each dose is from a donor with Body 2.

Temporal Energy: Peabody-Holmes can tap into the temporal energy flowing through his veins, though at a price. He can gain the benefits of Block, Danger Sense, Dodge, Flurry, Mobile Attack, Parry, Quick Reflexes, Run, Swift, or Vigorous Defense at any level he chooses for one combat or entire scene. Each Talent he uses reduces the effectiveness of any serum in his veins by one week per level of the Talent or, if he is currently without serum, causes him to lose a point of Health through aging for each level of Talent.

Example: *Peabody-Holmes has just taken a dose of serum that stops his aging for 3 weeks. While escaping from the globetrotters he is forced to use Run and Vigorous Defense in the same combat. The serum is now good for just one more week.*

Life Essence Transferal Booth

Artifact 3

Things That Go Bump in the Night

Peabody-Holmes' vile device takes the form of a reinforced glass booth with a complex array of electrical wiring and vacuum tubes at the top. When activated, it slowly drains the life from any human inside (it has no effect on other animals), and distills it into the anti-aging serum. The process is not quick—victims suffer one point of caustic damage each round until dead, at which point the process is complete and the serum ready.

The inventor renders his victims unconscious before placing them in the device. This is not an act of mercy—he simply has no desire to see his fragile machine destroyed by a struggling victim.

The inventor requires a steady supply of victims, and multiple missing persons will eventually draw the attention of police or globetrotters. If Peabody-Holmes is to be used as a recurring villain in your campaign, then he has several machines placed around the country. In the event his murderous activities are revealed, he simply abandons one location and moves to another.

Enhancements: Improved Damage Type: 1L Caustic (+4 Enhancements), Remove Flaw: Special (+2 Enhancements)

Lady Penelope Blakely

The youngest daughter of a minor nobleman and explorer, Lady Penelope dreamed of becoming a globetrotter and exploring the world. Her dreams were crushed by a childhood illness that left her with a frail constitution and an over-protective mother.

Confined to her bed for much of her youth, Lady Penelope spent her formative years reading, acquiring knowledge in a number of fields. Later, she thrilled at the exploits of globetrotters reported in newspapers and in reports brought to her by her father. Unable to travel, she turned her focus to art, using her imagination to capture and immortalize globetrotters' heroic deeds. Such was her skill that globetrotters regularly commission her to paint their exploits.

Polite, demure, well-educated, refined, and talented, Lady Penelope would make an ideal love interest for a gentleman of suitable standing (such as a player character). Unfortunately, she has a secret, darker side.

Many years ago, her father was exploring the wilds of Me-

soamerica. Caring little for the superstitious beliefs of the native, Lord Blakely stole a sacred gem from one of their temples. His crime was made worse by his murdering the high priest, who tried to stop the sacrilegious theft. With his dying breath the priest uttered a terrible curse. The explorer would have ignored it even if he could have understood the words, for he placed no faith in mumbo-jumbo primitive religions.

On his return to England the gem was made into a necklace, a present for Lady Penelope. All was well until just after her 16th birthday. On the next anniversary of the priest's death, when the young aristocrat fell asleep, she transformed into a pantherwoman.

In this altered state she avenged the priests' demise by mauling her father to death as he walked the grounds of their estate, though the incident was blamed on an escaped lunatic. Lady Penelope has no memory of this, nor any of the other deaths she has been responsible for since, for come dawn she returned to her human form, blissfully unaware of what had transpired. Although she feels exhausted the day after her transformations, she puts the malaise down to her recurring illness.

Now aged 20, the curse is manifesting more frequently. Currently she transforms only on the night of the full Moon, but as time passes this will extend to the other phases of the Moon, until eventually she will change form every single night.

The pantherwoman is a relentless hunter, but she does not kill for sport. Her targets are globetrotters who have



Leagues of Gothic Horror

defiled the treasures and people of Mesoamerica, the identities of whom she draws from Lady Penelope's dormant mind. Much of the time she does nothing but prowls the streets of London (where she currently lives), a sleek and shadowy form in the night. When she finds suitable prey, though, her vengeance is swift and bloody.

Note to Gamemasters: Ending the pantherwoman's reign of terror can be achieved simply by killing her. She will transform back into the form of Lady Penelope, however, leaving the globetrotters to explain why they murdered a young woman. In order to save Lady Penelope, the gem must first be identified as the cause of her problem, and then returned to the remote temple from where it was stolen. Destroying the stone dooms Lady Penelope!

Lady Penelope Blazely

Patron 1

Archetype: *Aristocrat Artist*; **Motivation:** *Escape*; **Style:** 1
Primary Attributes: Body 1, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 4, Stun 1, Health 4, Sanity 6

Skills: Academics 5, Art: Painting 6, Connoisseur 5, Diplomacy 4, Empathy 5, Linguistics 5, Performance 5, Ride 4

Talents: Well-Educated (Treats Academics as a general Skill)

Resources: Refuge: Equipment 0 (Artist's studio; +1 bonus), Status 0 (Lady; +2 Social bonus)

Flaws: Sickly (-2 penalty on all rolls when feeling ill; +1 Style point whenever she suffers from her illness)

Weapons: Punch 0N

Pantherwoman Form

Patron 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 4, Dexterity 5, Strength 4, Charisma 1, Intelligence 1, Willpower 4

Secondary Attributes: Size 0, Move 9, Perception 5, Initiative 6, Defense 9, Stun 4, Health 8, Horror 2

Skills: Acrobatics 8, Athletics 8, Brawl 8, Stealth 8, Survival 6

Talents: Dodge (Perform Dodge as reflexive action), Flurry (May attack same opponent twice at -2), Mobile Attack (Move and attack simultaneously)

Resources: None

Flaws: Primitive (+1 Style point whenever her primitive nature hampers her or causes trouble)

Weapons: Claws 8L

Leather Apron

One of the many nicknames ascribed to the Whitechapel Murderer before Jack the Ripper entered the popular

imagination was Leather Apron. Various descriptions of the murderer were circulated in the press, but these were dismissed by the police as "a mythical outgrowth of the reporter's fancy." Little did the police know that Leather Apron was indeed the killer they sought. They cannot be entirely blamed for not catching him, though, for Leather Apron is not a unique individual. Rather, it is an object.

Leather Apron originated in Mexico, where it was worn by Aztec priests as they sacrificed victims on the altars of their temples. Passed from generation to generation, and regularly soaked in blood, Leather Apron developed an unholy thirst. Were it not for the Conquistadors, it would perhaps have remained in Mexico. Instead, it has been transported around the world.

In the previous decade it was worn by two unfortunate souls whose murderous rampages have become infamous. The first became a serial killer known as the Servant Girl Annihilator. He murdered seven women and one man in Austin, Texas during 1884 and 1885. The second was Jack the Ripper, who murdered at least five women in London during the late summer and early fall of 1888. Before these it may have been the catalyst that led Darya Saltykova (1730-1801), Delphine LaLaurie (c. 1775-1842), and Manuel Blanco Romasanta (1809-63) to embark on their bloody rampages.

Although it has the appearance of leather, the apron is actually crafted from human skin. This has gone unnoticed for the simple reason that the apron has the ability to transform into a similar type of garment of other material and design. For instance, it might appear as the decorated apron commonly worn by Masons, the protective garments of blacksmiths or surgeons, or the common apron worn by female domestic servants.

Leather Apron

Artifact 1

Leather Apron feeds by dominating those who wear it. It cannot possess those who do not already harbor dark thoughts or suffer some form of brain malady, though. Thus, it uses the worst, or most unfortunate, elements of society to carry out its unholy demands.

A suitable victim who dons Leather Apron automatically falls under its evil power. Exactly who the killer targets depends on the darker aspects of his own personality—Leather Apron doesn't care whose blood is shed. Many choose to murder lower class women simply because they are less likely to fight back and their services are easily bought.

The apron's effect is insidious—the killer has no need to wear Leather Apron again, nor does he retain any memories of committing his vile crimes. He commits the deed, cleans himself of any blood, and then returns home, utterly convinced he has spent the time undertaking some mundane task, such as an evening stroll or a visit to a show. During this time he is effectively an automaton, his conscious mind asleep while the apron works to fulfill its unquenchable thirst.

Dominance is not permanent, though—no matter how wicked they are naturally, victims' unconsciously

Things That Go Bump in the Night

struggle against the apron's commands. After a host has committed 9 murders less his Willpower rating, Leather Apron finds a way to move on to a new host as its last act of possession. Similarly, if someone else dons the apron before the quota is met, the previous wearer is freed from its murderous influence. He loses all benefits and hindrances.

Once free of Leather Apron's insidious grip, a victim experiences nightmares and flashbacks of the terrible crimes he has committed—the Apron's parting gift.

Enhancements: Increased Attribute: +1 Strength (+2 Enhancements), Skill: Melee 2 (+4 Enhancements)

Limitations: Flaw: Addiction (Murder; -2 Enhancements), Flaw: Amnesia (-2 Enhancements)

Sir Neville Blythe

The current owner of Leather Apron is Sir Neville Blythe, a prominent politician and personal friend of the Prime Minister. Blythe secretly considers prostitutes to be the spawn of the Whore of Babylon. His delusion stems from the death of his only son, who contracted syphilis from a prostitute. The official paperwork and newspaper reports both state he died of consumption, a fabrication invented to save Blythe's family name from scandal. Blythe was a perfect target for Leather Apron, which has taken the form of a Mason's apron.

Patron 1

Archetype: *Politician*; **Motivation:** *Revenge*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 3*, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Horror —

Skills: Con 6, Diplomacy 6, Empathy 5, Gambling 4, Intimidation 6, Linguistics 4, Melee 9*

Talents: None

Resources: Contacts 1 (Political; +2 bonus), Rank 0 (Freemason; +1 Social bonus), Status 0 (Politician; +1 Social bonus)

Flaws: Intolerant: Prostitutes (+1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

Weapons: Punch 1N, Straight razor 9L

* Includes modifiers from *Leather Apron*.

Lord Ruthven

Lord Ruthven (a noble title, not a true name) is a vampire, but not of the ilk of Dracula or Orlok. His existence is sustained by blood, but he has none of the usual strengths or weaknesses or other bloodsuckers. He can eat and drink normal food, though he gains no sustenance from such things, walk around in daylight, and has no fear of holy places or objects. Save for his affinity for moonlight, he appears quite mortal.

Ruthven is attractive (if a little pale of complexion) and seductive, a dashing figure who is greatly desired

by women (and some men). Alas, his charisma conceals an evil predator utterly devoid of morals. A monster at heart, he is especially cruel to those who fall for his unholy charms.

Ruthven's origins are a mystery. He entered high-society in the early 19th century before disappearing. Now, as the century draws to an end, Ruthven has once again returned to London to feast and torment.

Lord Ruthven

Patron 2

Archetype: *Vampire*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 4, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 5, Defense 5, Stun 3, Health 6, Horror — (3 if feeding)

Skills: Brawl 7, Con 8, Connoisseur 7, Diplomacy 5, Gambling 5, Linguistics 4, Performance 8

Talents: Attractive (+1 Charisma when dealing with people; already included), Captivate (Temporarily entrance foes)

Resources: Status (Lord; +2 Social bonus)

Flaws: Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons: Punch 7N, Bite 7L

The Power of the Moon: Ruthven has no special resistance to damage and can be harmed as if he were a mortal. Exposed to moonlight, however, he instantly heals all damage, even if he is technically dead. The only way to slay Ruthven permanently is to ram a stake through his heart and decapitate him *after* his Health reaches -5.

Ludwig the Bloodsucker

Perhaps not up there with Jack the Ripper or Spring-Heeled Jack in terms of memorable names, the mere mention of the name Ludwig the Bloodsucker is enough to strike fear into the residence of New York City's Bowery district.

The night fiend has terrorized the streets for over 50 years. Numerous people have seen him, and his description is well known. He is said to be short and swarthy, with an enormous head crowned with a shock of bristly black hair. Large tufts of hair sprout from his ears, as well as the tip of his nose. While he has never engaged in protracted conversation, he has said enough for his accent to be identified as German (though arguably it could actually be Dutch).

Ludwig preys on drunks (perhaps because they are easier to subdue) and has a preference for those who have been involved in barroom brawls (perhaps because they are already exhausted). While folklore claims Ludwig is a vampire (hence his nickname), he is most definitely not a conventional bloodsucker. Instead of biting his

Leagues of Gothic Horror

victims, he slits their throats with a razor and spills their steaming blood into a goblet, from which he sups. He also lacks the array of supernatural powers commonly associated with vampires.

Ludwig was once a promising physician and a man of good charity. While investigating a sudden spate of anemia among the poor of his home city, Ludwig was attacked by the cause of the problem—a vampire. While the assault left him slightly scarred, it did not transform him into a vampire, at least not physically. The attack unhinged Ludwig's mind, though, and he came to believe he was a vampire. Having fled his homeland after committing several gruesome murders to sate his newfound, and utterly imaginary, unholy appetite, he ended up in New York City.

Ludwig has none of the special powers of a vampire, nor any of their weaknesses. However, in his deranged state he avoids sunlight, garlic, and crosses, and chooses to sleep in a graveyard. They cause him no ill effects, though he screams and hisses if he encounters them. Ludwig's high Strength and Body are psychosomatic—he totally believes he is exceptionally hardy and strong. Unfortunately, his decades of living as a vampire have dulled his intellect.

His odd physical appearance is perfectly natural—he has excessive ear hair and the tuft on his nose is from a huge wart. Oddly, though, his diet of blood has slowed his aging to an almost negligible level.

Unlike the other villains in this section, Ludwig could be redeemed (though he is still a mass murderer). If captured alive, extensive alienism might rid him of the notion that he is a vampire. Unfortunately, being forced to confront his crimes without the safety net of being compelled to kill and drink blood may destroy his mind forever.

Ludwig the Bloodsucker

Patron 2

Archetype: *Doctor*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 4, Dexterity 2, Strength 4, Charisma 2, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 4, Defense 6, Stun 4, Health 8, Horror 2

Skills: Athletics 6, Brawl 6, Intimidation 6, Medicine 5, Melee 6, Stealth 6, Survival 5

Talents: Blind Fight (Ignores up to a -2 penalty due to poor visibility), High Pain Tolerance (Remains conscious and ignores wound penalties until -3 Health), Knockout Blow (+1 bonus to stun opponent)

Resources: None

Flaws: Bad Reputation (+1 Style point whenever his bad reputation causes problems)

Weapons: Punch 0N, Scalpel 7L

Ludwig von Lum

As far as the world is concerned, Wolfgang Amadeus Mozart died of "severe military fever." In fact, his death

was caused by the physical and mental strain of his final piece, organ music of unimaginable complexity. This music only came to light in 1875, when the famous Austrian composer and organist Ludwig von Lum discovered it among a pile of musical sheets in a second-hand book shop in Vienna.

Ludwig spent the next five years trying to play the piece, only to meet with failure after failure. His peers said the work was the result of Mozart's fevered mind, and that musically it was impossible. Ludwig had not reached the height of his fame by playing simple pieces, and refused to be swayed from his goal. In the end, his mind broke and Ludwig went insane.

In his deranged state he suffered vivid dreams of a mighty organ whose keys produced not standard sounds, but human voices. This, the lunatic decided, was the key to playing Mozart's final work.

For the last decade he has worked on constructing the greatest organ ever seen. It is truly immense, with hundreds of stops, dozens of pedals, six rows of keys, and 100 pipes. With the mechanical aspect finished, Ludwig, still totally nuts, has begun collecting human voices.

The deranged musician physically removes the vocal cords of his victims and installs them in his organ, preserving them and keeping them in working order through an arcane alchemical formula provided by an unwitting weird scientist. He targets men and women with excellent singing voices (he needs a full range of notes). When he has enough to fill every pipe, he will invite the world to Vienna to hear the masterpiece.

Ludwig von Lum

Patron 2

Archetype: *Artist*; **Motivation:** *Glory*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 4, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6 (10), Initiative 6, Defense 6, Stun 3, Health 6, Horror —

Skills: Art: Music 7 (*Organ music* 8), Con 5, Diplomacy 5, Linguistics 5, Medicine 6, Melee 6, Performance 8 (*Musical* 9), Stealth 5

Talents: Bold Attack (Uses Charisma for Melee), Keen Sense (+4 to hearing-based Perception rolls)

Resources: Fame 1 (Composer; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N, Scalpel 7L

Manikín

Despite pouring years of his life into his art, Henri Maran was a mediocre wax sculptor, a poor imitator of Tussaud's work whose figures were exceedingly crude. People did visit his small Parisian gallery, but only to mock his work and amuse themselves trying to guess who the

Things That Go Bump in the Night

grotesque manikins were supposed to represent. Critics' reviews were even harsher, with words like "travesty" and "disgusting" being among the kindest.

Embittered, Maran pushed himself harder in a bid to master the art and make a name for himself. Physical and mental exhaustion led to a near fatal mistake. One night, while working alone in his workshop, he slipped and fell into a vat of molten wax. The fluid melted his flesh, disfiguring his hands and face, and all but destroying his nervous system. Rather than offer sympathy, the newspaper cruelly remarked that Maran, whose body was now a blend of flesh and hardened wax, had produced his best ever work.

As soon as he was able, Maran withdrew from public life. His grotesque face hidden behind a mask, he traveled extensively in search of a means to cure his condition. Somewhere on his travels he came across a Hebrew text detailing the ritual on how to create a golem. Maran spent the next decade trying to unlock the forbidden secret. Instead of magic and prayer, he turned to the modern miracles of chemistry and electricity. After many failures, he finally succeeded in awakening a crude wax manikin. The endeavor took its toll on his mind, shattering what remained of his fragile sanity.

Madness came with certain benefits, at least from Maran's point of view. Calling on an unlocked part of his mind, Maran suddenly found he could create sculptures so realistic they could pass as real people. It was then a terrible idea came unbidden into his mind. By creating living wax duplicates, he could insert his puppets into positions of power.

His plan requires patience. He intends to start small, replacing largely inconsequential people so as to test and perfect his plan, and then work his way up to replacing Queen Victoria. After that, other heads of state will be duplicated. He knows it may take a decade or more to complete his task, but Maran firmly believes he will become the hidden master of the world.

Manikin

Patron 3

Archetype: *Artist*; **Motivation:** *Power*; **Style:** 3

Primary Attributes: Body 5, Dexterity 2, Strength 3, Charisma 3, Intelligence 4, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 6, Defense 7, Stun 5, Health 9

Skills: Art: Sculpture 8, Brawl 6, Craft: Chemistry 7, Craft: Electrics 7, Empathy 5, Intimidation 6, Investigation 7, Linguistics 5, Stealth 6

Talents: High Pain Tolerance (Reduced penalty for wounds), Spark of Life, Weird Science

Resources: Refuge 1: Equipment (Laboratory; +2 bonus)

Flaws: Disfigured (+1 Style point whenever he is rejected because of his appearance), Megalomania (+2 Style points whenever he takes a major step toward realizing his destiny or has his plans foiled because he was gloating)

Weapons: Punch 6N

Wax Flesh: Maran's body is part wax and part flesh. Medicine rolls to treat his injuries suffer a -2 penalty. He suffers an additional 1L caustic damage from fire.

Peter Stumpp

Peter Stumpp died in 1589. His death was far from pleasant. Put on the wheel, his flesh was torn from his body, arms, and legs with red-hot pincers, his limbs were broken, he was beheaded, and finally he was burned and his ashes scattered to the four winds.

This unusual and excessive punishment was not done without good cause—Stumpp had confessed to being a werewolf and had consumed dozens of men, women, and children (including his own son) over a 25-year period. Stumpp had claimed that he transformed into a wolf by means of a magical belt. No belt was ever found among his possessions, however.

Stumpp was lying to his torturers, for his power lay not in a belt but in a wolfskin cloak. Immune to the ravages of time, the cloak lay forgotten for 300 years, until it was discovered by a scholar in 1890. Upon deducing it once belonged to Stumpp, the scholar donned the cloak and began to prowl about on all fours and howl in mimicry of a wolf. It was a joke that backfired, for at that moment the soul of Peter Stumpp was unleashed from Hell. Stumpp's unholy spirit, one of Satan's most prized possessions, possessed the scholar, transforming his flesh into a true werewolf.

The scholar has no clue that he is possessed by the spirit of a psychotic killer. Each night of the full moon, Stumpp's soul, dormant for the rest of the month, seizes control and goes on a bloody rampage.

Killing the scholar (whose details are left for the Gamemaster to design to suit the needs of his campaign) in human or wolf form will end the immediate threat, but it will not destroy Stumpp—the infernal spirit will simply retreat to the cloak to await a new victim.

Stumpp cannot be returned to Hell or driven out of its host by the Banish Spirit ritual or Exorcise Talent. The only way to consign his soul to Hell for eternity is to find his cloak, pierce it with shafts of pure silver, and consign it to a pyre.

Note: Although Stumpp is a werewolf, he cannot pass on the curse of lycanthropy.

Peter Stumpp

Patron 3

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 3

Primary Attributes: Body 5, Dexterity 4, Strength 6, Charisma 0, Intelligence 2, Willpower 4

Secondary Attributes: Size 0, Move 10 (Run 20)*, Perception 8, Initiative 8, Defense 9, Stun 5, Health 9, Horror 4

Skills: Athletics 11, Brawl 11, Stealth 11, Survival 10

Talents: Alertness (+2 Perception rating), Dodge (Per-

Leagues of Gothic Horror

form Dodge as reflexive action), Flurry (May make two attacks at -2 to each attempt), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 11L, Claws 12L

* *A werewolf doubles its Move if it runs on all fours.*

Regenerate: Werewolves have amazing powers of regeneration. Werewolves treat all damage inflicted by non-silver weapons as nonlethal (even caustic damage). Only silver inflicts lethal damage.

At the end of each round, a werewolf makes a Body roll. Each success heals one point of nonlethal damage. A werewolf can never heal lethal damage through this ability—it must heal those injuries naturally. Werewolves knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a werewolf that regenerates to exactly 0 Health is Exhausted.

The Puppeteer

Despite being a master criminal of the first water, the Puppeteer is completely unknown to law enforcement agencies and consulting detectives. Though he has been tempted to reveal his presence on more than one occasion, he has always refrained. As he says to himself, if one sees the puppeteer, the puppets lose their magic.

He has dined with heads of state and high nobility, yet possesses no aristocratic title. He has started wars across the globe despite wielding no overt political power and ordered armies to commit barbarous, incompetent, and heroic acts in equal measure without possessing a military rank. He has committed countless acts of theft and murder, yet not once has he ever dirtied his hands in active criminal behavior. Whatever whim takes his fancy, it is carried out without question by those who unknowingly call him master.

A skilled student of the human mind, a master of verbal subterfuge and persuasion, a competent forger, and a talented mentalist with the power to dominate lesser minds, he lies, tricks, cajoles, or compels others into carrying out his nefarious plans. On occasion he allows the perpetrators to remember carrying out whatever act he bids them complete. Naturally, they possess no memory of him, leaving them unable to find a logical cause for their behavior. Other times he grants them the mercy of forgetting everything, leaving them with false memories. Since no one has ever met the Puppeteer (at least not that they recall), he could in fact be a she.

He could, if he so desired, rule a country or have wealth beyond measure. Yet he does not care for such things. Like any puppeteer he takes pleasure from manipulating his puppets, caring little for the story they tell, and watching the reaction of his audience. The end result is merely sport, a passing fancy to amuse him while he dreams up another insidious venture.

The Puppeteer

Patron 3

Archetype: *Master Criminal*; **Motivation:** *Power*; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 4, Intelligence 4, Willpower 5

Secondary Attributes: Size 0, Move 6, Perception 9, Initiative 7, Defense 6, Stun 5, Health 8

Skills: Alienism 8, Bureaucracy 6, Con 8, Diplomacy 7, Empathy 7, Intimidation 6, Investigation 6, Linguistics 7, Spying 6

Talents: Headstrong (Uses Willpower for Stun rating), Iron Will (+1 Willpower), Mentalism (Telepathy, Mind Control)

Resources: None

Flaws: Condescending (+1 Style point whenever he proves someone else wrong or establishes his own superiority)

Weapons: Punch 0N

Rasputin

The story of Rasputin, known in occult circles as the Mad Monk, can be found in *Leagues of Adventure*. His statistics have been revised here to take into account the introduction of mentalism and the occult. Which version the Gamemaster should use depends on the style of his campaign.

Patron 2

Archetype: *Clergyman*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 4, Intelligence 2, Willpower 5

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 4, Defense 5, Stun 3, Health 8, Horror —

Skills: Academics: Occult 6, Academics: Religion 4, Athletics 4, Diplomacy 6 (*Persuasion* 7), Intimidation 8 (*Staredown* 9), Medicine 5, Streetwise 5, Survival 4

Talents: High Pain Tolerance (Ignores wound penalties until reaching -3 Health), Mentalism: Telepathy, Mind Control

Resources: Rank 1 (Cult leader; +2 Social bonus)

Flaw: Megalomania (+2 Style points when he takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims)

Weapons: Punch 0N

Dr. Rudolf Steinberg

Some of those who personally knew Steinberg claim his problems began in his childhood, when he was badly mauled by a dog. Others argue he succumbed to stress brought on by an excessive workload, while others argue he was always a penny short of a shilling.

A world authority in the field of botany, Steinberg

Things That Go Bump in the Night

wrote numerous papers on botany, building from Darwin's ideas and revolutionizing the field. In Vienna 1887, Steinberg was invited to deliver the keynote speech at a major scientific conference. His claims that plants possessed intelligence and could feel pain were enough to ruin his career, but he went further, arguing with an insane logic that animals were interlopers in a world that should rightly have been ruled by plants.

His bemused audience cried blasphemy when he suggested men should bow low before plants and worship the plant deities of old, such as Ashtarte and Osiris. Ridiculed and hounded by the press, Steinberg vanished from the public eye, retreating to his secret laboratory in the Amazon. He wrote a handful of papers espousing his views, but none were widely published. In 1889, he seemingly vanished into thin air.

Steinberg's insane world vision came about through a drug he had created. The serum allowed him to communicate with plants. Suddenly he could hear the grass scream as it was mowed, the agonized wails of trees felled for lumber or firewood, the groans of flowers yanked from the earth to adorn dining tables. Needless to say, he went stark raving mad.

Through his knowledge of botany, chemistry, and pharmacology, Steinberg has succeeded in giving intelligence to plants. Vines capable of strangling intruders guard his home, while innocent looking flowers that emit poisonous spores or wield venomous thorns are sent to those who continue to mock his beliefs.

He has also experimented on his own flesh, injecting it with numerous plant-derived compounds, resulting in him becoming less than human. Green sap runs in his veins, visible through his sallow, pale green skin; his hair has the texture of long grass; his nails are slivers of bark; his bones are wooden; and his flesh has become fibrous, imbuing him with increased vigor and resistance to injury.

His latest project is a powder which when ingested transforms animal flesh into docile plant matter. Should he succeed in manufacturing this vile concoction, his vision of a world ruled by plants may yet prove prophetic.

Dr. Rudolph Steinberg

Patron 2

Archetype: *Scientist*; **Motivation:** *Faith*; **Style:** 2

Primary Attributes: Body 4, Dexterity 2, Strength 3, Charisma 1, Intelligence 4, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 6, Defense 6, Stun 4, Health 8

Skills: Academics: Philosophy 6, Academics: Religion 5, Craft: Chemistry 7, Craft: Pharmacology 7, Empathy 6, Linguistics 6, Science: Botany 8, Science: Chemistry 7

Talents: Spark of Life (Intelligent flora), Weird Science

Resources: Refuge 1: Equipment (+2 Science: Chemistry bonus)

Flaws: Fanatical (+1 Style point whenever he converts someone else to his way of thinking)

Weapons: Punch 1N



Rupert Blackholm

Rupert Blackholm, 4th Lord Dartmoor, is a throwback to an age when the lord of the manor was undisputed master of his ancestral lands. A cruel, arrogant, and uncultured brute who files into unholy rages over the slightest trifle, he lords over the peasants beholden to him with a rod of iron, a rod he is quite prepared to wield against those who defy or offend him.

Blackholm has two great loves. The first is the debauched parties he throws for his closest friends, seven dim-witted but fanatically loyal minor aristocrats who share his perverse taste and disdain of those of lower social status. More often than not his parties involve the deflowering of local girls who catch Blackholm's eye.

His second love is hunting with dogs. A skilled horseman, Blackholm and his acolytes are frequent sights as they thunder across the desolate moor. The hunting of foxes is no longer enough to whet his appetites, though he does so to maintain appearances. His preferred quarry is one that presents a worthy challenge and reinforces his superiority complex—his fellow men.

The cad invites victims down to his remote manor,

Leagues of Gothic Horror

treats them as guests, and, when he tires of their company, casually informs them that they had better make good use of the 30 minute head start he has deigned to give them before he unleashes his nearly-feral hounds.

The locals know of his grotesque sport, but they are powerless to act—Blackholm is the local magistrate, and the few who have summoned outside authorities have been severely punished once the investigation reaches its inevitable negative conclusion.

Many locals suspect he is a practitioner of the black arts, though they have no evidence to support their claims. Blackholm has performed several black masses as a means of passing the time and impressing his acolytes, but he has no true knowledge of the occult and has no particular belief in the existence of the supernatural.

Rupert Blackholm

Patron 2

Archetype: *Aristocrat*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 2, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 6, Defense 6, Stun 3, Health 7, Horror —

Skills: Animal Handling 4 (*Dogs* 5), Athletics 5, Connoisseur 5, Firearms 5, Intimidation 7 (*Threats* 8), Performance 4, Ride 7

Talents: Callous Rider (Can exert his mount to gain Ride bonus), Fearsome Attack (Uses Intimidation when making attacks)

Resources: Status 1 (Lord; +2 Social bonus)

Flaw: Short Temper (+1 Style point whenever his short temper causes trouble)

Weapons: Punch 7N, Riding crop 7N, Heavy revolver 8L

Surly Ghoul

The name Surly Ghoul has circulated in the gutter press for the last year or so, and always in connection with a series of unsolved and thoroughly gruesome murders. He has become a figure of urban legend, a bogeyman better known through newspaper reports as “The Whitechapel Cannibal.”

The few eyewitnesses that have spied him have given differing reports as to his appearance, but the common description used by the press speaks of him as a man with a bestial appearance and malevolent eyes, and of obvious limited intellect. Several witnesses, who stumbled across him in the course of his unholy nocturnal feeding, claim to have called out to him. In return, the fiend turned to glare at them and hissed his name before scampering into the shadows.

With the memory of Jack the Ripper still raw in London’s consciousness, the police have so far managed to keep out of the papers the fact that the killer does not bludgeon or strangle his victims before carelessly tearing into their warm flesh, as is commonly believed. All

evidence suggests he incapacitates his victims, and then, while they are still alive (albeit unconscious) carefully dissects their corpse with almost surgical precision to reveal their organs.

The pitiful creature is actually none less than Sir William Gull, formerly a Freemason, prominent medical doctor, and Physician-in-Ordinary to Queen Victoria. His transformation into the monster he is today began in 1887. Following a stroke that damaged his brain, Gull began to crave the taste of flesh. At first he could control his unnatural hunger by feasting on raw meat. As the months passed he was forced to move on to live animals. Within a year he was compelled to frequent the seedier parts of London in order to sate his growing appetite, for now only human flesh would suffice.

As far as the world is concerned, Sir William Gull died on January 30, 1890. In truth, his family, having discovered his ghoulish nature, had Sir William secretly lobotomized by a fellow Freemason who could be trusted to remain silent, and had him committed to a lunatic asylum under an alias. His family gave a collective sigh of relief when they heard the asylum has burned down, for they believed their shameful secret was now gone forever. Alas, Sir William had escaped in the confusion.

His intelligence greatly diminished by the lobotomy and his ghoulish nature, Sir William continues to haunt the East End of London, lurking in the shadows and narrow alleys, and preying on society’s most unfortunate members.

Surly Ghoul

Patron 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 4, Dexterity 3, Strength 5, Charisma 1, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 8, Perception 5 (Smell 8), Initiative 5, Defense 7, Stun 4, Health 7, Horror 2 (4 if feeding)

Skills: Athletics 8, Brawl 8, Intimidation 5, Medicine 4, Stealth 8, Survival 5

Talents: Flurry (May make two attacks at –2 to each attempt), Keen Sense (+4 smell-based Perception rating), Subtle Strike (May use Stealth rating when making an unarmed attack)

Resources: None

Flaw: Glutton (+1 Style point whenever his appetite causes problems for him or his comrades))

Weapons: Claws 9L

Pained by Sunlight: Ghouls suffer a –2 penalty to all rolls when in sunlight.

Varney the Vampire

One of the earliest literary vampires, whose exploits run to nearly 800 pages of at times tedious prose, Sir Francis Varney is a strange case. Despite being a vampire,

Things That Go Bump in the Night

he has no aversion to garlic and is not affected by holy objects. Indeed, except when his hunger strikes he appears to be a normal human.

Varney has a strong resemblance to one Marmaduke Bannerworth, whose portrait hangs in Bannerworth Hall, though he has never used this name or claimed to live in the manor. The vampire claims he was cursed during the English Civil War (1642-1651) for an act of betrayal and the accidental murder of his own son, but has never elucidated further on the actual source of his ghastly affliction.

Unlike Dracula and Orlok, who revel in their perverse state, Varney hates his existence and feeds only when necessary for his own survival. Rumors abound he met his final death by throwing himself into Mount Vesuvius, but there is no evidence beyond a supposed transcript of his life story, which he left with a sympathetic priest.

Varney the Vampire

Patron 3

Archetype: *Undead*; **Motivation:** *Greed*; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 5, Charisma 4, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 8, Perception 6, Initiative 6, Defense 5, Stun 3*, Health 11*, Horror — (4 when feeding)

Skills: Brawl 8, Con 7, Diplomacy 6, Empathy 6, Gambling 6, Linguistics 5, Melee 7, Performance 6, Stealth 6, Streetwise 6

Talents: Robust 2 (+4 Health)

Resources: Ally 1 (Servant who exhumes his corpse whenever he is "killed"), Status 1 (+2 Social bonus)

Flaw: Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

Weapons: Bite 8L**, Punch 8N, Arming sword 10L

* *Although a vampire, Varney suffers damage as a normal human being. However, short of total incineration, he has a habit of returning from the dead.*

** *If Varney scores 3+ successes on his bite attack, he has latched onto its victim's neck. Until he ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic damage equal to the fiend's Strength rating each round.*

Mesmerize: As per the Captivate Talent, except he makes a Charisma + Willpower roll in place of Performance.

Mostly Human: Varney is not harmed by sunlight, nor does he suffer any penalties in sunlight. He is unaffected by garlic and holy symbols. Varney can eat and drink normally, but gains no sustenance except through imbibing blood.

The Power of the Moon: Varney has no special resistance to damage and can be harmed as if he were a mortal. Exposed to moonlight, however, he instantly heals all damage, even if he is technically dead. The only way to slay Varney permanently is incinerate his remains after his Health reaches -5 and before the moon's rays strike his corpse.

Victor Frankenstein

Born in Naples, Italy but raised in Geneva, Switzerland, Victor is the son of Alphonse Frankenstein and Caroline Beaufort. Although his family was of distinguished ancestry and Victor was often given the title "baron," he holds no formal noble title.

Having developed an interest in the great alchemists of old during his youth, Victor's initial dream was the discovery of the elixir of life. Through this, he hoped to unlock the secret of immortality.

During his years at the University of Ingolstadt, this was replaced by an interest in chemistry, specifically with the intention of animating life in inanimate matter. It was a quest that would consume the next two years of his life. Though he eventually succeeded in granting life to a patchwork humanoid, Victor was horrified at the results and cast the creature from his presence. Woe and misery followed, for the abandoned creature desired, and achieved, revenge on its creator.

As documented by Mary Shelley, who had pieced together the scientist's sad story from his diary and several letters, Victor chased the creature to the Arctic, whereupon the scientist subsequently died of pneumonia and the monster disappeared into the frozen wastes, never to be seen again. According to his chronicler, Victor's death occurred sometime in the early 19th century, probably around 1816.

Victor Frankenstein lives still. Though undocumented, his work on the elixir of life was never truly forgotten, nor was it fruitless. The transition from mortal to ageless being has not been kind on the scientist's mind. He still believes his quest to animate matter can bring beneficial results to humanity, and believes he knows where he went wrong. Using the name Victor Alucard, he has infiltrated the Frankenstein Club. Having secured chemical apparatus his next goal is to find suitable corpses—preferably very fresh ones.

Victor Frankenstein

Patron 2

Archetype: *Scientist*; **Motivation:** *Truth*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 6, Defense 5, Stun 3, Health 7, Horror 0

Skills: Academics: Philosophy 6, Athletics 4, Con 5, Linguistics 6, Medicine 7, Melee 4, Ride 4, Science: Chemistry 8, Survival 5

Talents: Spark of Life (Biological creations only)

Resources: Rank 1 (Frankenstein Club; +2 Social bonus), Refuge: Equipment 1 (+2 Science: Chemistry rolls), Refuge: Size 1 (Large townhouse)

Flaws: Obsession (+1 Style points whenever his obsession causes her to do something dangerous or endanger someone else's life)

Weapons: Punch 0N, Scalpel 5L

Leagues of Gothic Horror

Sinister Cults

Despite the title, this section introduces new Leagues, cults, nefarious organizations, and secret societies open only to Gamemaster-controlled characters. Some are truly diabolical and are intended to serve purely as villains whose plots the globetrotters uncover and thwart. Others have agendas that may make them allies or enemies of the globetrotters depending on the explorers' current activities.

Each "cult" has one sample major character. These are powerful figures, serious villains in their own right, but they are not necessarily the head of the organization. Thus, the globetrotters can bring one to justice (or end her life if they prefer such methods) without destroying the entire cult hierarchy. Their removal may hurt the organization for a while, but it will recover (and likely seek revenge).

In addition, there is one sample typical member for each organization. These are the cults' foot soldiers, expendable minions that can be arrested or killed by the dozen by the globetrotters without causing the organization any real harm.

Le Cirque Diabolique

Man has always held a strange fearful curiosity for physical deformities, an attraction that gave rise to the first freak shows in the 16th century. Many "performers" had genuine impairments, while others were hoaxes perpetrated by showmen seeking to rob the curious of their money. A great understanding of biology is slowly shifting public opinion toward sympathy. The freak show is gasping its last breaths, but it is not yet dead.

Le Cirque Diabolique has been shocking and entertaining crowds in equal measure for over 100 years. At first it used only genuine performers, giving those society deemed outcasts a home and kinship. As interest in the circus began to wane and its fortunes dwindled, a new owner, M. de Ville, took control.

While the remaining freak shows' main attractions are generally frauds, those of Le Cirque Diabolique are genuine, though their origins are not natural. This has led to a surge in ticket sales.

The freaks, both natural and unnatural, are not just performers—their range of talents allow them to thwart most security systems. De Ville pays his employees a pittance while growing richer from their theft of jewels and paintings.

M. de Ville

The origins of M. de Ville are a mystery. He has never spoken of where he comes from, nor has he ever used a first name. He speaks French flawlessly, and knows a number of other languages, but without any hint of a

regional accent. How he acquired his money to buy the circus and where he was educated in the medical arts are just more enigmas attached to the mysterious figure.

A man of scientific knowledge utterly unhindered by morals, M. de Ville saw the circus as a perfect front for his experiments into human anatomy. No sooner had he become the owner than he began using his terrible learning to transform normal people into hideous freaks. The process is not unlike that first pioneered by Dr. Moreau, though the accompanying brain surgery leaves the victim a slave to de Ville's hideous whims.

Not every freak in the show knows the circus' terrible secret. De Ville has an inner circle of performers who acquire suitable victims and who keep the curious away from his soundproof caravan, wherein the grisly experiments take place.

Patron 1

Archetype: *Inventor*; **Motivation:** *Greed*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 5, Stun 3, Health 6, Horror —

Skills: Intimidation 6 (*Orders* 7), Medicine 6 (*Surgery* 7), Linguistics 5, Melee 5, Science: Biology 6

Talents: Spark of Life (Can only alter people)

Resources: Refuge: Equipment 1 (+2 to Medicine rating)

Flaw: Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons: Punch 0N, Whip 6N

Typical Member

The nature of the circus performers means that there is no such thing as a typical member. Among the ranks of unaltered performers are bearded ladies, conjoined twins, dwarfs, and those with deformities caused by genetic mutations or disease. Most lack any special skills, being expected to do no more than sit there for audiences to stare at or perform a few simple tricks. If an individual is likely to be of importance to a scenario, he or she should be built as a Follower 0 character with an appropriate Physical Flaw.

The sample members below are those M. de Ville has altered through surgery. They are bound to his will and form part of his inner circle. Although very much alive, each is treated as a living creation of weird science. Because they are modified humans rather than true artificial creations, they have ignored the Enhancement cost for being a Follower.

Not all of the altered performers have true special abilities. Some are merely blasphemous mockeries. The Stork-Legged Lady, for instance, has had her leg muscles cut away and her bones reshaped, leaving her with spindly legs that cannot support her body weight.

Hercules the Ape-Man

Hercules (he has forgotten his real name) came to de Ville's attention because of his enormous size (he stands

Things That Go Bump in the Night

over 7 feet in his socks) and naturally weak will. Through surgery, the gentle giant has had his musculature boosted to such an extent that he looks hideously deformed. His bulging muscles, which come from several unwilling donors, would shame any modern bodybuilder. Hercules serves as de Ville's main enforcer and bodyguard.

Hercules' gangly frame was never well coordinated, but his freakish muscles have made him extremely clumsy. He also finds it hard to judge how much pressure he is applying when picking things up, causing him to inadvertently shatter and crush objects.

Follower 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 4, Dexterity 2, Strength 6, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size 1, Move 8, Perception 4, Initiative 4, Defense 6, Stun 4, Health 6, Horror 2

Skills: Athletics 8, Brawl 8, Intimidation 4, Stealth 4*

Talents: Giant (Size 1)

Resources: None

Flaw: Clumsy (-2 penalty to any roll where grace and coordination are a factor; +1 Style point whenever he suffers harm or causes damage due to his bungling), Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 8N

* *Hercules has a -1 Size penalty on Stealth rolls.*

Hercules' Augmentations

Artifact 2

Enhancements: Increased Attribute: +1 Body (+2 Enhancements), Increased Attribute: +2 Strength (+4 Enhancements)

Limitations: Flaw: Loyal (-2 Enhancements)

Sheba the Snake Woman

Billed as the Snake Woman, Sheba (her stage name—her real name is Agnes Chesterfield) is the result of one of de Ville's most disgusting surgeries. The fiend has removed the bones from her legs and arms, hacked out several ribs and vertebrae, and separated the plates that make up her skull. The result is a creature of enormous flexibility, one able to perform astounding feats of contortion, but one forced to crawl across the ground like a serpent.

Follower 1

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 6, Defense 6, Stun 2, Health 4, Horror 3

Skills: Acrobatics 7 (*Contortion* 8), Brawl 6 (*Grappling* 8), Stealth 7

Talents: Combat Clinch*, Escape Artist**, Finesse Attack (Use Dexterity with Brawl)

Resources: None

Flaw: Crippled (+2 Style points whenever she is limited

by her immobility), Loyal (+1 Style point whenever her unswerving loyalty causes trouble for herself or her companions)

Weapons: Slap 7N, Grappling 8N

* *Resolve the Grapple normally, but Sheba inflicts damage if she rolls more successes than her opponent. If she rolls the same or fewer successes than her opponent, her attack fails. Failed attempts to break the grapple with opposed Strength rolls do not inflict damage on her opponent.*

** *Sheba can attempt to escape from any bonds by contorting her boneless body. Make an Acrobatics: Contortion roll versus the difficulty of restraints. Escaping from reasonably snug ropes around the wrists is Difficulty 2. Squeezing through the bars of a cage is Difficulty 3 (or Difficulty 4 in the instance of iron bars). Wriggling free of a straitjacket is Difficulty 5. Additionally, she can substitute an Acrobatics: Contortion roll to free herself when being grappled.*

Sheba's Augmentations

Artifact 1

Enhancements: Increased Attribute: +1 Dexterity (+2 Enhancements), Talent: Combat Clinch (+2 Enhancements), Talent: Escape Artist (+2 Enhancements)

Limitations: Flaw: Crippled (-2 Enhancements), Flaw: Loyal (-2 Enhancements)

The Coven

The Coven is a minor cult, entirely centered in the small, rural village of Ravenswick, which stands on a desolate moor. The land around the village is extremely poor, and the villagers have long practised natural magic as a means of increasing their prosperity.

They honor the spirits of trees and animals through festivals and ceremonies, favor the old Celtic holy days over Christian ones, use folk remedies over modern medicines, and display their strange faith through the hanging of horseshoes to ward off evil and other forms of superstitious beliefs. Their view of sex is that it is a perfectly natural act and should be enjoyed whenever, wherever, and with whomever the mood takes them, a decidedly non-Victorian attitude almost guaranteed to shock visitors.

Although the villagers make regular offerings and chant incantations in the name of the Great Goddess and Horned Man, worship focuses on the appeasement of animal, plant, and elemental spirits rather than true deities.

Three generations ago, the village suffered from famine as a result of poor weather. It was at this time that the then high priestess of the community made the decision to offer the first human sacrifice, sprinkling the blood of the victim in the fields. Whether it was a coincidence or an invocation of magic, the next harvest was a bumper

Leagues of Gothic Horror

one. Since that day, the villagers have offered human sacrifices whenever nature fails them.

Whenever possible, the cultists sacrifice an outsider to appease the spirits. Unfortunately, Ravenswick is a remote settlement and few strangers pass through. On the rare occasion they arrive at a time of sacrifice, it is relatively easy to hide any evidence they were ever there. When outsiders are not present or cannot be lured to the village, the locals resort to offering one of their own, selecting the victim from among the younger generation by lot. Death in this manner is not feared, nor does it trouble the victim's parents, for it is a sacrifice for the greater good.

Gamemaster's Notes: Unlike the other organizations in this chapter, the Coven is confined to a small community and has only one important member. Thus, removing her would severely damage, if not utterly destroy, the cult. Of course, in order to get to her the globetrotters must first face 60 villagers prepared to lay down their lives to protect their high priestess.

Although the Coven offers human sacrifices only every few years, it is still an act of premeditated murder. The devout villagers may not worship the dark powers, but their willingness to shed innocent blood to secure their own future makes them evil.

Agnes Summerfield

Great-granddaughter of the woman who first introduced human sacrifice, Agnes was initiated into the ways of natural magic as a child. The women of her family have always married weak-willed men from outside the community who, having sired a healthy daughter, have a habit of dying suddenly. When her mother died, Agnes assumed her rightful position as high priestess and *de facto* head of the village.

Agnes' word is absolute within the village, though she is not a tyrant—every decision she makes is made with the greater good of the village in mind, even if that means upsetting a few individuals. Outsiders who question the villagers' obedience are informed that the Summerfield family, while holding no formal noble title, has governed Ravenswick for many generations.

Agnes is a qualified veterinarian (a rare occupation for a woman in this age), a profession made easier by the magical rituals she has mastered, and a master of herbal medicine, on which the villagers rely for their health. She is friendly but guarded around strangers, though she gently flirts with handsome men. Only 28 years old, she has yet to marry, though she has a young daughter (Ruth, aged 6), the result of a brief fling.

Patron 2

Archetype: *Occultist*; **Motivation:** *Faith*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 6, Stun 3, Health 7, Horror —

Skills: Animal Handling 6, Athletics 5, Con 5, Diplomacy 5, Empathy 5, Magic: Natural 8, Medicine 5 (*Veterinary* 6), Ride 4 (*Horses* 5)

Talents: Herb Lore (Use natural supplies for medicine), Inspire (Provide +2 Skill bonus to allies within 10 feet), Magical Aptitude (Can cast rituals)

Resources: Rank 5 (The Coven; +8 Social bonus), Refuge: Size 1 (Large farmhouse)*, Status 1 (Veterinary)*

Rituals: Control Animal, Control Weather, Empower, Healing

Flaws: Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

Weapons: Punch 0N

* *Bonus Resources from her cult Rank.*

Typical Member

Aside from Agnes, none of the other Coven members have any magical talent. The entire Coven is made up of the farmers, herdsman, and minor craftsmen who make up the population of the village. Children are initiated once they reach puberty. Agnes has bought good times to the community, and the villagers have sworn never to reveal the secret of their prosperity.

Follower 0

Archetype: *Everyman*; **Motivation:** *Mystery*; **Style:** 0

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 2, Defense 3, Stun 2, Health 4, Horror —

Skills: Athletics 4, Brawl 4, Melee 3

Talents: None

Resources: Rank 1 (The Coven; +2 Social bonus)

Flaws: Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 4N, Farming implement 5L

The Crimson Chalice

Under the public pretence of being a social club for aristocratic and high-society lovers of exotic drinks, the secretive and depraved members of the Crimson Chalice regularly partake in hematophagy—the drinking of blood. With vampires being creatures of mere folklore, the majority of members partake of the crimson fluid merely because it is taboo in Western society.

Lower ranking members sup from each other, slitting the skin of their peers' arms and chests, but taking very little blood in the course of a night. Often the ritual is done as part of an orgy, another act of rebellion against a repressive society. Higher ranking members partake of greater quantities, drinking the blood of donors from a golden chalice supposedly once owned by Vlad the Impaler. Few of these donors were willing participants, but all bar a select few members are aware of this. Despite their rebellion against conventional social mores, likely they would be horrified to learn the truth.

Society may not believe in vampires, but they are very

Things That Go Bump in the Night

real. The Crimson Chalice is a cover for Carmilla, Countess Karnstein, a notorious vampire who plagued Styria (in southeast Austria) during the 18th century. Having escaped death at the hands of Austrian imperial agents in 1777 by sacrificing the last of her female vampire lovers, Carmilla fled to Paris, where, through subtle manipulation and patience only the undead possess, she eventually entered high society, whereupon she founded the Crimson Chalice.

Despite being the nominal head of the club, Camilla maintains a low profile, posing as one of the higher ranking members and secretly pulling the strings of her supposed superiors from the shadows so as not to attract unwanted attention. A few members have discovered the terrible truth of her true nature over the years, but they have been permanently silenced.

Slowly but surely, and being careful not to repeat her past mistakes, Carmilla is transforming chosen female members of the Crimson Chalice into vampires. Her coven currently stands at just five. All are relatively weak creatures and count as vampire brides.

Belle de Ville

Belle de Ville has played many roles during her lifetime—street urchin, prostitute, bereaved widow. She is currently a leading singer and dancer at Moulin Rouge, a celebrity among those who frequent the cabaret and known, by reputation at least, to men of all walks of life for her scandalous and enthusiastically received performances. She is also a bride of Carmilla, whom she has served loyally and passionately since her conversion 86 years ago. She has all the standard powers and weaknesses of a vampire bride (see p. 91).

While Belle occasionally preys on visitors to the cabaret, she is careful not to attract unwanted attention by killing patrons. Her specific role within the Crimson Chalice is to entice men and women to their doom, luring them to pre-planned locations far from the Moulin Rouge with promises of forbidden love, where Carmilla's enthralled thugs despatch the unfortunate soul in readiness for draining his or her blood for the next gathering at the Crimson Chalice.

Outwardly, Belle is all laughs and smiles, a thoroughly social creature and naturally at ease at all levels of society. Beneath the veneer of joviality and civility she is a cunning hunter, always sizing up her next meal and struggling to rein in her desire to sate her eternal lust of fresh blood.

Patron 1

Archetype: *Undead celebrity*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 4, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 5, Stun 3, Health 5, Horror 2

Skills: Athletics 4, Brawl 5, Con 6 (*Seduction* 7), Intimidation 5, Performance 7 (*Singing* 8), Stealth 5

Talents: Captivate 1 (Temporarily entrance victims)

Resources: Fame 1 (Entertainer +2 Social bonus), Rank 1 (Crimson Chalice; +2 Social bonus)

Flaw: Thirst for Blood (+1 Style point when her unholy appetite reveals her true nature or causes her problems)

Weapons: Bite 5L, Punch 5N

Typical Member

While Camilla favors female companions in more ways than one, most members of the Crimson Chalice are actually male (many female participants are prostitutes, drugged into submission so as not to resist being supped from), and all of them are rakes, aristocratic young men of immoral and promiscuous nature who willingly engage in all manner of licentious and debauched activities without giving a thought for what polite society might think of them.

Ally 1

Archetype: *Aristocrat*; **Motivation:** *Power*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Con 7, Connoisseur 5, Empathy 5, Firearms 4, Gambling 5, Melee 5

Talents: None

Resources: Rank 0 (Crimson Chalice; +1 Social bonus), Social 0 (Minor aristocrat; +1 Social bonus)

Flaws: Fanatical (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons: Punch 0N, Light revolver 6L

The Cult of Blood

The Spanish may have driven the last of the ancient Mesoamericans from their ancestral homes, stolen their treasures, spilled their blood, and imposed a new religion upon them, but they did not stamp out the old ways completely. While many Indians converted to Christianity, a few isolated tribes held strong to the blood-drenched faith of their ancestors.

Mexican independence from Spain has done nothing to alleviate the hardships endured by the peasants, and the Indians have suffered worse than others. Discontent breeds resentment, and that feeling has been carefully stoked by priests of the old ways.

Among the various cults is the Cult of Blood, a fanatical sect that worships Mictlantecuhltli, the skeletal Aztec god of death. Their perverted creed believes that the war between the Aztecs and Spaniards mirrored a celestial war. Like their mortal followers, the Aztec gods were defeated but not destroyed. Instead, they retreated to Mictlan, the lowest level of the underworld, and entered a deep sleep, silently awaiting the time of their eventual rebirth. By providing Mictlantecuhltli with blood sacrifices, the cult holds that the god will awaken his

Leagues of Gothic Horror

slumbering peers and unlock the gates to his domain, so releasing the other gods back into the heavens.

The cult regularly kidnaps and sacrifices people of non-Indian descent. Given the bloodlines of Mexico are largely mixed to the point where such distinction cannot be discerned with ease, they prefer to target anyone who represents the state (those with strong Indian blood number among the poorest citizens) or who does not follow their crimson creed.

Their sacrificial practises are particularly gruesome. Victims are flayed alive before the baying crowd consumes their flesh. The priests wear the tattered skin as a cloaks, eyeballs are threaded to make necklaces, and bones shaped into jewelry.

Carla de Anaya

The so-called "Mayan Princess" and the darling of Mexican high society, Carla de Anaya is actually the descendant of Aztec priests. Born a peasant, her good looks attracted the attention of an influential and wealthy landowner. Their extravagant wedding was major news in Mexico, as was the untimely death of her husband exactly one year later.

Raised steeped in the ancient lore of her bloodthirsty ancestors, Carla was chosen to be the "vessel of Huitzilopochtli," the supreme god of the Aztecs, fated by seers to ascend to the heavens when the gates of Mictlan finally opened. Witty and urbane, her beautiful features conceal a heart as black as pitch. Manipulative and remorseless, she is a powerful black magician, a high priestess of the sinister cult with the blood of countless innocents on her hands.

A modern Lady Macbeth, her current goal is to work her way further up Mexican society by fair means or foul until she reaches a position where she can manipulate the President. Once Mexico is hers to command, the enormous bloodshed she intends to invoke upon the unbelievers will ensure the gods awaken.

Patron 2

Archetype: *Occultist*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 5, Defense 5, Stun 3, Health 7, Horror —

Skills: Academics: Occult 5, Con 8, Empathy 5, Linguistics 5, Magic: Old Ways (Aztec) 9, Melee 5, Performance 6

Talents: Magical Aptitude

Resources: Artifact 2 (Assassin's Dagger)*, Contacts 1 (Mexico's social elite; +2 bonus), Fame 1 (Socialite; +2 Social bonus), Rank 4 (Cult of Blood; +4 Social bonus)

Rituals: Channel Dead, Fear, Harm, Raise Dead, Summon Horror

Flaws: Megalomania (+1 Style point whenever she takes a major step toward realizing her destiny or has her plans foiled because she was gloating over her victims)

Weapons: Punch 0N, Obsidian Assassin's dagger 6L

* Bonus Resource gained through her Rank.

Typical Cultist

Fanatical murderers and followers of the old ways of their ancestors, cultists live only to protect the cult, and secure suitable sacrifices to bathe in their blood.

Their loyalty and sacrifice will be rewarded once the old gods return to power, or so they are led to believe by their masters, the priests.

Most cultists lack the intelligence to question their eventual fate, which is exactly why they were chosen in the first place.

Follower 1

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5, Stun 3, Health 5, Horror —

Skills: Athletics 5, Brawl 5, Melee 5, Stealth 6

Talents: None

Resources: Rank 1 (Cult of Blood; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever he converts someone else to his way of thinking)

Weapons: Punch 5N, Obsidian dagger 6L

The Great White Lodge

Named by European occultists for the purity of its members, the Great White Lodge is an exclusive organization. Its membership comprises only the inhabitants of Shangri-la and a very few trusted initiates living outside the valley.

Lodge members are also known to outsiders as the Hidden Masters, Invisible Masters, or Secret Teachers, though they use none of these epithets. The members are enlightened mystics and mentalists whose powers include telepathy, the creation of mental illusions (which are used to conceal their home), and the ability to stave off death and prolong life for protracted periods.

One does not apply for membership in the Great White Lodge. Existing members carefully watch the entirety of humanity for potential new recruits. Mental power is not enough, for with power comes great responsibility. Those who seek to dominate or impose their beliefs on others, crave material wealth or temporal power, cannot keep a secret, or who possess ulterior motives are never permitted membership.

The Lodge seeks to improve the spirituality of mankind through the dissemination of wisdom and truth. Its teachings are never overt, and the Lodge does not broadcast its existence—it knows from long experience that the path to true understanding of the cosmos, in all its beauty and horror, comes only through prolonged struggle, self-learning, and perseverance. It holds to no set creed, for organized faith discourages open thinking and stifles true spiritual growth. Thus, the Lodge gently nudges humanity forward from the shadows.

Although benevolent, the Lodge is not beyond the suppression of knowledge for which mankind is not

Things That Go Bump in the Night

yet ready. Such knowledge is never destroyed—it is recovered and kept safe for future generations, who may be more enlightened.

Similarly, those who would seek to unleash knowledge mankind is not prepared to wield are never harmed. Instead, their minds are altered, causing them to forget their false and corrupt path. On rare occasions, such as when dealing with servants of the so-called Old Ones, a more drastic approach is called for—more than one lunatic in the world's asylums gibbers, drools, and howls by their hand.

Lera Mihailova

A Russian alienist and philosopher, Lera Mihailova was born Maria Rasputina. The twin sister of the Mad Monk, a quirk of fate saw her born with the mental powers her deranged brother now desperately craves.

Maria suffered from epilepsy in her youth, or so doctors diagnosed. Her fits were in fact the first displays of her telepathic talent, which the young girl could not control.

While Rasputin was serving his penance, the Great White Lodge attempted to communicate with his sister telepathically, for it had detected her errant thoughts and sensed in her an important destiny. Though Rasputin had no mental ability, the bond between the twins was strong, and he picked up jumbled strands of thoughts.

This inadvertent and unintended mental connection not only caused Rasputin's seizure, it lead him down the path of desiring arcane power at any cost. Sensing Rasputin's mind and realizing the evil they had inadvertently awakened, the Great White Lodge staged Maria's death (drowning in a river) and took her to Shangri-la to begin her training in the mystic arts.

Now known to the world as Lera Milhailova, Maria has been charged by her superiors with stopping her brother, for the Invisible Masters sense a great shadow will fall over the world should he succeed in acquiring arcane power.

Maria refuses to face her brother personally. Not only does she dread the thought of having to harm one who shares her blood but, despite her own formidable mental powers, she also fears his growing mental strength. Instead of direct confrontation, she uses her mental arts, psychology, and naturally persuasive nature to encourage others to thwart his vile plans for world domination. Her helpers are puppets, knowing nothing of Lera's true motives or goals. She remains uncomfortable with having to manipulate others into doing her dirty work, but



it is the lesser of two evils and serves a greater, and just, cause.

Patron 3

Archetype: *Patron*; **Motivation:** *Mystery*; **Style:** 3

Primary Attributes: Body 4, Dexterity 3, Strength 2, Charisma 3, Intelligence 4, Willpower 5

Secondary Attributes: Size 0, Move 5, Perception 9, Initiative 7, Defense 7, Stun 4, Health 9, Sanity 8

Skills: Academics: Occult 6. Academics: Philosophy 9, Alienism 7, Diplomacy 6, Empathy 6, Intimidation 5, Investigation 6, Linguistics 7, Stealth 6

Talents: Mentalism 2 (Cloaking, Telepathy), Psychic Resistance (+2 bonus to resist rituals and psychic attacks), Second Sight (Can sense psychic energy)

Resources: Contacts 1 (Mystic; +2 Social bonus)*, Rank 3 (Great White Lodge; +4 Social bonus)

Flaws: Shy (+1 Style point whenever she misses out on a reward for her actions because she won't assert herself)

Weapons: Punch 0N

* Bonus Resource gained through her Rank.

Typical Member

While many occultists picture the Secret Masters as perfectly fit human specimens, old men clad in white robes, or Buddhist monks or Indian swamis, its mem-

Leagues of Gothic Horror

bers are actually quite ordinary in appearance and dress. Most, if dressed appropriately, would attract no attention on the streets of a major city.

What separates them from the rest of humanity is their serenity, wisdom, mental power, and reluctance to give a straight answer. Some are indeed wise men and women with a cult following, but others are academics, authors, aristocrats, businessmen, theologians, and politicians, their social status and occupation enabling them to gently nudge and shape humanity to a more enlightened future.

Ally 2

Archetype: *Mystic*; **Motivation:** *Truth*; **Style:** 1

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 5, Stun 3, Health 6, Sanity 5

Skills: Academics: Philosophy 6, Diplomacy 5, Empathy 6, Investigation 6, Linguistics 6

Talents: Mentalism (Pick one Talent)

Resources: Rank 1 (Great White Lodge; +2 Social bonus)

Flaws: Inscrutable (+1 Style point whenever he is misunderstood or his mysterious motives cause trouble)

Weapons: Punch 0N

Meonia

Contrary to popular belief, the druids were not just teachers and priests in the Celtic world. They were also the physical and spiritual protectors of Britain, and the hereditary guardians of the Thirteen Treasures of the Island of Britain. It was for this reason the Romans strived so hard to eradicate the faith.

Those who survived the great purge of 61 AD went underground, each passing on their knowledge to just a single apprentice, never allowing the organization to grow large enough to attract unwanted attention from those in authority. Though greatly weakened, they continued to fulfill their sacred duty down the centuries.

Kings of old and later Parliaments may have believed they ruled Great Britain, but all have danced to the society's tune at some point. Of course, their plans have not always been successful, but Meonia has a knack for converting invaders into becoming defenders of Britain. During the Middle Ages, for instance, many kings sought to prove themselves the heir of King Arthur (a Meonia puppet whose actions were guided by perhaps the society's greatest member—Merlin).

The organization will do anything, no matter how onerous or morally repugnant, to ensure Great Britain is protected from threats internal and external. It has murdered, slandered, and falsely imprisoned individuals, and started a few minor wars and political scandals as a distraction, all in the name of the greater good.

In many ways it is an unofficial secret service, for much of its time and resources are spent covertly foiling

the plans of other nations. Every now and then, though, it feels it must shape domestic or foreign policy, sway popular opinion during elections, or physically remove those it considers an unchecked threat to the common good. Thus, while it may occasionally support the globetrotters' goals (always in secret, mind you, and always putting its own agenda first), it may feel the need to thwart their endeavors on occasion.

The recent resurgence in druidic beliefs is not a quirk of fate or sudden spiritual awakening brought about by ancient powers. Meonia has always called upon magic in its work. Indeed, it has battled threats both natural and supernatural during its long existence.

For nigh on two millennia, Meonia has operated from the shadows, worshipping the old gods in secret for fear of its members being branded as witches or devil worshippers. There is evidence suggesting the witch-hunts were a direct result of the Catholic Church's attempts to eradicate Meonia, which it saw as a threat to their ambitions in Britain. They may also have been reprisals for the society's manipulation of King Henry VIII, which led to the creation of the Anglican Church.

Times have changed, though, and Great Britain has more potential enemies plotting dastardly acts and waiting to strike at the first signs of weakness. In order that they might draw upon greater magical energy, Meonia has nudged men and woman back toward the faith of their distant ancestors. Most druids have no inkling that their rituals are actually works of magic, for most have no true understanding of the arcane world.

Ernest Blumenthal

The world knows young Blumenthal as an up-and-coming scholar, an expert on the Classics, and a junior member of the Society of Antiquarians with a bright future ahead of him. Blumenthal is all those things and more.

Initiated into Meonia at Oxford University (where he read Classical Literature), he secretly works to uncover objects considered mythical or works of fiction by the general public, but which the organization knows are not only real, but are also items of immense magical power.

Short on manpower and finances, Meonia prefers to dupe innocent globetrotters into undertaking expeditions of its design. Sometimes it achieves this by creating false information and letting it enter the public domain, while other times it simply watches out for expeditions heading to a location of interest.

In either case, Meonia then gently guides the party toward Blumenthal, who generously volunteers to serve as the party's scholar, through its extensive network of contacts. Blumenthal is not egotistical. He is readily prepared to serve as an assistant to those of greater skill if this would ensure his presence on the expedition. He plays the role very well, never daring to correct a mistake (unless not doing so would hamper the expedition) or blatantly put forward his own theories—the latter he does through insinuation and subtle manipulation.

In many cases, the expedition is totally unaware it is

Things That Go Bump in the Night

even hunting a relic—Meonia does not like to broadcast its true plans to all and sundry, for it has many enemies questing toward the same prizes. Once the relic is found, Meonia arranges for a duplicate to be created and the original object transferred to a secret site in the British countryside.

Patron 1

Archetype: *Academic*; **Motivation:** *Duty*; **Style:** 1

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 5, Stun 2, Health 5, Sanity 5

Skills: Academics: Literature 6, Athletics 4, Con 4, Expeditions 4, Investigations 5, Linguistics 5, Magic: Old Ways (Celtic) 5, Survival 4

Talents: Magical Aptitude

Resources: Fame 0 (Classical scholar; +1 Social bonus), Rank 1 (Meonia; +2 Social bonus), Rank 0 (Society of Antiquarians; +1 Social bonus)

Rituals: Arcane Shield, Empower

Flaws: Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 0N

Typical Member

Meonia places no emphasis on social class or gender. Rather, members are chosen for their usefulness and patriotism toward Great Britain. It boasts politicians, scholars, policemen, spies, military officers, bureaucrats, mentalists, and magicians in its ranks.

Ally 2

Archetype: *Varies*; **Motivation:** *Guardian*; **Style:** 1

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 5, Stun 2, Health 5, Sanity 5

Skills: Con 5, Diplomacy 5, Firearms 5, Investigation 5, Larceny 5, Linguistics 4, Magic: Old Ways (Celtic) 5, Stealth 5

Talents: Magical Aptitude

Resources: Rank 0 (Meonia; +1 Social bonus), Rank or Status 0 (+1 Social bonus)

Rituals: Pick two (max. Level 2)

Flaws: Inscrutable (+1 Style point whenever he is misunderstood or his mysterious motives cause trouble)

Weapons: Punch 0N, Light revolver 7L

The Wendigo Society

Named after a malevolent spirit in North American Indian mythology, the Wendigo Society is a secret dining club for anthropophagists—cannibals.

Some members partake of human flesh because they believe it gives them renewed health or increases their strength. Others simply because they savor the unique flavor. A small few believe it is the only way they can stay

alive. While it can be argued members are insane, they are not mindless savages who devour raw flesh in an orgy of gluttony and depravity. Reserved for the middle and upper classes, decorum is maintained at all times, and the society prides itself on serving a good table. Psychopaths are most certainly not welcome, for such behavior is both uncouth and liable to attract the attention of the local authorities.

Aside from their grotesque choice of delicacy, members share another common trait—they are all missing the little finger on their left hand. In order to demonstrate their desire to taste forbidden flesh, prospective members must slice off their own finger. This alone is a hard enough act to accomplish, but what occurs next truly separates the curious from the devout. After one of the society's talented chefs has prepared it, the applicant must then consume his own flesh in front of club members. Those who fail to perform the act are served up at the next banquet.

Word of its existence is rumored, but the club is always extremely cautious. Prospective members are carefully screened before being approached, and the dinner courses are taken from people society at large will not miss. Renouncing a permanent headquarters lest their dining habits attract unwanted attention, members gather at each others' houses whenever a special dinner is being served. With members across the globe, the Society rarely hosts a banquet twice in succession in the same city, and more often than not changes continent.

The club operates publicly as the Four Finger Society, an eclectic gathering of people who share the same minor physical disability by dint of birth defect or accident. Here members discuss politics and literature, enjoy music, and enjoy good cuisine.

Reginald Peters, Lord Babcombe

Photographs of Lord Babcombe's rugged looks and tales of his daring escapades are rarely out of the newspapers. A veteran globetrotter and heavily courted by the Leagues, he has so far politely declined every offer of membership. That said, he is a frequent guest and speaker at clubhouses across the globe.

His first tasting of forbidden meat came during an expedition to Africa. Lost in the central jungles, his party slowly succumbed to starvation. The last man alive, Babcombe wrestled with his conscience for many hours before resolving to dig up one of the bearer's corpses. Though the act turned his stomach, his will to live kept him from vomiting up his unholy meal. Within a few mouthfuls, Babcombe felt his strength returning. By the time he had sated his appetite he felt like a new man, capable of anything. Although he never told anyone the truth, his tale of deprivation and hardship led the Wendigo Society to confront him. They expected a hard sell, and were rather surprised when the explorer signed up without a moment's hesitation.

Babcombe's taste for human flesh has gone beyond mere enjoyment—it has become a dangerous addiction. He is forced to take greater risks to satisfy his unholy hunger

Leagues of Gothic Horror

when on expedition. More than once he has been caught in the act, resulting in him having to take drastic action to save his reputation and prevent a scandal that would rock the globetrotting community. Still, his habit of losing bearers and adventuring companions on even routine expeditions has not gone entirely unnoticed, and tongues are already wagging in private that something is amiss.

Patron 2

Archetype: *Adventurer*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 4, Dexterity 3, Strength 3, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 7, Stun 4, Health 7, Horror —

Skills: Athletics 6, Brawl 5, Expeditions 5, Firearms 7, Gambling 5, Linguistics 5, Sports 5, Survival 6

Talents: Famine Hardy (Can go longer without food and water)

Resources: Fame 1 (+2 Social bonus), Rank 1 (Wendigo Society; +2 Social bonus), Status 1 (Peer of the Realm; +2 Social bonus)

Flaws: Addiction: Human flesh (+1 Style point whenever his addiction hurts him or someone he cares about)

Weapons: Punch 5N, Heavy revolver 10L

Typical Member

A banquet at the Wendigo Society sees respected and well-known members of high society seated side by side with bank managers, bureaucrats, explorers, low ranking military officers, and scholars. This sample member is a police detective. He has successfully thwarted several investigations into disappearances that would otherwise lead the authorities to the Wendigo Society.

Ally 1

Archetype: *Law Man*; **Motivation:** *Mystery*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

Skills: Bureaucracy 4, Con 4, Firearms 4, Intimidation 4, Investigation 4

Talents: None

Resources: Rank 0 (Wendigo Society; +1 Social bonus), Status 0 (Police detective; +1 Social bonus)

Flaws: Secret (+1 Style point whenever he goes out of his way to protect the secret)

Weapons: Punch 0N, Light revolver 6L





Chapter the Fourth: Dark Places



*This tower, patched unevenly with black ivy, arose like a mutilated finger from among the fists of knuckled masonry and pointed blasphemously at heaven. At night the owls made of it an echoing throat; by day it stood voiceless and cast its long shadow. —Mervyn Peake, *Titus Groan**

This chapter describes a number of locations that make ideal adventuring locales for *Leagues of Gothic Horror* stories. Although only a few are described in comparison to the large number of exotic locales presented in the core rules and *Globetrotters' Guide* series, with a little imagination almost any historical event, person, place, or mystery already detailed can be worked into a Gothic Horror game.

For instance, the *Globetrotters' Guide to the Ancient World* entry for Persepolis tells how the army of Alexander the Great succumbed to madness and razed the city to the ground. No explicit reason is given for this act of mass destruction.

In the alternate history of *Leagues of Gothic Horror*, perhaps the army stumbled across a nest of vampires dating back to the days of the Babylonians. For 1500 years the fiends had slumbered peacefully in their hidden crypts, only to be disturbed by soldiers hungry for gold and jewels. Soon sickness began to ravage the army. Unable to stem its advance, and growing ever more fearful of shadows in the night, the army abandoned the city and put it to the torch.

Two thousand years later, the Leagues undertake an archaeological expedition to ruined Persepolis. Unbeknownst to the members, the vampires survived the conflagration. Within a week of the expedition's arrival death once more stalks the city streets.

Likewise, a trek through the jungles of Mesoamerica takes on a different feel if the party is being stalked not by hostile tribesmen, but by werejaguars. And what if the "lost" temple the globetrotters seek is actually home to a cult of natives who intend to capture the heroes and cut out their hearts to appease the ancient Aztec deities?



Austria-Hungary



Austria-Hungary is a land of inequality. Some enjoy a life in the great cities and towns, where the comforts and trappings of technology remind them that they live in a modern age of science and enlightenment.

Beyond these isolated pockets of modernity, especially in the border areas, are vast swathes of land where peasants toil the fields in the same backbreaking manner as their distant ancestors, where the gas and electric lights of the towns are replaced by flickering candles and oil lamps, where forests are feared as the haunts of fearsome monsters, and where superstitions considered primitive nonsense by the distant town dwellers are kept alive as protection against the many terrors that prowl and skulk once the sun has fled to the western horizon.

Usejte Castle

Location: Kingdom of Hungary

The crumbling castle was once home to Countess Elizabeth Báthory de Ecsed (1560-1614). Later, it served as her prison and tomb. Educated, erudite, vain, and likely insane, the countess was accused of mutilating and murdering young girls. According to witness statements, the many victims were covered in bite marks, and many were completely drained of blood.

Stories began to circulate Bathory was a vampire, or somehow used the blood to retain her youthful appearance. Although she was arrested, Bathory was never charged or convicted of any offense. The authorities, though, took no chances—the countess was walled inside a suite of rooms in the castle, and remained there until her death.

What became of her remains is a mystery. One story says her corpse was taken to her home in Ecsed and placed in the family crypt. Another says she was interred

Leagues of Gothic Horror

in the walls of the castle, an iron stake rammed through her chest to prevent her rising as one of the undead and her mortal remains bricked up in the walls.

Jvitzov Castle

Location: Kingdom of Bohemia

A castle has stood on the steep promontory at the junction of the Vltava and Otava rivers since 1278. Continually expanded and fortified, its walls resisted sieges and artillery attacks until the Thirty Years' War. Looted, abandoned, and scorched by fire, it remained a ruin until the 1840s, when the aristocratic Schwarzenberg family began reconstruction and restoration work.

The castle is known among occultists for a variety of reasons. One of the main sites of interest is the Marcomanka tower, named after the Marcomanni culture that ruled Bohemia 2,000 years ago. Now part of the main fortification, the stones are engraved in strange symbols. Animals within the vicinity of the tower behave in strange ways, torches extinguish by themselves, and ghosts haunt the stairs and chambers. Ancient folklore places the supernatural activity at the feet of an imp, who has haunted the tower for unknown ages.

The castle's main tower is supposedly cursed—anyone who sleeps there is condemned to die inside of a year. Black dogs with burning eyes are supposed to roam the castle grounds. According to legend, they guard a hidden tunnel that runs beneath the ruined fortress. What treasure warrants such fearsome warders has never entered folklore.

Transylvania

The gentle plains of western Transylvania rise quickly to form the Transylvanian Plateau, an upland of dense forest, rolling hills, and crystal clear rivers fed by icy mountain streams. Surrounding it to the east and south are the majestic peaks of the arcing Carpathian Mountains. Into this wild and beautiful land was born Vlad Dracula, the 15th century prince who would cheat death as the great vampire, Count Dracula.

While the neighboring states of Moldavia and Wallachia have joined to become the Kingdom of Romania, Transylvania, the "Land Beyond the Forest," remains part of the Austro-Hungarian Empire. Although they constitute the majority of the population, Romanians do not enjoy the same legal rights or freedoms as their Hungarian overlords. In 1892, key Romanian officials wrote to the Emperor, in his role as King of Hungary, demanding equal rights. The Emperor's response was to have the authors arrested and sentenced to lengthy spells in jail.

While citizens in the major towns scoff at the notion of the supernatural, rural peasants take such talk very seriously, for Transylvania is a land haunted by ghosts, werewolves, and vampires. It takes very little for the peasants to refuse to venture forth from the relative safety

of their homes after sunset, hang garlands of garlic and wolfsbane on doors and windows to prevent the passage of nocturnal fiends, and refuse to traffic with strangers, lest they be monsters in human guise.

Transylvania has a violent and bloody past. Many of its rural churches are fortified. While historians agree that this was to make them a refuge against human attack, the peasants know better.

Castle Dracula

The figure of Dracula presents something of a dilemma for Leagues who dabble in and investigate occult matters. On the one hand, Vlad III Dracula is a recognized historical figure, a cruel and bloodthirsty tyrant better known as Vlad the Impaler, who defended his homeland against the invading Turks in the 15th century. On the other hand, they know all too well that the antagonist of Bram Stoker's *Dracula*, a tale few readers realize is an account of an actual incident, was a vampire.

Not even Jonathan Harker, who had the misfortune of being Dracula's guest, has been able to shed light on whether these persons are one and the same, or whether the vampire count adopted a pseudonym to disguise his true identity. The potted history Dracula spoke to his guest mentions he is a scion of the "Dracula line," though this may simply have been to keep Harker in the dark about his true origins.

Equally unknown is the exact location of Dracula's castle. The solicitor swears blind it lies along the Borgo Pass, but no ruins even vaguely matching his account exist there. Two other castles, Bran (in Transylvania) and Poenari (in neighboring Wallachia), do have historical ties to Vlad III, but they do not match the description and are located many miles from the pass.

Some have begun to wonder whether Harker's memory was altered by the count to conceal his true home, or if his traumatic experience had caused him to create false memories. A few sympathetic souls believe Harker's account is accurate, but that the count has employed some occult means of concealing the fortress.

Hoia Forest

A stretch of ancient woodland clinging to hills west of Cluj-Napoca, Transylvania's largest city, Hoia Forest is considered cursed ground. The earliest incident concerns a Roman army. In the age of Ancient Rome, the region was the heartland of the Dacians. During the Roman invasion (105-106 AD), a legion of soldiers intent on destroying a temple entered the forest. The entire force disappeared. While some scholars have argued they were ambushed and slaughtered, no evidence of bodies or discarded equipment was ever documented. Centuries later, a similar fate befell a shepherd and his flock of 200 sheep.

It is not just disappearances that have the locals scared on venturing beneath the boughs. The trees are said to be twisted into strange shapes. Some have human faces in the bark—faces that twist and writhe and moan and

scream. Some who have risked a hasty exploration have returned complaining of headaches and blurred vision, and with burns or rashes on their exposed skin.

Adventure Seeds

* A number of young women living in the vicinity of Csejte Castle have disappeared. The peasants are fearful that Countess Bathory has risen from the grave, and are seeking help. While most Leagues argue the disappearances are down to wolves or flighty young maidens searching for a better life in the towns and cities, others are not so sure.

* Snagov monastery, the burial place of Vlad III Dracula (a.k.a. Vlad the Impaler), once boasted a treasure vault. The contents disappeared sometime between 1462 and 1476. While many scholars believe it was plundered by the Turks, a Romanian historian has unearthed evidence the treasure was buried elsewhere to prevent it falling into Turkish hands. He requires help in locating the treasure. Among the artifacts is the so-called Chalice of Blood, from which some occultists believe Dracula drank in order to become a vampire. A coven of vampires is also searching for the Chalice in the belief drinking from it will enhance their abilities.

* In 1892, Jules Verne publishes *The Carpathian Castle*. While it first appears to be a ghost story, it has a scientific explanation. In secret, Verne contacts the globetrotters and reveals that the story is based on his actual experiences while in Transylvania. Since his return, he has been suffering nightmares, haunted by a ghostly woman he encountered in the castle. He beseeches the heroes to travel to Transylvania and lay the ghost to rest before he loses his mind.



The sun-drenched sands of Egypt may seem a strange location for Gothic Horror tales, but it is an ancient land and, as the core rules hint, one ideally suited to the Gothic genre.

In the labyrinthine backstreets and colonial palaces of the modern cities there are those who continue to worship the animal-headed deities of their ancestors. Whispers of strange ceremonies held in natural caverns deep below the regal Sphinx, rituals which the gods themselves attend in person, are frequently heard, and quickly dismissed, by Egyptologists scratching around in the burning sand.

Amulets inscribed with spells first incanted for the benefit of the now long-withered pharaohs are sold openly, though rarely to strangers. Many are mundane, superstitious charms akin to a lucky rabbit's foot, but others are enchanted, created by magicians and priests who knew the rituals and pried from the lifeless fingers of the dead kings by robbers. The right contacts and deep pockets can open doors to buyers with other relics for sale.

African Witchcraft

To the native peoples of Africa, witch doctors diagnose and cure sickness believed to be caused by witches, whereas the Europeans believed they are healers who practice witchcraft. Although witchcraft is found the length and breadth of Africa, *Leagues of Adventure* simplifies practitioners into three basic categories based on those of Southern Africa.

Whether or not a witch doctor actually knows "true" magic is up to the Gamemaster, based on his style of campaign. Herb lore, knowledge of poisons and medicines, basic first aid, wisdom, experience, and old age can all be used to simulate magical arts in the eyes of the uninitiated and superstitious.

The sangoma is a diviner, skilled at predicting the future and detecting illnesses. Such practitioners are usually female. Animism and Natural Magic are the preferred magical traditions.

The inyanga is a healer first and foremost, but also provides charms to help people through life. Traditionally, this is a male role. Like a sangoma, they are typically practitioners of the Animism or Natural Magic traditions.

The thakathi, a near-exclusively female occupation, is a practitioner of Black Magic, an expert in curses and causing harm to others. They are blamed for bad weather, illness, sudden deaths, crop failures—in fact, most everything that can go wrong in life.

While Egypt has very few castles, it is a land of countless ruins. From towering pyramids to majestic temples to cramped tombs carved into the sides of steep valleys, Egypt oozes grandeur and decay in equal measure. Among these structures, modern man, despite his science and knowledge, is humbled. Shelley elegantly sums up the feelings that washes over one in his poem *Ozymandius*—"Look on my works, ye Mighty, and despair!"

Europeans eager for knowledge and gold have their pick of locales to excavate, but such endeavors may come at a heavy price. Protected by charms and curses, the dead of Egypt sleep only lightly, and they jealously guard their grave goods.

The Osiris Club has called upon the services of the Ghost Club several time with regard to "unusual incidents." This cooperation has never been made public.

Tomb of Neferkaptah

Thoth, Egyptian god of knowledge, wrote a magical tome in which were contained several potent spells. The text was placed in a series of vaults beneath the Nile and guarded by deadly serpents. Prince Neferkaptah, seeking the power the text promised, located the vault and slew the serpents. His victory was hollow, though, for Thoth was greatly angered. The god struck down his wife and

Leagues of Gothic Horror

children, driving the prince to commit suicide. Neferkaptah was buried in the manner befitting his rank, and the Book of Thoth placed in his sarcophagus. The curse laid upon Neferkaptah has not yet ended, for his spirit is cursed to protect the book until the end of days.

Later legends say the book is still cursed. A tomb robber, by the name of Setne, located the prince's crypt and stole the magical text, using wards to keep the angry spirit of Neferkaptah at bay. Alas, Setne became subject to a curse. Seduced and tricked by a beautiful woman into killing his family, Setne returned the text to Neferkaptah's care, and sought forgiveness from the gods.

Adventure Seeds

* A number of Egyptologists connected with a recent excavation have died under mysterious circumstances. The newspapers are talking of a curse. The killer is in fact a member of a fanatical sect. The question is, why is he so desperate to kill the scholars, and is the mummy the expedition brought back, unusual for its black bandages, somehow connected to his murderous rampage?

* An archaeological expedition has returned from Egypt with an intact royal mummy. Unfortunately, the creature has awakened to avenge the desecration of its tomb. It has adopted the guise of a visiting Egyptian archaeologist and is murdering the Egyptologists one by one in a bid to retrieve artifacts taken from its crypt.

* An occultist believes the *Emerald Tablet*, a text known since the 11th century and popular among medieval alchemists, is not only a translation of a fragment of the *Book of Thoth*, but reveals the secret of the location of Neferkaptah's tomb. Believing he has cracked the secret, he seeks globetrotters to accompany him on an expedition to explore the tomb.

Flying Dutchman

Location: The high seas

While the story of the ghostly Flying Dutchman has been an oral tradition for many centuries, the first written account dates only to 1795. The reasons why it still sails are many.

A version from 1803 (*Scenes of Infancy*) tells only that the crew committed some dreadful crime, were stricken with pestilence, and subsequently forced to sail the seas until their penance was served. Sir Walter Scott wrote in 1812 that the ship carried on it a fabulous treasure, and that the crew resorted to murder and piracy in order that they might possess it, damning their souls by their fell acts. An 1821 account speaks of her captain being thwarted by the wind, which prevented him making port. Asked by another vessel if he intended to sail into the bay that very night, he replied, "May I be eternally damned if I do, though I should beat about here till the Day of Judgment."

The vessel has long been considered cursed. One

story says that any man who lays eyes upon her will soon meet a horrible fate. This seems to hold little water, for Prince George, Queen Victoria's grandson, laid eyes upon her in 1880. He is destined to die in 1936 after reigning as King George V.

Adventure Seeds

* The Mariners Club (against the advice of the Ghost Club) is offering a reward to any globetrotter who photographs the Flying Dutchman. A larger prize is available for anyone who successfully boards her and returns with proof. Keen to ensure no harm befalls the foolhardy expedition, the Ghost Club is seeking recruits to join the party in secret.

Generic Locations

The following locations can be found in many parts of the world. While individual descriptions may change to suit the native culture, the basic details are identical.

Asylum

Facing the supernatural brings inherent risk of injury to flesh and sanity. When the latter frays, they are likely to be committed to an asylum.

Asylums are places only the insane can stomach for long. Conditions have greatly improved since the early days of mental health care, but alienism is a new science and the mind is still little understood. Such places are dismal pits of humanity, with pitiful wails, tortured screams, and incomprehensible babbling echoing off the walls day and night. The most violent inmates are kept sedated or encased in straitjackets around the clock. For many committed to an asylum, it will be their home for the rest of their miserable lives.

Crude conditions aside, asylums might harbor darker secrets. Among the lesser evils are alienists who do not care about the inmates or their recovery. More unscrupulous alienists might take advantage of their patients' mental frailty, hypnotizing them into acting as their servants or adding to their torments to further study their mental degradation. Truly vile alienists might use the inmates as guinea pigs for inhuman experiments (the Lunar Transmogrifier from the core rules and Doctor Jekyll's Serum from this supplement are perfect gadgets).

Castle

Castles in Gothic Horror are never those envisioned in fairy tales, with their gleaming walls and lofty, elegant spires wherein live pretty princesses or handsome princes. Castles often reek of time, and time in Gothic Horror games is the loyal servant of Death.

From the outside, Gothic Horror castles appear ugly and drab, their walls crumbling under the relentless as-

sault of time or smothered in ivy seeking to strangle the life from the edifice that marks the owner's authority over the land. Rarely is the approach easy, for castles are fortifications, often built in seemingly inaccessible locations. There they squat, dark shapes on the skyline, like gigantic, ugly carrion birds waiting to swoop from their lofty perch and consume some innocent soul.

Things are little better inside. No matter their age or who occupies them, castles are rarely welcoming places. Stone-floored corridors and halls echo to every footstep, amplifying every noise when it suits them, yet capable of muffling sound to equal measure. Furniture is sparse, leaving grand halls largely empty and devoid of all but the most rudimentary comfort. Even the great fireplaces, which invariably crackle with life, do little to warm flesh or spirit. Suits of armor clutching antique weapons gaze impassively from the shadows, while the eyes of portraits of noble lords and ladies seem to follow strangers around the room. Cobwebs hang from ceilings, dust covers many surfaces, and scuttling in the walls hints at rats and mice. Secret passages, deep cellars, and family crypts are commonplace. Within the latter lie the physical remains of former occupants, eternally safe from assault by man yet unable to resist the relentlessly ticking by of the years. Most rest easily, but others do not.

Life within the castle is usually scant. The occupant and perhaps a wife or child, of course, but rarely more than a handful of sullen servants whose stare is as cold as the lifeless stone walls.

Forest

When the sun is overhead, forests can seem enchanted places. Sun motes dance on gentle breezes, flowers waft sweet perfumes, and one can easily imagine cherub-faced faeries frolicking in glades illuminated by spears of warm sunlight. Come the night, though, and the forest is an altogether more sinister place.

What little moonlight penetrates the leafy canopy serves only to heighten the surrounding darkness. Noises familiar by day are replaced by the screeches and scratches of nocturnal beasts whose origins may lie beyond the realm of the natural world. The gnarled and knotted trunks of trees twist into malevolent leering faces, branches and brambles scratch and snag, seemingly intent on holding the foolish traveler for some terrible fate. The path, so easy to follow by day, is quickly lost, stranding one in the heart of the forest, alone but with the uncomfortable feeling of being watched.



Graveyard

While modern graveyards, and even older ones adjoining parish churches, are well-maintained and ordered, with headstones neatly arranged in smart lines and columns, these final resting places of the dead have no place in Gothic Horror.

Gothic Horror graveyards are wild, unkempt places, choked with weeds, cloaked in swirling mist, and protected by iron gates or tall walls, which serve to confine those who enter and limit their avenues of escape. Towering mausoleums rent with deep cracks; dark, wooded groves; leering statues of angels, saints, and fantastical beasts whose features appear demonic by night; winding paths; and crumbling, unreadable, and tilted or toppled headstones are more common trappings.

Think of the cemeteries of New Orleans or London's Gothic Highgate Cemetery, and you're definitely on the right track. After the castle and the haunted house, the graveyard is the next most popular Gothic Horror locale.

Haunted House

The haunted house is *the* stereotypical Gothic Horror setting. The word "house" can refer to any type of building: an actual house, an abandoned church, or even a crumbling castle. The key attributes that make it haunted are the presence of some non-corporeal being or spirit within, and the structure must either be in a state of decay (peeling paint, overgrown garden, rusty gates, and so on),

Leagues of Gothic Horror

Optional: Dark Places

As there are nights when unholy creatures are more powerful, so there are places where their strength is increased. These are always associated with death, though the true cesspits of evil have the added taint of human suffering and misery.

When encountered within one of these locations between sunset and sunrise, a major villain (as defined by the needs of the adventure) gains bonus Style points as it feeds on the taint of death, decay, and misery. Lesser minions, even if supernatural in origin, gain no direct benefits, though their dark master may freely share his bonus Style points among them as he pleases. If the villain leaves the location, any unspent Style points are considered used. The pool for that location regenerates to full at the next sunset.

This makes it extremely unwise to enter a vampire's lair after dark, for example, especially if the fiend has been resident in the same place for centuries.

Location	Style Points
Place commonly associated with death (e.g., graveyard or battlefield)	2
Place strongly associated with misery and death (e.g., castle dungeon, a place of execution)	4
Place strongly associated with the murder of innocents (e.g., Countess Bathory's castle)	6
Place strongly associated with the torture and murder of innocents (e.g., Gilles de Rais' castle)	8
Centuries old abode of great evil (e.g., Castle Dracula)	10

or decadently furnished in an unusual and archaic style, and must definitely be located somewhere remote.

Haunted houses are very rarely haunted spontaneously, and whatever specter that dwells within should have a very good reason for being there. Haunted houses involve misery and pain: lives cut short by fell deeds, and intense emotions of anger, lust, greed, and revenge. The very air of a haunted house reeks of sorrow and despair.

The Gamemaster must have a good reason for why the structure is haunted. Is the ghost a murder victim, unable to leave the building in which it died until the truth behind its death is uncovered? Are the spirits former prisoners, tortured to death in a castle dungeon or left to die, sealed up behind brick walls? Did someone commit suicide rather than become forced into a loveless marriage, or to escape a brutal master? Is there a dark secret within the walls the wraith wishes to keep from being discovered?

Sometimes the ghost simply occupies the house, or the

very foundation of the building can be possessed by an unearthly spirit. Consider more unusual hauntings as well: perhaps the spirit lives in a specific painting, and can move between other paintings, allowing it to keep an eye on those who intrude in its domain and use its spooky powers; destroying its "home" painting will banish it forever.

In order for it to work properly in a game, the creepiness of a haunted house must built up slowly—if the ghost makes an instant appearance as the heroes enter the door, then you've probably lost any chance of creating the necessary mood for the spookiness to take hold.

Whispers on the breeze; clanking chains; drops of blood or bloodstains that appear and disappear; slamming doors; objects that move across the room by unseen hands; doors that won't open for one person but open easily for another; paintings whose eyes seem to follow you around the room; tangles of cobwebs that conceal whatever lies behind; candles that extinguish without a gust of wind; unusual smells; children's laughter; eerie echoes; random knocking; footsteps in the hall outside your bedroom door; shadows viewed from beneath a door or passing in front of a window; lights seen in attic windows that aren't lit when someone enters the room; creaking stairs; writing appearing on the walls and then disappearing—these are the tools of generating fear and dread.

Only when the fearless heroes have uncovered the reason for the haunting should the ghost then make its ghastly appearance.

Ruins

Be they the crumbling castles and stately homes of some ancient lord, the skeletal remains of once majestic monasteries and abbeys, or the bones of abandoned villages, ruins are another Gothic Horror staple. Any furnishings or items of material value are long since gone. All that remains are cracked and weathered ivy-smothered walls, the hollow eyes of glassless windows, and worm-eaten wooden beams. The overriding emotion these decaying structures exude is sadness.

Whatever their origin, ruins are invariably associated with some fell deed or horrific fate—the castle of a cruel tyrant who tortured peasants; a monastery whose pious occupants were put to the sword in some crusade or unrest; a tower where a lady was imprisoned against her will, her escape possible only through suicide; or a village where the inhabitants had a reputation for devil worship or died of plague.

Ghosts frequently walk among the rotting edifices, but they are not the only occupants—creatures of darkness are naturally drawn to these shunned places.

Village

As Gothic Horror locales, villages fall into two main camps—those afraid of something and those guilty of something. Whatever its focus, villages tend to be remotely situated, squatting on storm-battered cliffs above the gray ocean, nestled in secluded glens or valleys, or

surrounded by dank bogs, blasted moors, or ancient forests. Invariably there is an inn, where the locals gather to quietly discuss important matters and where silence falls like a hammer blow as soon as a stranger enters.

Fearful Village

Villages afraid of something are plagued by an evil that threatens their daily life. Its privations are noticeable, but not excessive—a vampire or werewolf that killed too often would soon eradicate the village.

As a result, the villagers are afraid of a certain place (rumored to be the evil's lair), the dark, or an event (such as a child reaching a certain age or the rising of thick fog). The haunt of evil is as much a part of the village location as the settlement itself, for without this place the village would be unimportant. It might be a nearby castle or manor house in the heart of the settlement, the decaying home of a cruel and vile nobleman whose appetites are less than savory, and who the villagers refer to in whispers as the Devil. The structure might be ruined, the rotting hulk of a monastery or castle avoided by sensible folk because of the stories its former occupants engaged in bloody rituals.

Alternately, the locals might fear standing stones or an ancient barrow. While these monuments are millennia old, they are often associated in folklore with more modern witchcraft and manifestations of the Devil. And, of course, the surrounding terrain itself might be the cause of the villagers' fear and loathing.

The locals are reluctant to discuss their fears with outsiders, worried they might be taken as superstitious fools or scared that talk of the evil will bring it down on their household. Eyes are averted during conversations, which are stilted by reluctance to talk, mention of prominent wards against the supernatural (such as bulbs of garlic or pentagrams) are met with a wall of silence, and few walk the fog-shrouded streets after dark. Often there is one person prepared to talk, though arranging a liaison takes time. Typically it is a fair maiden or young child.

Despite the villagers' silence, clues must exist as to the nature or the threat—the globetrotters are here to help, and while their quest may not be easy or quick, it must be possible to unravel the mystery and bring the forces of darkness low.

Guilty Village

In small villages it is possible for every villager to be part of the conspiracy. Perhaps the seemingly good folk are descended from witches. Maybe their fertile fields or full fishing nets are the result of rituals carried out in the name of some ancient deity, a deity who demands human sacrifice before he bestows his benevolence. Such victims tend to be children or virgins of a certain age or gender. Perhaps they survived famine centuries ago by resorting to cannibalism, a practice that has remained part of daily life.

Depending on the nature of the villagers' alliance with

the forces of evil, they may be taciturn and suspicious of outsiders, seeking to mask their guilt with silence. Then again, they may be openly friendly, keen to get to know the strangers who, they intend, will make good victims. Again, there is often one villager willing to talk to the globetrotters. Dismissing his peers as superstitious, backward fools, he or she is commonly someone of import, such as the local lord, vicar, or doctor—someone in a position of authority.

Alas for the globetrotters, this ally might be a wolf in sheep's clothing, the ring-leader of the cult who befriends them only to learn their plans and the course and depth of their investigations. Of course, this enemy-as-ally trick should be used sparingly, as the players will soon learn to trust no-one and suspect everyone.

Combination Village

A village may be both fearful *and* hiding something. In some cases the evil lives among them. Most citizens are innocents, victims of the evil that lives in their midst. A small few, possibly even just one, is the source of their fear. In such places paranoia grips daily life, with citizens unsure who among their neighbors they can trust. Such places force the globetrotters to be wary, for while they will have allies, they will also have enemies. Discovering who falls into what camp is part of the adventure.

In other cases, the villagers, or their ancestors, created the evil they now hide from. Maybe their ancestors wrongly accused an old woman of being a witch and had her burnt at the stake. Perhaps they covered up the innocent death of a child, worried the authorities might see things differently.



Modern day Germany, dominated by the militaristic and level-headed Prussian elite may seem a long way from being an ideal Gothic location. Germany, however, is like many western European countries—scratch beneath the veneer of technological achievement and refined culture and one finds a land of ancient castles and brooding forests, a realm where witches and werewolves were actively hunted, and where the superstitions of old have never quite been assigned to the oblivion of historical fancy.

One should not forget that Germany was home to the brother's Grimm, academics and authors whose deaths are within living memory, and whose collected folk tales have terrorized generations of children—not everything they wrote about was entirely fictional.

The Black Forest

Germany's Black Forest, with its rugged mountains and swathes of pine and fir trees, is a remote place. Nestled in the valleys are countless small towns and villages

Leagues of Gothic Horror

untouched by the rapid industrialization and modernization of the great cities. The locals know the land like the back of their hands, but they are reluctant to stray from the highways and byways even by daylight, and few have the stomach to travel beyond the confines of their village once the sun sets.

For all its idyllic beauty, the Black Forest is home to many terrors. Generations of witches have worshipped their dark gods in shrouded groves, werewolves stalk the nights of the full moon in search of prey, and then there is Volkert the Necromancer, who, despite supposedly mysteriously vanishing in 1794, is said to still walk the land in search of victims.

The Brocken

Standing in the heart of central Germany, the Brocken is a 3,743 feet mountain. It is the easternmost mountain in the area and, if one faces east, the last notable peak of any size before the Ural Mountains some 2000 miles distant.

The peak is a strange and eerie place. Its summit is considerably lower than the treeline on other peaks of similar height, but no trees extend closer than 1000 feet to the windswept summit. Snow sits above the treeline from September to May, fog lies on the upper slopes like a grave shroud for 300 days a year, and the average temperature barely rises much above freezing even in the height of summer.

In days of yore, the mountain was a center of worship to Wotan, the chief god of the Saxons. So many human and animal sacrifices were offered up here that the exposed rock still carries a red stain. According to legend, a large wooden statue of Odin was unearthed on the site in the Middle Ages. Only when it was removed did the climate begin to behave unnaturally.

The frequent mention of ghosts and devils in local folklore has not deterred human activity. Located on the summit is the Brockengarten. Established in 1890, it houses a variety of alpine plants from around the globe. The garden is not open to the public, though globetrotters with an interest in returning new specimens are invited to witness the flora. A narrow gauge railway to the summit is finally finished in 1899.

Castle Frankenstein

Castle Frankenstein has stood on the outskirts of Darmstadt, in southwest central Germany, since the 13th century. Today it is abandoned, having gone from an ancestral seat to a hospital before being left to the elements in the 18th century. It was occupied again briefly in the early part of the 19th century.

Johann Konrad Dippel was a 17th century German alchemist, theologian, and physician. For reasons unknown, he attempted to purchase Castle Frankenstein. His eagerness to own the castle transcended sanity, for he was prepared to give away the secret formula to his Dippel's Oil, an elixir of life, in return for the deeds. Al-

though he never became the castle's owner, he did stay there for an extended period.

In a macabre foreshadowing of things to come, Dippel experimented with reanimating corpses and soul transference. Whether his experiments were successful or not is unknown. Regardless, word of his activities quickly spread to the local communities, and the destruction of one of the castle's towers during a thunderstorm of supernatural intensity was the last straw—Dippel was run out of town, chased by an angry mob of pitchfork-wielding peasants.

Following his death in 1734, Dippel's notebooks vanished, only to resurface almost a century later in Geneva, in the hands of one Victor Frankenstein, whose macabre practices were documented by Mary Shelley. Although Swiss by birth, Frankenstein made his way to the castle that bore his name to conduct his experiments. Following the murder of his wife Elizabeth, Frankenstein abandoned the castle to search for the monster. It has remained vacant since that day, slowly succumbing to the unrelenting passage of time, and greatly feared by the villagers who live in its shadow.

Adventure Seeds

* A handful of workers constructing the railway to the Brockengarten have vanished. The foremen have tried to convince their comrades the men merely quit their jobs, but they are not buying it. Convinced witchcraft is the cause, they have downed tools. The company, keen to get the project completed, seeks helps from the Leagues.

* Villagers living in the vicinity of Castle Frankenstein have reported seeing lights at the long-deserted castle. What the mysterious intruders might be searching for is unknown, but rumors of a secret laboratory have long been circulating.

* In 1892, cholera sweeps through Hamburg. A few weeks after the outbreak begins, a German solicitor by the name of Thomas Hutter arrives in London and demands to meet with several Leagues. Extremely sick and apparently insane, he manages to utter only two names to the Leagues before he dies of cholera—Transylvania, and Count Orlock. Intrigued, the Leagues are determined to discover the identity of Count Orlock and unravel how he relates to the cholera outbreak.



From poltergeists and banshees to ghostly carriages and spectral black dogs, Great Britain is a land of ghosts. Occultism and spiritualism, once cast aside in favor of the rational future promised by the Enlightenment, have returned to grip the hearts and imaginations of the Victorians. Men and women in the smoke-choked cities pride themselves on their part in the rise and growth of the British Empire, a beacon of civility and technological achievement that spans the world, while simultaneously

enjoying a spine-chilling ghost story or attending a seance. Meanwhile, folk magic, ancient religious practices long thought eradicated by the Church, and superstitious beliefs continue to prosper in rural communities.

Borley Rectory

Location: Essex

Built in 1862 on the site of an earlier rectory, Borley Rectory is supposed to be the most haunted house in Britain. Among the strange events reported are sightings of a ghostly nun and spectral horse-drawn carriage, unexplained footsteps, the ringing of servant bells (whose strings had been cut), mysterious lights, moving objects, and doors that will not open (despite having no key hole with which to lock them).

The Ghost Club has conducted several investigations, but as fast as they remove one spirit another takes its place. It has been suggested the rectory sits on a natural rift in the astral plane, and that trying to stop their appearance is as fruitless as trying to halt the tide.

Up until 1892, the rectory is home to Henry Dawson Ellis Bull. His son, Reverend Harry Bull, lives there until 1911, when he marries and moves elsewhere.

Flannan Isles

Location: Scotland

Twenty miles northwest of the Isle of Lewis lie the remote Flannan Isles. Relentlessly battered by Atlantic storms, the island of Eilean Mòr ("Big Isle") was once home to St. Flannan, who lived here in the 8th century. Today, all that remains of his presence is a small stone chapel. The only other feature of note is a lighthouse. The light was first lit on 7th December 1889. On the 15th December 1889, a passing steamer reported the light was not lit. Strangely, no immediate action was taken, despite the obvious danger to shipping.

Due to bad weather, it was the 26th before anyone visited the island. Rather than an investigative party, the first to reach the isle were the crew of a routine supply ship. Immediately they sensed something was amiss. Empty supply crates had not been left on the landing site, no flag was flying, and no lighthouse keeper, of which there were three, came to greet them.

Venturing ashore, the mystery deepened. The compound gate and lighthouse door were shut, indicating the men had seemingly left in an orderly fashion. The lamp was filled with oil and in good working order,

two sets of oilskins were missing (implying one keeper had gone out without his in severe weather), and the interior was in good order save for a single overturned chair. The keepers' log (the last entry to which was made at 9 a.m. on the 15th) indicated damage had occurred in the storm, but the lighthouse was sound and watertight (as evidenced by the search party). Of the three men stationed here, there was no sign.

Rumors abound as to the men's untimely fate, with foreign spies, sea monsters, huge waves, murder followed by suicide, ghost ships, malevolent faeries, and even the spectre of St. Flannan all being proposed. A later crew of keepers claimed to have witnessed "three queer, black, ugly birds," far too big for any native species, sitting on the cliff edge. When approached, they dived into the sea with making a splash and were never seen again.

Historical Note: These events actually occur exactly a decade later than listed above. However, the story is too good not to bring into the *Leagues of Gothic Horror* setting. The mention of the three birds appears in Wilfrid Wilson Gibson's 1912 ballad, *Flannan Isle*.

Glamis Castle

Location: Scotland

There has been a castle on the site since 1376, when the land was granted to Sir John Lyon, Thane of Glamis. An earldom was awarded in 1606. The current head of the family is Claude Bowes-Lyon (1824-1904), the 13th



Leagues of Gothic Horror

Earl of Strathmore and Kinghorne. The castle is the focus of two legends.

The first concerns the Monster of Glamis. According to tradition, in days long past a grotesquely deformed child was born to the Lyons family. Ashamed of their scion, they kept him locked away in the castle until the day he died, whereupon he was bricked up in his rooms. Since that day, a vampire has supposedly been born into every generation of the Lyons family. Once its identity is discovered, it too is sealed in the same room to suffer a slow, lingering death from hunger. Quite how the two are linked has never been explained.

The second tale is that of Alexander Lyon, 2nd Lord Glamis (the family's earlier title, and still retained for informal usage). A renowned gambler, he refused to stop playing cards on the Sabbath. Angered that no one would gamble with him on the holy day, he swore he would keep playing until Judgment Day. The Devil, never one to miss a trick, paid a visit to the castle and stole the earl's soul. To this day, on the anniversary of his ill-fated utterance, the shade of Alexander Lyon appears in the castle seeking partners for a game of cards. Those who dare to take him up on his offer must wager their soul.

Though Shakespeare's murderous Macbeth lived in Glamis, the true Scottish king of that name had no known ties to the site.

Adventure Seeds

* A young man approaches the characters. Their names have been recommended to him by a mutual friend. He wagered his younger brother that he would not spend the night in Borley Rectory while the owner (a distant friend) was away. He received a telegram the other day from the rector, stating that he returned home to find the brother's belongings still in place but no sign of his guest. Five days have passed, and the young man fears for his brother's life.

* Those who know the story of the Monster of Glamis claim the vampire of the current generation was Ernest Bowes-Lyon, the earl's third son, who died in 1891 at the age of 33. If that is true, he does not rest in peace, nor is his supposed tomb preventing him from feasting. Several servants have been attacked, found in the morning with puncture wounds on their necks and drained of blood almost to the point of death. If there a vampire on the loose, or is the culprit merely playing on the legend?

* Jack the Ripper is back and continuing his bloody work! The East End of London is terrified after a spate of killings involving prostitutes. Jack is in fact dead, but his spirit has returned and possessed an innocent soul. At night, when the host sleeps, Jack takes control of his body and embarks on a bloody rampage through the mist-shrouded streets. Unfortunately for the globetrotters, the body Jack's spirit has claimed is both a prominent member of society and a close friend of one of the globetrotters. The man is technically innocent, but can the adventurers' prove this and put a stop to the murders?

* The first accepted report of Spring-heeled Jack dates

from 1837, and the last confirmed sighting from 1888. Throughout his reign of terror he was slowly working his way north. Now there are reports he has been sighted in Edinburgh. The newspapers, as previously, report him variously as having red glow eyes, clawed hands, and even horns, not to mention breathing blue and white flames. The only fact they agree on is his prodigious leaping ability. Be it a devil possessed of supernatural powers or a man utilizing weird science, there is growing panic on the streets, and the authorities want the culprit brought to justice forthwith.

* At the time of one's death a spirit known as an Asphyx enters the body and escorts the soul to the next world. However, each person alive has one dedicated Asphyx. On discovering this, Sir Hugo Cunningham arranged for a near-death experience and imprisoned his Asphyx in a small jar. As a result, Sir Hugo became immortal, unable to die but still aging. Two centuries on since this vile experiment Sir Hugo has realized the folly of his madness, for immortality is a curse, not a boon. The jar containing his Asphyx was lost long ago, and Sir Hugo desires it be found. Once back in his possession, he intends to release the spirit and embrace the endless sleep of death.



The former states of Wallachia and Moldavia may have earned their freedom from Austria-Hungary and begun a program of modernization, but they are not yet able to cast off the shadows cast by their ancestors and the bright lights of modernity have done little to rid the land of werewolves and vampires.

Despite having suffered centuries of persecution, the Romanians place similar restrictions on the Roma, also known as the Gypsies, who live here in large numbers.

Poenari Castle

Perched high in the southern Carpathians, Poenari Castle was constructed by the 13th century lords of Wallachia. Abandoned, it fell into ruins during the late 14th century, only to be given new life by Vlad III, also known as the Impaler. Elevated above the surrounding land, and with a commanding view over all the approaches, it became one of his primary fortresses. Vlad's castle, so folklore says, was built with blood—thousands of slave laborers, some of whom were noblemen who had offended the warlord, died in its construction.

Within 100 years of Vlad's "death" the castle was once again abandoned—no army would stay within its walls, their dreams haunted by a dark figure. A century later it was a ruin. Poenari remains shunned, but whether it is deserted is subject to whispered debate by the villagers who live in its shadow.

In 1888, a landslide brought down a portion of the structure, causing it to tumble into the Arges River that runs through the valley floor. Despite having no master

and the villagers seeing no workmen or materials make the arduous climb of 1,480 steps to the castle, much of the damage has been crudely patched.

Scandinavia

Outsiders who know nothing of Scandinavia's history rarely associate it with the supernatural. Scratch the surface, though, and one finds a wealth of folklore concerning fearsome trolls and hags, cruel witches, mystical runes, and the like.

Blå Jungfrun

Location: Sweden

Swedish for "blue virgin," Blå Jungfrun is a small island in the Baltic Sea. Swedes have long viewed it as an evil place, best avoided under any circumstances.

The only feature of any note is a winding labyrinth composed of small stones. One legend claims that anyone who navigates the maze by the light of the full moon will, on reaching the center, be greeted by the Devil. Another says that witches dance through the labyrinth each Maundy Thursday.

While some Swedes scoff at these tales, at least by the light of day and far out of sight of the island, all know the most common story concerning the labyrinth—anyone who removes a stone from the island will be cursed with bad luck until the stone is replaced. A related tale says that witches and black magicians can remove the stones without ill effect. They send their trophies to their enemies who, on touching the stone, receive the curse. Woe betide any who destroy a stone, for they are doomed to suffer the curse for eternity.

Blåkulla

Location: Sweden

The exact location of Blåkulla is something of a mystery. It is described only in *Sadducismus Triumphatus*, a 17th century grimoire concerning witches that devoted an entire appendix to the site.

It is described as a legendary meadow without end and reachable only by means of magical flight. Some scholars have taken this to mean it was an island. Indeed, many modern occultists claim Blåkulla is actually Blå Jungfrun (see above). On the island stood a solitary gate, which lead to a smaller meadow. In the middle of this was a large house, in which the Devil resided. Witches would come here to cavort to Satan, unions that always bore unholy offspring, while black magicians would come to sit at the feet of their master and learn terrible charms and spells.

Domen

Location: Finnmark, Norway

Finnmark, in the far northeast of Norway, is a wild and

desolate place, held in the grip of winter for as much as seven months of the year and blanketed in darkness for three months. Here dwell only a scant number of hardy, insular Norwegians and native Sami herdsmen. Domen is a bare, flat-topped hill (538 feet) on the easternmost coast.

To occultists who have studied rare texts, this high number of witches is only to be expected. With its view over the empty Arctic Sea, Domen was once believed to be the end of the world. Certain forbidden texts claim that the entrance to Hell lies somewhere on, or close to, the hill. It was this proximity to the infernal realm that brought witches to cavort and worship on Domen. Despite being home to just a few hundred hardy inhabitants during the 17th century, the region surrounding the hill hosted 70 witch trials.

Modern civilization, with its technological wonders, has yet to extend its reach to this remote part of Norway. On nights when the ghostly glow of the northern lights flickers in the sky, the local lock their doors and huddle around their fires, for they know that witches will soon be dancing atop Domen in honor of Satan.

Adventure Seeds

* A friend of one of the globetrotters has been taken seriously ill. He summons his friend to his sickbed, whereupon he recounts his tale. He says that he mocked a man who claimed to be a black magician. The sorcerer vowed revenge, but the sick man dismissed his threats. A week later he received a small stone in the mail. Since that day, he has suffered a number of misfortunes. He pleads with the globetrotter to uncover the source of the stone and find a way to lift the curse.

United States of America

America may be a young country by the standards of Great Britain, but the origins of its early settlers lie in the Old World and date back to eras when the supernatural was not a topic for literature but a very real presence. Its ghosts may be far less venerable than those of Europe, but they are no less terrifying, and America has tasted its share of the witch crazes of Europe that sent thousands to their deaths for real or perceived crimes.

Those who would mock the beliefs of superstitious European settlers should not forget that the history of the land dates back far into prehistory. Many settlements built on or near ancient Native American burial grounds have suffered instances of spectres and apparitions.

New England

In the northeast corner of the United States of America are the states of Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island, and Vermont. Collectively they are known as New England.

Leagues of Gothic Horror

While it has its centers of modernity, such as Boston, large parts are both rural and isolated. New England has many lonely farmsteads where folk live as their ancestors did centuries ago and have the same superstitious Puritan beliefs and sensibilities; small, close knit villages that boast decrepit houses and ancient families; and brooding woods which were old and full of ghosts before the first Europeans set foot here.

New Orleans

Location: Louisiana

Founded in 1718 by the French Mississippi Company, New Orleans grew only slowly until it was sold to America in 1803. Americans, Africans, Creoles, French, Germans, and Irish flocked to the city in search of new opportunities, as did Haitians fleeing the 1804 Revolution. By 1809, the majority of its citizens were black. While a sizeable percentage were free, many were not. They made their grievances known in a number of uprisings that ended in bloodshed, arrest, execution, and the continuation of slavery for decades.

Although damaged during the Civil War, New Orleans has emerged stronger and more prosperous than ever before. Its mint was reopened in 1879, it hosted the World's Fair in 1884, and electric lighting was introduced in 1886. Throughout the 1890s the infrastructure is modernized, with mule-drawn streetcars gradually replaced by electric models. In 1896 the first free public library was opened.

Boasting a large number of educated "colored" citizens, New Orleans has a more relaxed attitude to differences in skin color than much of the Deep South. Still, Louisiana State law enforced racial segregation in 1892, though legal cases delayed its implementation until 1896. English may be the dominant language, but the city still boasts a large percentage of French speakers.

New Orleans is a city with major travel connections through its harbor, railways, and the mighty Mississippi. While the river is the lifeblood of the city, it is also a harsh friend—a flood in 1849 resulted in 12,000 deaths.

Storyville, a district with a high population of prostitutes which opened in 1897, became a popular attraction for visitors, but also for those who sought comfort in depravity. The houses of the French Quarter, the oldest part of the city, whose structures date from the French and Spanish colonial era, are home to many ghosts. Periodic flooding and a high water table have resulted in the dead being buried above ground. The large cemeteries are tightly packed with row after row of stone mausoleums.

By day, a walk through the ornate monuments to the dead is pleasant enough, but at night the cemeteries become a claustrophobic labyrinth where the dead are never more a few feet away and vision is severely limited. Modern sanitation and medicine have not alleviated the threats of yellow fever, malaria, and smallpox outbreaks of which strike periodically into the early 20th century.

New Orleans is also a major center of Voodoo. While there are practitioners who use their powers for good,

others walk a dark path, animating the dead through rituals and magical powders and bestowing curses on those to whom they take a dislike.

Beyond the city are the bayous, a morass of snaking waterways and tangled vegetation. Nestled here are forgotten and decaying plantations abandoned after slavery, villages of degenerates and outcasts who have had no outside contact in generations, and the lairs of those who desire secrecy for their study of the darker side of the occult.

Tarrytown

Location: New York State

Founded by the Dutch in the 17th century, Tarrytown, on the east banks of the Hudson River, is today a popular retreat for wealthy New Yorkers. It is most famous, along with the nearby village of Sleepy Hollow (more accurately North Tarrytown), as being the setting of Washington Irving's 1820 story, *The Legend of Sleepy Hollow*. As an aside, Washington Irving is buried in Sleepy Hollow's cemetery. What most inhabitants, tourists, and avid readers do not know is that the story is based on truth.

While perusing a friend's library, Irving stumbled across a series of letters between one Ichabod Crane and an unknown person in England. Crane refers only to his friend by "Sir," and no envelopes providing an address were found among the papers. Irving's host could do little to shed light on the information, saying only that his father was a great collector, and acquired many lots of assorted letters and books at auction.

In the story, which is loosely based on the one-sided contents of the correspondence, Crane mysteriously disappears. This ending is backed up by the letters, which abruptly end with the ominous line, "I shall endeavor to confront the Headless Horseman this very night." The last letter is dated October 31st, 1790.

Adventure Seeds

* Headless corpses have begun appearing in western New York State. An eyewitness claimed to have seen a headless horseman riding through the mist, though he later retracted his statement.

* In 1893, Winfield Scott Lovecraft suddenly became psychotic while in a Chicago hotel. He has since been placed in Butler Hospital (Providence, Rhode Island). His wife, Sarah Susan Phillips Lovecraft, believes he witnessed something that cost him his mind. For the sake of their young son, Howard (b. 1890), who has recently claimed to have been haunted in his sleep by "night gaunts," she begs the Leagues to investigate.

* A corpse is pulled out of a bayou. That is nothing unusual, except that this corpse was previously interred three months ago. An investigation reveals the original grave is empty. Oddly, there are fresh callouses on the corpses hands. The police dismiss the discovery as grave robbing, but the man's family suspect something darker. With the police case closed, they turn to the Leagues.

Chapter the Fifth: The Nature of Darkness



"You must not be alone; for to be alone is to be full of fears and alarms." —Bram Stoker, Dracula

This chapter looks at various ways the Gamemaster can bring the nature of Gothic Horror to the gaming table and make his dark tales memorable events. Even if you're running an action-horror or comedy-horror campaign, you still need the right atmosphere to emphasize the horror aspect. Creating a suitably Gothic atmosphere isn't always easy, but it is well worth the effort.

Around the Table

The first place to start is at the gaming table. If you can get the players in the right frame of mind before the game begins they'll find it easier to get into character. Trying to set the dark tone required for a creepy story of dank mists and wild moors while the sun is shining brightly or having the players focus on the game when they're discussing last night's episode of their favorite show is very difficult.

There's a fair chance that your gaming group only meets once a week, and in between sessions members might not hang out socially. Naturally, when everyone gets together there's a certain amount of catching up on the past week's events. Give everyone a decent amount of time to have a chat, and then politely request they keep out-of-game chatter to a minimum.

If you game in your house, or that of a good friend who trusts you, you can add to the mood with a few simple tricks. Try drawing the curtains so the real world is shut out. If you can dim the lights, do so. Playing by candlelight can add a lot of atmosphere—flickering flames are evocative of the setting, and you can blow a few out when you need to darken the mood. Just remember to provide sufficient lighting levels so the players aren't groping for their dice or squinting to read their character sheets. If you do decide to light candles, make sure they're placed

somewhere safe—nothing ruins a gaming session quite like having to flee for your life from a burning house.

If you've got suitable mood music, such as film soundtracks or a collection of creepy sound effects, you can play them in the background. Keep any music low so as not to disturb the game and avoid tracks with lyrics lest your players begin singing along.

Horror is mainstream these days, and there are a variety of themed props available for sale at reasonable prices—Gothic wine glasses (plastic or glass), rubber or plastic human skulls, fancy dress garlands of garlic, severed hands, polystyrene gravestones, cans of spray cobwebs, and prop bats, spiders, and ravens with authentic looking feathers. You don't need to turn your gaming room into a film set—a few well placed objects will do more for the mood than stuffing the room full of props, and will be less distracting. Even simple things like serving red colored drinks can help create a suitable atmosphere.

Finally, always keep in mind your players' sensibilities. If you start hanging crosses upside down or leaving copies of books on Satanism lying around to help create the mood, you might risk offending someone.

The Devil's in the Details

In some roleplaying games, the so-called flavor text or "fluff" often takes a back seat to the action. *Ubiquity* lends itself to telling stories. If the players are going to immerse themselves in your adventure, they need all the details their characters would know. Use all five senses in your descriptions to make them as real as possible, and don't ignore the little details. Of course, you shouldn't go overboard—taking twenty minutes to describe one room in a haunted house will definitely bore your players.

Don't forget to use colorful adjectives, as well. A forest isn't just dark—it's brooding and menacing, clad in Stygian shadows. Corpses aren't just dead bodies—they're

Leagues of Gothic Horror

shattered, ripped, mauled, sundered, and mangled. Manor houses squat ominously against roiling storm clouds, with crashes of thunder that roll and echo across the dark moors. While the storm rages outside, the wind whistles through the drafty windows like the maniacal piping of a deranged flutist. Detailed descriptions and evocative adjectives such as these will help you conjure all manner of powerful mental images for your players.

Familiar, but Strange

The scariest horror tales are rooted in the reader's world. It is a world she finds familiar and welcoming, yet simultaneously unsettling, somehow "wrong." By creating vivid yet relatively mundane descriptions the players are drawn into your world. They are likely to have some knowledge of castles and inns, forests, and graveyards. These common locales help them see your world as a realistic place, one not entirely unlike their own.

And yet at the same time, the world needs to be just unsettling enough to stand out as being wrong, slightly alien, askew, and unwelcoming. Shadows are too deep for comfort, trees seem to be reaching downward to pluck unwary travelers from their feet, fog seems to deaden their calls yet amplify other noises, while bird-song is noticeably absent, causing one to wonder what might have silenced them.

Empathic Environment

The environment and mood are important aspects of Gothic Horror. Combined, they add to your storytelling arsenal. A haunted house is never basked in sunshine. Instead, there is perpetual mist or cloud, often with light rain. Thunderstorms and blizzards are more common when the heroes visit out of the way places. It is always overcast, if not raining, at funerals. It always snows in winter. A death is often accompanied by a rumble of thunder, howl of a wolf or dog, or hoot of an owl.

Conversely, when the villain is slain the sun breaks through the clouds to illuminate the heroes, signifying the darkness that plagues their lives having been lifted. A bird may come to roost on a haunted house now cleansed of its spectral taint, a clear sign to the heroes that their work is done.

Fear & Suspense

One recurring theme in horror is fear, specifically fear of the unknown. Such fear is primeval, and it's the Gamemaster's job to evoke and stir up those feelings. While having a slaving werewolf leaping out from a dark wood can be downright scary, it doesn't necessarily create an atmosphere of fear. Once the beast is named, it becomes something to kill, its weaknesses likely known or at least guessed at. But if something can be heard stalking the party at night while they search the wood,

always out of sight but close enough to be heard, then the players' imaginations start to work. They'll imagine all manner of horrors waiting to attack them. If you really have to show the beast, do so first as a fleeting shadow or briefest glimpse of movement out of the corner of the eye. Build the tension slowly and the players will appreciate the final revelation all the more.

Subtlety

Modern horror films revel in graphic violence, bathing victims in gallons of gore. Deranged serial killers leap through windows, their every stab and slash sending fountains of arterial blood spraying all over the place. Entertaining perhaps, and maybe even terrifying, but it is more spectacle than substance. Gothic Horror works more subtly, building fear up slowly, with violence and shock used far more sparingly. In modern horror, when the lights go out they do so all at once, plunging the room into instant darkness. In Gothic Horror, lights go out one by one, slowly increasing the shadows. This is especially creepy if the party is in a long corridor, for it hints that *something* is moving toward them under cover of darkness.

Similarly, a few spots of blood dripping from the ceiling is more fearful than a cascade of gore breaking through the floorboards. The gore obviously points to a bloody and gruesome demise, but do the blood spots automatically mean this? Maybe whoever shed the blood is only wounded and needs help. Maybe whatever caused the injury wanted its prey alive for some diabolical purpose. And of course, the blood may not even be human.

Slow, methodical footsteps approaching up creaking stairs, a tapping or scratching at the window, a distant scream that might be an owl or a terrified victim running from some unearthly beast: these are the basic tools that allow the greatest tool you have at the table to work its magic—the players' imaginations!

Layer the fear on lightly, as an artist would add deft strokes to a painting, not by the trowel load. Creating dread and suspense are key to successfully creating horror at your table, but used too often and you risk having it become dull or, even worse, a parody.

Ignorance

In many Gothic Horror games the characters are likely normal people. They may have read about the supernatural, but they don't believe it exists. Any knowledge they might have of a monster's weaknesses is sparse at best, and derived from folktales rather than proven experimentation. However, chances are your players have experienced roleplaying games before, seen the movies, or read the books, so they're already pretty clued up on all the stock monsters. You can't ask them to forget what they know, and even the best roleplayers may fall back on player knowledge over character knowledge.

With this in mind, information should be slowly fed to the players to help build up a believable air of tension,

preventing them from instantly leaping to correct conclusions. For instance, if the players discover a mangled sheep carcass, don't reveal the killer is a werewolf. Describe the horrendous wounds and let the players come to their own conclusions. After all, the sheep may have been mauled by a wild dog or a regular wolf. Conversely, don't frustrate your players by making information impossible to discover.

As a rule, favor too little initial information over too much—you can always add more clues and hints later if the players get stuck, but once given they cannot be retracted.

Isolation

Together, the characters have a wide pool of Skills, Talents, and equipment to draw upon; they are also able to discuss and debate strange occurrences, and make cooperative plans. But individually they have only their own wits, abilities, and gear to help them, leaving them at a disadvantage in the face of a powerful supernatural foe. When that vampire turns up, the lone character without the wooden stake is going to be in a world of terror... and likely not long for this world. In order to avoid tipping off the other players to their comrades' predicament, consider either passing notes or taking the lone character to a different room. Just don't forget that everyone is at the game to have fun—if you concentrate too long on one section of the divided party, the others players may quickly become bored.

If the group has split, or been split, switch back and forth between them at regular intervals. Ideally, switch from the current focus of the story just as something is about to happen. For instance, a lone hero sees the door-knob turn, then the door begin to creek open. It swings open wider, revealing... and at this point move the focus to other members of the group, leaving the lone player to ponder what fate might have in store for him.

Isolation needn't involve dividing the group. A group alone in a strange manor, unable to escape because the raging storm outside has washed out the only road leading to it, is physically isolated from the wider world. Having the adventure set somewhere the characters don't speak the local language leaves them unable to communicate with the locals to seek help, assuming the locals are even friendly. In this instance they have been culturally and socially isolated. In both cases, whatever terrors await, the characters are on their own.

Strange Events

Seemingly normal events can be used to help add to the tension you're instilling in your Gothic Horror adventure. A party of heroes has met to discuss a spate of killings involving their close friends. One of them makes an innocent comment, asking who will be next. As he mentions the name of one of the heroes, the grandfather

clock's pendulum suddenly stops swinging, plunging the room into silence, or the clock strikes midnight, an ominous and portentous hour in Gothic Horror tales. Both perfectly natural events, but ones that have now taken on a sinister connotation.

Us Against the World

In Gothic Horror the world is often not the heroes' friend. When walking across a moor, miles from anywhere, the heavens open and the characters are soon drenched to the skin. A blizzard or terrific thunderstorm forces them to seek shelter somewhere they'd rather avoid or leaves them unable to escape their current predicament. The lone candle the party is using to light their way is extinguished by a gust of wind, plunging them into absolute darkness. The carriage they were expecting to catch is delayed or cancelled, leaving them stranded in the middle of nowhere. A wheel breaks while they're in the carriage and the driver heads off alone toward the nearest village, doomed never to return. The briars snag and snare on clothing, slowing the characters down as they seek to escape their pursuer or preventing them from reaching someone in dire need of assistance.

Such techniques can also be used to deprive the adventurers of their beloved possessions (a form of isolation). A gun jams or runs out of ammunition, a hero's trusty sword cane snaps clean in twain, or the book containing details of the suspected vampire's history is ruined by water. Without these tools the heroes are weakened, forcing them to use their wits and improvise.

Explain Nothing

How does a werewolf come into being? What turns a man into a vampire? What force keeps ghosts tethered to the mortal world after the body has perished? These are questions your players may likely ask, but you should avoid answering. That the supernatural cannot be explained by scientific methodology is precisely what makes it supernatural; it is beyond our comprehension. Knowing that something cannot exist, yet obviously does exist, also creates fear.

Villainous Characters

The Gamemaster characters, especially villains, need to be believable in Gothic Horror—a stock villain there only to be defeated by the heroes simply won't do. Every villain needs a reason for his actions and a personality that drives him down the dark path he treads.

Often these villains have human elements we can all understand, even if we don't agree with their methods. The doctor who creates a monster because he wants to bring his dead wife back to life. The scientist who invents a potion that is supposed to chain his inner demons only to release them on an unsuspecting world. The vampire

Leagues of Gothic Horror

who brought his fate upon himself because he cursed God's name in a moment of great anger and despair. The werewolf whose only sin was to be in the wrong place at the wrong time. The clergyman who sought to unlock the mysteries of the universe for the betterment of mankind, only to go insane and turn his knowledge on those he swore to protect. All of these are villains we can empathize with to some degree.

A villain, even one destined to die at the characters' hands, should have realistic goals to help make him believable. Merely wanting to kill and maim is fine in a slasher flick, but it isn't suitable for Gothic Horror villains. Count Dracula, in the movie *Bram Stoker's Dracula*, wanted to turn Mina Harker into a vampire because she reminded him of his dead wife; by comparison, his treatment of Lucy is thoroughly evil, born out of no high purpose other than to feed his ravenous hunger.

More importantly, a villain should have a major flaw. This isn't the same as a physical weakness, such as susceptibility to silver or sunlight, but one born out of motivation and personality. A villain might be arrogant or proud, being easily provoked into revealing his dastardly plans because he cannot imagine any mortal being able to thwart him. These flaws can also relate to individuals. Again as an example, while Dracula has some kind of grand scheme, he becomes greatly distracted from carrying it out by his desire for Mina.

One common feature of Gothic Horror is similarity between hero and villain. While diametrically opposed in their moral stance, the two often possess similar qualities. In many ways, the villain is what the hero could become if he made the wrong moral choices. This should not only be deliberately played upon, but made starkly clear by the villain's actions or dialogues.

Gothic Horror villains don't always win through violence. Perhaps the adventurers are reluctant to face the monster, or the monster forces conflict upon them before they have time to prepare. Heroes are vulnerable in many ways. They have reputations, finances, loved ones, and homes, and all of these can be destroyed. Should these be well protected, the villain may turn his attention to a wider scope, murdering more distant friends or perhaps even complete strangers to goad the heroes into action. Just remember, villains are thoroughly evil—no act is beyond them.

None of this means you can't have lesser evils, ones that exist purely to be destroyed, but such creatures are not villains. Rather they are minions. Using Dracula one last time, his three brides make a brief appearance while Harker is at the castle and are not seen again until the return to the castle, at which time Van Helsing kills them "off screen." The motivations and goals of these she-devils are never explored within the story.

Weak Heroes

Gothic Horror heroes are rarely supermen. Perhaps they have strong wills or deep-seated courage, maybe they have enlightened brains, but they are mortal men and women, with all the frailty and fragility that brings.

Their foes, by comparison, are often superhumanly powerful beings. Toe to toe, the villain wins every time. Brutal combat is far less likely to lead the heroes to triumph over evil than their wits, courage, and a daring plan!

Evil Never Wins

Evil is pervasive, powerful, frightening, relentless, and terrible to behold. It may last months, years, or even generations, but it *will* eventually be defeated. It may cost a hero everything, innocents may die along the way, terrible sacrifices may be required, but good will *always* prevail. Unfortunately, evil can never be truly defeated. The vampire may be reduced to dust, but that is only one evil among many. Any victory over evil must be seen to be a great success, if nothing else but to avoid player fatigue or frustration with the never-ending fight. That the party might face some fell terror next week should not diminish what they have just achieved.

Morality

Gothic Horror novels very often involved morality as a core part of the tale. Heroes are good, though far from perfect. Villains are evil, though often pitiable in some manner. Moral ambiguity will often characterize their interactions or arise in the consequences of their conflicts. Does the hero slay his friend bitten by a werewolf because he *might* transform at the full moon? Is such an act morally justified or a reprehensible act of cold-blooded murder? Therein lies the moral dilemma to which there is no easy answer.

Also, heroes who cannot rein in their darker nature are often endangered by becoming the very things they fear and hate most. This is most definitely not a setting for gung-ho characters looking to slay everything that moves without consequences. Remember there are two key moral themes in Gothic Horror: the end *never* justifies the means and you *always* reap what you sow.

Combat

The risk of character death and the chance to defeat the bad guys is both exciting and unpredictable. Gothic Horror games, though, are far more about story and investigation, building up tension over the course of the adventure, then unleashing it all in a final, climactic encounter against the villain.

Some Gothic Horror monsters have specific weaknesses, such as silver. If the party sorts out the nature of their nemesis too quickly they'll be able to make themselves ready for the next fight without having to uncover their foe's dark truth. Once they know a werewolf is stalking the land, everything silver the party can lay their hands on is going to be melted down.

Gothic Horror is more suited to uncovering clues that slowly reveal the nature of the villain. In the end the party still gets to prepare themselves, but instead of presenting them with all the information they need on a plate, they've earned the knowledge they need to defeat the evil. Also, misdirection or changing some details to challenge the players' assumptions is one way to fool the heroes, requiring them to use their wits in addition to their weapons. Imagine a vampire susceptible to silver instead of wooden stakes, or sickened not by garlic but instead by the smell of roses. In the first encounter, when the vampire's nature is revealed, the party will try all the known methods of destruction, only to fail abysmally. Now the party has little choice but to research their foe and discover how to slay him.

This isn't to say you can't have high-action Gothic Horror games with gun-toting characters blasting away at packs of werewolves or swarms of vampires, of course (we'll be looking at campaign types in the next chapter). In the end, the style of game your group is playing will help determine how frequently combat occurs.

Common Plot Elements and Themes

Gothic Horror literature is replete with common plot elements and themes. In many regards they are clichés. Including them in your games is by no means a bad thing—clichés exist because they work. Some of the themes below have already been touched on above, but here they are spelled out more fully.

There is no requirement to use any of these themes, of course, nor is there any restriction on the number of themes you use. Those you do add to the palette of your adventure should be painted on with a broad brush and run through the entire tale, not applied subtly or used for a single short scene.

All Alone

We've already discussed isolating characters, but being alone is a common theme in Gothic Horror, and deserves a little more attention. Novels, and to a lesser extent movies, involve few protagonists for good reasons—too many of them can confuse the audience and it reduces an individual's impact on the tale. In *Leagues of Gothic Horror*, the player characters are the small band of protagonists. While they might share some Skills, each hopefully brings something unique to the group.

Not every adventure is going to take place in a remote and sparsely populated location. In a city-based scenario, the heroes are alone because they cannot turn to anyone else—if the police believed in the supernatural then the heroes would have their resources to draw upon. Even in areas where the locals accept that the supernatural exists, they are mere mortals, no match for the creatures

of the night and unwilling to lend a hand out of fear that beasts will seek revenge on them. They might hand over a crucifix or some cryptic piece of information, but don't expect them to saddle up and ride to war.

More pragmatically, the reason the heroes cannot call upon an army of skilled helpers (as opposed to a mob of ineffectual torch-wielding peasants) is simply because the player characters are the heroes—this is their story and they deserve the glory.

Always Night

Man's primary sense is sight. At night, or indeed in any situation when sight is diminished, man is more vulnerable. Darkness also fuels our imagination, although rarely in a good way. It is at night that we stop to listen if someone is following us down the street or cast a nervous backward glance, startle at strange noises that by day we might ignore altogether, and begin to recall horror stories we heard as a child or watch on television. As everybody knows, night is when bad things happen and when the monsters come out to play. Darkness is not a friend concealing us from enemies—it is an enemy that prevents us from detecting them.

Of course, having the globetrotters only operate after the sun has set isn't always possible. They may want to visit libraries or museums, call on contacts, or investigate a crime scene. Some of these are possible after dark, for sure, but unless the scenario unfolds and is resolved over the course of a single night, the globetrotters are free to act when they want.

In order to make it a recurring theme, Always Night shouldn't be taken at face value. Fog, another Gothic Horror staple, has the advantage of being usable during daylight hours. The gloom might not be as sensory depriving as total blackness, but fog has the added advantage of muffling sound and making it harder to determine from which direction the source is emanating. Are the heavy footsteps on the cobblestones someone approaching from the front or behind? Is that noise someone dragging a body out of sight or something more mundane?

Similarly, a forest can serve as a source of Always Night even by day—the canopy reduces sunlight to a gloomy level, while the trunks and ground vegetation prevent the globetrotters from having a clear field of vision.

Buildings can serve as a source of Always Night. Electricity is confined to major cities, and even then gas is still the norm for most people. Remote villages, lordly manors, and majestic castles are likely illuminated by candles and lamps. When they go out, as they often do in Gothic Horror, rooms without windows become as black as night.

Be Careful What You Wish For

Getting what you wish for is not always a good thing. The tale of the *Monkey's Paw* is a classic example of this theme in action. The eponymous object grants its owner three wishes. For the first, a man wishes for money. He gets the sum he desired, but as a payment for the death

Leagues of Gothic Horror

of his son in an industrial accident. His wife then wishes for her son to return. That night he does, emerging from the grave and banging on the door of the house. The final wish is for him to return to the grave, which the Paw grants without twisting things.

Frankenstein is arguably a case of Be Careful What You Wish For. Victor Frankenstein creates life, achieving his life's ambition, but his creation is not what he expected. What follows is a tale of retribution and regret.

The theme is strongly related to the theme of everything having a price—nothing is ever free in life, and even the most well-meaning desires or actions can have unforeseen consequences.

The important thing about this theme is that it is good people who fall foul of Be Careful What You Wish For, not the villain. Innocent, naive, or gullible they might be, but those who suffer the misfortune of this theme have good intentions.

Gamemasters should listen to what their players are saying to each during the adventure—they might inadvertently say something you can weave into your story. For instance, one player might refuse to open a door because he believes there is something scary behind it. Your adventure has nothing special planned for this particular door, but now the player has given you a suggestion you might wish to use against him (or whoever mans up and actually opens the door). The player may not have said, "I wish..." but he has got what he asked for. This trick shouldn't be overused. Pull it out of the bag too many times and the players may stop talking altogether, which is never good in a role-playing game!

The Power of Love

Love conquers all, as they saying goes. Love, as opposed to lust, makes people feel good. Love can make a person perform acts of superhuman prowess or self-sacrifice, such as willingly going with a villain in order to save a loved one from harm or leaping in front of a weapon. Love, more than anything, can redeem the blackest villain (though the villain should still get his comeuppance in the end—villainy should never be rewarded with forgiveness in Gothic Horror).

Bad things can, and often do, happen to those in love. In Gothic Horror, love is a motivator for heroic action. Whatever trials and tribulations the lovers must go through, they usually emerge victorious (though not always without physical or mental scars). In short, love wins the day, though not without some price.

Taken too far, though, love can be damaging, especially if it is unrequited. Picture the villain who resorts to kidnapping or hypnotizing the woman he loves because she does not care for him. An example from the movies is *The Mummy* (both the 1932 original and the 1999 remake). Imhotep, the villain, kidnaps the heroine because he wants to place the soul of his long-dead lover in her body. He feels love, but he's willing to perform terrible acts to achieve his goal.

Such nefarious activity is not the same as lust—a villain is still evil even if he treats his captive with grace and

good manners. She might be pampered, but she is still a prisoner. The moment the villain starts to get sexual urges then he has crossed from love to sex (which, as explained below, is definitely evil).

Sex is Evil

Leagues of Gothic Horror is set in the Victorian Age, an era when sex is a taboo subject and an act performed with the lights off among members of polite society. Anyone making sexual advances is wicked.

On a mundane level, there is the ubiquitous prostitute, a morally loose woman who sells her body for a few meager coins. Female vampires, on the other hand, don't ask for anything as mundane as money. Always alluring and seductive, these devilish enchantresses, with their pleading eyes and moist red lips, want nothing less than to suck blood (arguably a metaphor for sex).

In Gothic Horror, men who succumb to either are morally weak (get what they deserve) or possessed of low willpower (in which case they are victims to be pitied). The reverse is equally true, naturally. Unmarried women who freely go with a man have loose morals, whereas married (or otherwise in love) women who fall prey to a vampire's advances are innocent victims of evil.

Of course, Sex is Evil isn't just limited to female characters. The tyrannical lord who makes an advance toward his young ward is evil. A villain who tries to seduce a female globetrotter is rarely being amorous—he just wants to use her for his pleasure. A corrupt clergyman might use his station to seduce young women (or men) and then show his dark nature by forgiving them for their sin of tempting him into carnal lust while beating the fear of God into them. The misogynist may simply attack women because they make him feel lusty, an emotion that goes against the Victorian grain.

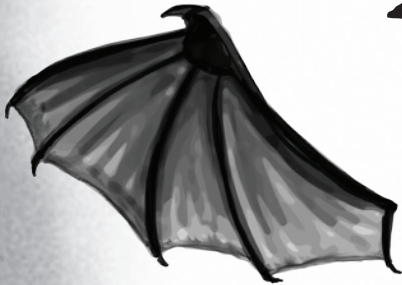
Not *all* sex is evil, of course. Sex within marriage is perfectly normal and healthy, though again not something one mentions to the neighbors over a cup of tea.

Things Man Was Not Meant to Know

While this theme stands alone, it has a closeness to Be Careful What You Wish For. Despite man's arrogance that science can conquer any problem or explain any phenomenon, some things are supposed to remain secret. Prying into the dark and fathomless recesses of the universe or dabbling with occult powers rarely ends well in Gothic Horror. Opening the door clearly labelled "Danger!" leads only to madness and death.

Unfortunately, there are folk who through curiosity, a desire for knowledge (or, more rarely, power), or base stupidity ignore all the warning signs passed down through the ages and fling open the door that should never be opened. In most stories, these instigators of supernatural terror are not true villains—they are dupes with good intentions. Invariably their actions backfire. Typically they meet a horrible death, leaving others to deal with the threat that now lurks in darkness.

Chapter the Sixth: Sinister Tales and Dark Occurrences



*"Before, I looked upon the accounts of vice and injustice that I read in books or heard from others as tales of ancient days or imaginary evils; at least they were remote and more familiar to reason than to the imagination; but now misery has come home, and men appear to me as monsters thirsting for each other's blood." —Mary Shelley, *Frankenstein; or, The Modern Prometheus**

This chapter takes a look at different styles of *Leagues of Gothic Horror* games and provides the Gamemaster with both Gothic Horror campaign ideas and additional adventure seeds. As with the core rules, the Gamemaster should read this entire book to get an understanding of the various new rules and options available before deciding on the sort of Gothic Horror game he and his players will find most enjoyable.

Style of Game

As with the core rules, a *Leagues of Gothic Horror* game needs an action level. This determines the capabilities of the heroes and their supernatural enemies, how much access the globetrotters have to occult assets, and, more importantly, sets the tone for the entire game. Everything below is advice and nothing is written in stone. *Leagues of Gothic Horror* is a toolkit. Gamemasters should tinker with the various elements to suit their vision of their individual game, adding, subtracting, or modifying specific rules as they see fit.

Leagues of Adventure suggests three main adventure types—action, exploration, and investigative. *Leagues of Gothic Horror* retains these basic types. While a good adventure should contain a mix of all three elements, some types are better suited to specific action levels than others.

Note that any references to the inclusion of magic is deemed to include mentalism with equal gravitas.

Action-Adventure

Action-adventure Gothic Horror draws its inspiration from sources such as *Van Helsing* (the movie) and the *Buffy the Vampire Slayer* television show rather than darker movies and literature. At this level, the characters are quite capable of going toe-to-toe with powerful monsters and surviving.

Character Generation: Whether they are innocents drawn into a world of horror or hardened warriors experienced at fighting the unending tide of darkness, the globetrotters are a cut above the common man, capable of holding their own against werewolves and vampires.

Globetrotters begin with 18 Attribute points, 20 Skill points, and two free Resources or Talents. The latter are in addition to Followers and Rank at Level 0, which they begin with for free as normal.

Style Points: Each Style point spent gives two bonus dice. There is no limit the number of Style points a globetrotter can spend on one action (so long as he has them to spend, of course), allowing them to pull off cinematic stunts and tricks with relative ease. In addition, characters take one less point of damage for every single Style point spent, ensuring they do not succumb to wounds too easily. Gamemasters are strongly encouraged to keep the supply of Style points high by liberally rewarding cool tricks or stunts, amusing quips, and role-playing character Motivations and Flaws.

Weird Science & Magic: Weird science is available as normal. Despite the greater competency of the globetrotters, whether or not they can use magic is determined by the Gamemaster. It may be a readily available tool or something possessed only by villains and a few rare NPCs.

Other Rules: The Corruption rules apply as written—the heroes are the good guys. The Horror Mechanic rules should be totally ignored—the globetrotters are hardened individuals, not easily startled by the horrors they must battle.

Adventure Types: In an action-adventure campaign,

Leagues of Gothic Horror

action should take center stage over exploration and investigative. Since the globetrotters are more competent, the threat they face should be higher. Instead of a lone werewolf terrorizing the woods, there may be a pack of the ferocious beasts. Of course, the leader should be stronger than his minions so as to present a challenge in the climactic battle.

Comedic

It's fair to say that many gaming sessions involve an element of humor at some point. Comedic Gothic Horror isn't just cracking the occasional joke or sly pun—it's *Young Frankenstein* meets *Carry on Screaming* meets *Lesbian Vampire Killers*. Gamemasters needn't go overboard trying to make every situation humorous—once the players know the tone, they'll likely do most of the hard work for you.

Character Generation: As per the core rules.

Style Points: Each Style point spent earns one bonus die. No more than 10 bonus dice may be spent on any one action. As with action-adventure, heroes can negate one wound by spending one Style point. Likewise, Style points should flow freely.

Other Rules: The Corruption rules apply, but the Horror Mechanic rules should be ignored—the character might faint or run away screaming of their own volition when faced by a monster, but they will not go insane.

Weird Science & Magic: Whether either exists and is available to the globetrotters should be determined by the Gamemaster to suit his campaign. A *Ghostbusters* style game obviously needs weird science in the hands of the globetrotters, but others may decide to keep it firmly in the grasp of misguided or evil NPCs. If magic exists, it works exactly as written in these rules.

Adventure Types: Comedic horror does not inherently lend itself to one particular adventure type, and all three should be used in equal measure.

Dark

A dark horror game is one step above true Gothic Horror. At this level the scions of darkness are powerful, but the globetrotters are not totally defenseless against their privations.

Character Generation: As per the core rules.

Style Points: Style points work as per **Spending Style Points** in the core rules. To ensure the supernatural is a threat, all monsters with an Ally or Follower level have Style points equal to their level. Monsters with a Patron level receive two Style points per level. Individual creatures encountered in multiple combats or scenes have their Style points replenished each time they make an appearance.

Weird Science & Magic: Whether or not either exists is for the Gamemaster to determine. Even if allowed magic should be rare, at least for globetrotters. After character generation, the only way for a magician to learn new rituals is through occult tomes. In addition

to the rules as written, he must also pay 3 Experience points to memorize a ritual. Until the Experience cost is paid, the globetrotter is deemed to be practising the ritual, though he can still cast it using the text.

Other Rules: The Corruption and Horror Mechanic rules should be used as written.

Adventure Types: Investigation should form the bulk of a dark horror adventure. While there can be plenty of action, combat against supernatural menaces should be reserved for the climax and a select few encounters that introduce the villain and his minions.

True Gothic Horror

True Gothic Horror takes its inspiration from the original source material. The supernatural is unknown to most mortals, save in works of fiction, the existence of ghosts and vampires is dismissed as superstition, and the heroes are far from being supermen and women.

Character Generation: Aside from a few rare individuals, such as Abraham Van Helsing (arguably an NPC Patron rather than a player character), characters begin with no knowledge of the occult or experience in combatting it. They are ordinary men and women forced by circumstances beyond their control into confronting terrifying creatures.

Globetrotters begin with 9 Attribute points and 12 Skill points. The Leagues do not exist—they do not fit the tone of true Gothic Horror—and the heroes may be of any social class. The characters do not begin with Followers and Rank at Level 0. The globetrotters do not begin with the standard choice of a free Talent or Resource, either. Instead, they are permitted to take one Level 0 Resource of their choice for free to help represent their chosen background or occupation.

In addition, characters may not begin with Academics: Occult without the permission of the Gamemaster. It may be learned during play as normal.

Style Points: In true Gothic Horror the odds are heavily stacked against the brave heroes. Player characters cannot earn Style points except through their Flaws.

In addition, Gamemasters may wish to giving powerful villains a stack of Style points to demonstrate their supernatural superiority. Such games can quickly turn into a one-sided massacre if combat is too prevalent. Death should be a very real threat, but care should be taken not to make violence the only option in every encounter.

Weird Science & Magic: Neither option is open to player characters. Weird science should be reserved for mad scientists tampering with forces they do not understand and magic is always a force for evil.

Other Rules: The Corruption and Horror Mechanic rules should be strictly enforced.

Adventure Types: True Gothic Horror adventures are primarily about investigation, the slow uncovering of the terrible evil that threatens the globetrotters. With the characters weaker than normal, action scenes are inherently riskier, and combat may prove decidedly deadly unless the globetrotters are well prepared.

Example Campaigns

Described below are example campaign settings that bring the supernatural from the shadows and into the forefront of the game.

Dead from the Start

The globetrotters, all men and women of the Victorian era, are dead. More correctly, they are ghosts. Unfortunately, they have no memory of how or when they died, but it was most definitely not natural causes.

The goal of this campaign is for the spectral heroes to discover what fate befell them and put an end to the villain's dastardly plans. Those details are left to the Gamemaster to create. Perhaps they were part of an archaeological expedition that unearthed a tomb whose occupant they unwittingly disturbed. Maybe they were sacrifices, offered to some dark entity as part of a ritual to rend the veil between the worlds of the living and the dead. Maybe they were transformed into vampires and staked by other globetrotters.

Being dead comes with some hefty disadvantages, but there are some positives—being invisible and ethereal, the globetrotters won't have much trouble breaking into places in search of clues. They also don't have much to fear from normal weapons. Of course, this is a Gothic Horror campaign, so the villain is likely to have potent magic or weird science at his disposal, not to mention his own ghostly cohorts (ghosts fight and harm each other as do mortals, remember). Then there is the added problem of well-meaning but misguided ghost hunters trying to end the globetrotters' spectral existence.

The globetrotters don't just operate in the world of men, though. Beyond the veil lies the Other World. It's much like the world they left behind when they died, except its populated solely by ghosts. In this realm the characters are effectively flesh and blood, susceptible to harm from things like falling and being shot and unable to walk through walls and doors. Indeed, none of their ghostly powers work here. Equally, though, they can be cured of their ills through Medicine and bed rest. Crossing through the veil between worlds in either direction is an attack action and costs 1 Haunting point.

Because the globetrotters exist in two worlds, players need two characters. First, and before the Gamemaster reveals the nature of the campaign and the heroes' altered state of existence, they should create standard flesh and blood starting characters. Then they should use the guidelines on p. 7 to transform the character into a ghost. It is important to note that the ghostly globetrotters keep their existing Attributes, save for Body, which is reduced to zero—they do *not* receive the 9 starting points to assign how they want. The spectral statistics are used in the world of mortals and the normal characters when exploring the Other World.

By having the campaign divided between the real world and the Other World, and by having two separate sets of statistics, characters will always have an opportunity to shine. For example, a globetrotter with good Body, Dexterity, and Strength who favored Skills that require physical interaction, such as Athletics, Brawl, Larceny, and Pilot will in all probability be less effective in the world of mortals—most of his Attributes and Skills can't be used as a ghost unless he manifests into physical form. In the Other World, though, he is as effective as he was as a mortal.

The globetrotters may be dead, but they still have Followers. Their henchmen can be dead (having died alongside their master) or living, as the players desire. In the latter case the servant was not present when the globetrotter died, nor privy to the nature of his investigations, and may be scared witless when their dead master first manifests before their unbelieving eyes.

This campaign suits any style of play, though it lends itself toward action-adventure, comedy, and dark. True Gothic Horror is possible, but the globetrotters, having lower attributes, will make for very weak ghosts.

Empire of the Damned

The occult has clawed its way from the shadows and into the limelight. Slavery has reared its ugly head once more, though in this case it is zombies who suffer. The shambling undead serve in the households of the rich, toil in fields as agricultural workers, and have replaced living construction workers. Magic is rare, but like weird science it is known and accepted as part of daily life. For instance, those with money can purchase magical healing draughts that offer the same relief from ailments as their weird science counterparts.

Depending on the Gamemaster wishes, this theme can bring with it a darker aspect. While the elite grow rich on not having to pay wages, mass unemployment wracks the major industrial cities. This leads to more extreme poverty, citizens protesting in favor of "Jobs for the living!" and a rise in anarchists intent on bringing down the magically-backed governments.

Similarly, he may decide there are bestial werewolves serving with the police and military; vampire aristocrats and politicians; the ghosts or brains in jars of historical figures or leading scholars whose bodies have died serving as generals and teachers or giving public lectures; and even famous banshee opera singers. In a more extreme case, weird science is no longer available, its role in society taken over by magic and the use of occult relics that combine magic and technology.

While action-adventure, comedic, and dark games are best suited to this campaign, you can run a standard *Leagues of Adventure* game. Magic is available as a standard option and anyone can take a zombie as their henchman (the zombie's Skills should be altered to suit the hero's needs, but these mindless creatures make poor intellectual assets). The Leagues function as they always have and there is still a world of mystery and adventure waiting to be explored.

Leagues of Gothic Horror

Reign of Blood

A shroud of darkness has fallen across the world, or at least some part of it. Once confined to their desolate castles and crypts, vampires have emerged from the shadows to usurp positions of great authority, bringing with them a reign of blood and terror. Depending on the scope of the campaign, vampires may rule much of the world or be confined to a single, but powerful, nation. Great Britain, with its vast empire, is the logical choice, but France, Germany, and the United States also make ideal focuses for the campaign.

The rule of law and due process have been replaced with sinister secret police who snatch troublemakers from their homes in the dark of night, and concentration camps where “enemies of the state” are kept to feed the vampire elite. Where once destitute women turned to prostitution as a means of making a living, they now sell their blood to vampires.

The vampires and their brides/consorts are powerful, but they are few in number, especially at the higher end of the social spectrum. Humans are still required as politicians, government officials, and military officers. With most vampires unable to function during the day, their senior mortal lackeys wield the same authority as their undead masters. Nobles still enjoy a great deal of personal freedom. Indeed, many aspire to marry a scion into a vampire household so as to elevate their station.

Lower down the social scale there are far fewer vampires—no proud lord of the undead would lower himself to working as a bureaucrat, police constable, or soldier unless ordered to by a superior. Such creatures are likely to take their frustration out on mortals.

Some who serve the vampires do so simply to make a living. Others act out of fear. Then there are the toadies who offer fealty in the hope of receiving the kiss of immortality. Of the later, few ever achieve high social rank. Unwanted by their creators, the bestial fiends are forced to live among the dregs of society as parasites.

A growing number of citizens refuse to accept their lot. Some have taken up arms against the night-fiends and are intent on restoring the rule of man. Most numerous are small bands of brave men and women who act openly, attacking vampires who stalk the streets in search of prey and torching their lairs whenever they are discovered. A smaller faction prefers to work from the shadows, subtly manipulating events at all ends of the social spectrum to end the reign of terror.

Whether or not weird science and magic has any role depends on the style of game rather than the campaign setting. In a grim true Gothic Horror version the heroes are normal people whose cruel overlords happen to be vampires. Vampires might understand and wield magic, but weird science is nonexistent. In an action-adventure version both magic and weird science may be commonly known, and the Leagues function as normal.

If you're thinking of running this setting, we strongly recommend you first read Kim Newman's excellent *Anno Dracula*, on which the setting idea is based.

Who You Gonna Telegram?

The only supernatural creatures that exist in this campaign are ghosts, and they've become a plague upon the living. Fortunately, citizens can call on the services of intrepid globetrotters equipped and prepared to tackle the spectral menace.

The use of ghosts as the only monsters doesn't prevent mortal villains being employed, of course. Corrupt clergymen and cultists are well-suited to the campaign, the dastardly curs summoning and using ghosts to fulfill their crazed dreams. Similarly, a serial killer might be possessed by a malign spirit that urges him to murder, while a lunatic may have witnessed the ghastly appearance of a ghost. Depending on his particular madness, he may seek to destroy the spirit or have fallen under its insidious spell and become its willing mortal agent (in a manner similar to Renfield in *Dracula*).

Weird science forms a core part of the ghost hunting campaign. Indeed, it is so essential that the party begins play with one Level in Artifact for each player character for free. These devices belong to the group rather than individual characters, a pool of equipment which may be assigned as the heroes decide on an adventure by adventure basis. For this purpose, Level 0 Artifacts count as half a level.

The party can pick its free gadgets only from the following: Ecto-plasmic Bullets, Ectoplasmic Containment Suit, Etheric Dampening Field Engine, Etheric Disturbance Monitor, Etheric Energy Dissipation Ray, Etheric Glass Plates, Etheric Interaction Gauntlet, Etheric Paint Cartridges, Etheric Typewriter, Etheric Voice Recorder, and Etherinol.

Once chosen, the devices cannot be swapped for other gadgets. Similarly, they are not automatically replaced if lost, stolen, or destroyed. Having a weird scientist in the group is recommended, but not essential. The globetrotters can purchase other weird science devices, of course, but must do so through the Artifact Resource as normal.

Although this campaign idea is obviously being based on the *Ghostbusters* films, you don't have to run a comedic game—the campaign works equally well at any power level save for true Gothic Horror.

Adventure Seeds

The Gazetteer chapter contains loads of adventure seeds, but we've snuck in a few extra ideas to help get your *Leagues of Gothic Horror* game started.

A Grave Occurrence

Someone is robbing graves and the police are stumped. Talk among the Leagues is that body snatchers are at work, the corpses destined to be used in some sinister weird science experiment. Actually, the dead are victims of a vampire or black magician (your choice) and exhumed themselves!

Sinister Tales & Dark Occurrences

Ancestral Dispute

A young woman approaches the globetrotters and asks for their assistance in a troubling matter. Since her engagement to a minor aristocrat three months ago there have been a number of strange and sinister occurrences—ghostly visions, writing in blood, and the mutilation of her pet cat.

The young lady claims she is descended from a witch who was tortured and executed by the ancestors of her fiancé, and insists the spirit of the sorceress has returned from hell to prevent the union. Her fiancé places no belief in the supernatural and considers his beloved to be suffering from bad nerves. She requests the globetrotters be discrete in their investigation.

Blast from the Past

A former colleague, long dead, begins haunting one of the globetrotters. Unfortunately, the entity cannot speak, and thus must resort to more unusual methods to make its message heard. Has it returned to recruit an ally in its quest to seek vengeance on the one who wronged it in life, or is it trying to impart a dire omen concerning some future calamity?

Blood Feast

A series of deaths strikes the globetrotters' home city. Officially, the police are putting the deaths down to simple muggings gone bad. The globetrotters learn through unofficial channels or an off-the-record meeting with the police that each victim had two puncture marks on his or her neck and was drained of blood.

The culprit is not a traditional vampire—he is a normal person who has contracted a rare blood disorder that causes his body to consume his own blood. In order to survive, he must extract fresh blood and inject it into his veins. In order to speed up siphoning, he has invented a double-needle syringe (hence the strange marks found on the victims). The syringe is worn strapped to his wrist and has tubes that feed directly into his veins, thus allowing him to kill and feed at the same time.

Colonial Misrule

A number of British colonial administrators in India have been viciously murdered. Not wishing to spark a revolution, the government decides to hire globetrotters to quietly investigate the matter and bring the killer to justice. The perpetrator is a rakshasa, who has long adopted the guise of a maharaja. Offended by British attempts to annex his domain, he has turned his fury on the upstart colonials.

The Curious Inheritance

One of the globetrotters receives two pieces of mail. The first is a letter informing him that an eccentric uncle

he barely knew has died suddenly of heart failure. The second is a parcel from said uncle containing an Egyptian papyrus and a fragment of a clay amulet covered in strange markings. The parcel is delivered by a solicitor's clerk, who says the package was given to his employer's care two weeks ago, along with strict instructions to deliver it on this date. There is no letter in the parcel explaining the nature of the contents.

On investigating the uncle, the globetrotters discover he had returned from Egypt several months ago and had immediately become a recluse, shunning even his closest friends. What is the nature of the strange amulet? Why is every inch of the uncle's bedroom and study covered in hastily scrawled ancient Egyptian protective spells? And who, or what, is the strange figure that begins stalking the globetrotter?

Dirt Smugglers

A globetrotter, preferably one with law enforcement or criminal contacts, learns that the police suffered an embarrassing setback in their fight against crime. Believing those involved to be smugglers, they boarded a ship unloading cargo to gypsies away from the docks. All they found were crates containing earth. With no crime having been committed, they were forced to release everyone involved. A few days later, a blood-drained corpse, the first of many, is discovered floating in the river.

Family Strife

A prominent public figure has been murdered. Evidence points to his only son as the culprit, but he claims he is innocent. The globetrotters are hired by the government to discreetly look into the affair. While the son did commit the murder, he did so under the mental command of his twin sister, an attractive and manipulative young woman who is also a mentalist. With father and son removed, she will inherit the family fortune.

Food for Thought

The authorities are concerned about a recent spate of grisly murders. While the actual means of death has varied, every victim was found missing its brain. The gray matter was removed by the mind-controlled puppets of a brain in a jar, which needs the brains as nourishment to ensure its own survival.

The French Ripper Returns

Joseph Vacher (1869-1898), dubbed "the French Ripper" and perpetrator of particularly vile crimes, is executed by guillotine in 1898. A year later, a spate of similar crimes has France terrorized.

Eyewitnesses report seeing a man who matched Vacher's distinctive appearance (his face is heavily scarred after two failed suicide attempts in 1893 and he wore a distinctive white rabbit-fur hat) fleeing the scene of the

Leagues of Gothic Horror

crime. Has Vacher returned from the grave (complete with severed head back on his shoulders) to continue his bloody spree or is a copycat at work?

Vacher brutally murdered at least 11 people (mostly children) between 1894 and 1897, when he was eventually captured. Campaigns set during this period might involve the hunt for the serial killer. Arguably insane, Vacher may be a human monster or the victim of demonic possession (he tried to convince the authorities he was mad, claiming first to have been bitten by a rabid dog, then blaming the cure, and finally that he had been sent by God).

The Hand of Justice

Six men have been found strangled in their beds. Investigation reveals they all had links to a fallen aristocrat who vowed revenge upon them for their part in his downfall. The problem is, he has already been executed for his crimes.

A magician specializing in the black arts, during his incarceration the nobleman enacted the terrible ritual required to create a disembodied hand. The man may be dead and buried, but the hand is busy enacting vengeance. Two other men are on the aristocrat's list

of victims—can the globetrotters find them before the murderous appendage finishes its grisly task? Can they then keep them safe from the infernal killer?

Here Today, Golem Tomorrow

When the Golem of Prague was deactivated its shattered form was placed in the attic of the Old New Synagogue in Prague, there to remain until it was needed again. In 1883, during renovations of the attic, the Golem was found to be missing.

The Golem is now in the hands of a madman who has learned the secret of its activation. Through its formidable strength he intends to accumulate wealth and power. Being used to fulfill such base desires is causing the Golem to break free of its new master's will. It has already committed several murders. Unless it is stopped, it will soon kill its master and engage in a bloody killing spree.

Hounded to Madness

A young woman distantly related or known to one of the globetrotters socially has recently inherited a small estate in a remote and wild part of the countryside. Since her arrival she has been plagued by a spectral hound with burning red eyes. Unable to sleep (the beast also haunts her dreams), she is at her wits' end. Out of desperation she writes to the globetrotter of her plight and asks him to visit and investigate.

I Varna Suck Your Blood

A spate of gruesome murders in Varna, a Black Sea port in Bulgaria, has gone largely unreported in the Western newspapers. Several Leagues concerned with the supernatural have learned through their contacts that the victims were found drained of blood.

Having been previously informed by Abraham Van Helsing that Dracula boarded the *Demeter* at Varna, the Leagues are worried another vampire might be about to make its way to Western Europe. The race is on to find the fiend before he can leave Bulgaria.

The Maleficent Seven

An anarchist black magician and his six acolytes plan to conduct an unholy rite to weaken the barrier between dimensions, thus allowing a powerful demonic entity to enter the world.



They intend to unleash the horror on the unsuspecting population of a major city.

The ritual is extremely complex and the fiend very powerful. In order to stand a chance of success, the magician needs a supply of suitable human sacrifices, plus several occult talismans and charms held by private collectors and museums. A spate of thefts and disappearances alerts the Leagues to something sinister.

The Sands of Death

In 1892, Professor Sebastian Resden, an antiquarian and member of the Osiris Club, unearthed the tomb of a lesser nobleman in Egypt. Carved into the lintel was a curse, "Whosoever desecrates the tomb of Prince Sennar will be overtaken by the sands and destroyed." During the sea voyage home the professor was discovered dead in his cabin. The official cause of death was "unexplained suffocation."

His daughter, Evelyn, suspects foul play, for several witnesses report that the professor's hands were balled into fists. When the fingers were loosened, grains of sand fell from them. Now the possessor of the fabulous relics, Evelyn wants the perpetrator found, and quickly—she has recently received a handwritten copy of the curse through the post.

Silence of the Lambs

The newspapers carry a report of livestock being killed in a rural area of the country. Speculation is a wolf has escaped a zoo and gone on the rampage. Of course, the real perpetrator is actually a werewolf. For now it dines on sheep and cows, but as it grows in confidence it turns its attention to the local citizens.

Warring Wizards

The magical war fought between Abbé Boullan and Marquis Stranislav de Guaita (see p. 156 for their biographies) has gone public. Followers on both sides have broken the occult nature of the bitter conflict by casting rituals in public. The Leagues rush to end the feud before it gets any further out of hand or the mundane authorities get involved. At the Gamemaster's discretion, this adventure may lead to the death of either Boullan (1893) or de Guaita (1897).

The Wayward Son

A nobleman contacts the heroes regarding his only son, Charles. The boy has returned unexpectedly from Africa and appears to be a changed man. The once mild-mannered and polite youth is now only interested in drinking, gambling, and wenching. "Charles" is in fact a doppelgänger. The real Charles remains safe in Africa, but in a remote part (so he can't be contacted). Can the party find a way to defeat the doppelgänger without being accused of murder?



Gothic History



This section details a number of events Gamemasters can use as the basis for their adventures or as background flavor. Unlike the history section in the core rules, the information below is for the Gamemaster only.

1889

- * Sherlock Holmes investigates the Hound of the Baskervilles. The true events are covered up with a mundane explanation by Arthur Conan Doyle.
- * Term "parapsychology" coined by Max Dessoir.

1890

- * First reported sighting of Surly Ghoul in London.
- * A withered corpse, apparently that of Dorian Gray, a handsome and narcissistic young man, is found in the attic of his house. The Ghost Club removes a portrait of Gray soon afterward.
- * Georges Bonnet, a 104-year-old Parisian sculptor who murdered women and used their parathyroid glands in an elixir of youth, is killed.

1891

- * In Mexico, Tadeo Fulgencio Mejía learns rituals from a witch in a bid to contact his late wife (d. 1890). He sacrifices an unknown number of ritual victims through into the 1900s.
- * Russian occultist Helena Petrovna Blavatsky, dies of influenza aged 60.
- * J. S. Thompson attempts to photograph a soul leaving the body.
- * German occultist Wilhelm Dietrich Sphingien dies in mysterious circumstances. There is no formal police investigation. Werner Ansbach, a former pupil of Sphingien, is charged with his murder and confined to a lunatic asylum.
- * Patent issued for the Ouija board.
- * *Revelations of a Spirit Medium*, a book exposing the tricks of fake mediums, is published. Several Leagues are suspected of its authorship.
- * Lawrence Talbot contracts lycanthropy.

1892

- * The Ghost Club launches an expedition to Mexico, sailing from Cornwall, England, on the ship *Plutonia*. The purpose of the expedition is a secret.
- * Edward Bellingham animates an Egyptian mummy using a spell from a scroll. He is forced to destroy both mummy and scroll by fire by a fellow student.
- * Henry Gordon Jago and Professor George Litefoot embark on the first of their paranormal investigations.

Leagues of Gothic Horror

- * Cholera outbreak in Hamburg, Germany coincides with the arrival of Count Orlok.
- * Samuel Liddell MacGregor Mathers, a founder of the Hermetic Order of the Golden Dawn, makes contact with the Secret Chiefs and becomes their intermediary with humanity.
- * Inner Order of the Golden Dawn founded.
- * Mercy Brown, 19, dies in Exeter, Rhode Island, of an unknown disease. Soon after her burial, people report seeing her walking around town.

1893

- * *Plutonia* returns from Mexico amid great secrecy.
- * The events concerning Count Dracula take place, but are not fictionalized and made public until 1897.
- * Sherlock Holmes investigates the Red Leech. The true events are covered up with a mundane explanation by Arthur Conan Doyle.

1894

- * Last confirmed sighting of Edward Bellingham occurs in the Sudan.
- * Word "ectoplasm" coined by Charles Richet.
- * Werner Ansbach dies without recovering his sanity.
- * Swedish artist and novelist Johan Strindberg suffers the first of several psychotic episodes while studying the occult. He is hospitalized in 1896.

1895

- * Bridget Cleary burned alive by her husband, who believed her to be a fairy changeling.
- * Stephen Banning and his son, John, discover the tomb of Egyptian princess Ananka. Some unknown event leaves the elder archaeologist catatonic.
- * Professor Edward Clayton discovers the Gemhetep Papyrus in a Cairo bazaar.
- * Unconfirmed reports that Count Dracula has returned from the grave. He is apparently destroyed by being submerged in running water.

1896

- * Schoolboy Harry Price (1881-1948) writes a play about his encounter with a poltergeist. He later goes on to become a noted psychic researcher.
- * First use of the term Black Mass in English.

1897

- * The scientist Griffin experiments on himself, and in so doing becomes the Invisible Man. He is believed killed later the same year.
- * The Ghost Club helps convict the husband of Elva Zona Heaster of her murder by communing with her ghost.
- * The aristocratic Hisgins family is tormented by the

White Horse of Shalladholm, a curse laid on their family in the 15th century but dormant for the previous seven generations.

- * Sherlock Holmes investigates the Devil's Foot. The true events are covered up with a mundane explanation by Arthur Conan Doyle.

1898

- * The Ghost Club takes possession of the Monkey's Paw from Mr. and Mrs. White.
- * A mysterious benefactor donates several occult tomes to the British Museum Library. Within moments of the paperwork being signed the man drops dead.
- * Stephen Banning recovers from his catatonic state and reveals to his son that he read the Scroll of Life. In doing so he awakened the mummy of Kharis, high-priest of Karnak, sworn protector of Anaka's tomb. The mummy, having now reached England, goes on the rampage against the desecrators.

1899

- * First sighting of the White Lady of Whitby.
- * Egyptologist Abel Trelawny attempts to resurrect Queen Tera, an ancient pharaoh with seven fingers on her left hand.
- * Moina Mathers and her husband, Samuel Liddell MacGregor Mathers, perform rites sacred to the Egyptian goddess Isis on stage at the Parisian Theatre Bodiniere. Five members of the audience go insane.

Who's Who

This section gives brief biographies for a number of occultists active during the 1890s (and later). Globetrotters might encounter these luminaries as Patrons, through Contacts (Mysticism), as fellow League members, or simply as incidental characters in an adventure.

Adams, Evangeline (1868-1932): An astrologer, Adams is largely unknown during the 1890s, but goes on to achieve widespread fame.

Blavastsky, Helena Petrovna (1831-1891): Russian philosopher and occultist. Founder of the Theosophical Society and author of three occult books. She is one of only a handful of occultists contacted and instructed by the Great White Lodge.

Boullan, Joseph-Antoine, Abbé (1824-1893): A French Roman Catholic priest, Boullan was dismissed from the clergy for reasons that were never made public. He later founded the Church of the Carmel, a Satanic cult that hid its true allegiance behind Christian rituals.

Crowley, Aleister (1875-1947): Already known as "the Beast" by his mother, Crowley is destined to become the leading occultist of the 20th century.

A keen mountaineer, he joins the Alpine Club in 1894. His first initiation into an occult organization occurs in

1898, when he joins the Hermetic Order of the Golden Dawn. Although young, he is already an accomplished practitioner of ceremonial magic.

De Guaita, Stanislas, Marquis (1861-1897): A French poet and occult expert of Italian aristocratic descent, de Guaita studied chemistry and metaphysics at school. He founded the Cabalistic Order of the Rosicrucian in 1888. During the late 1880s and early 1890s he was locked in a magical war with the Abbé Boullan and his Satanic Church of the Carmel.

Doyle, Arthur Conan (1859-1930): Although Doyle does not develop an interest in spiritualism until 1906, he helps provide mundane explanations for several occult investigations carried out by Sherlock Holmes and Dr. John Watson.

Felkin, Robert William (1853-1926): British explorer, medical missionary, ceremonial magician, author on Central Africa, and anthropologist.

List, Guido Karl Anton (1848-1919): German/Austrian poet, businessman, journalist, author, playwright, and mountaineer. Best known as a leading figure in German revivalism and occultism. He is a leading proponent of the power of the runes and an accomplished magician (Old Ways: Germanic).

Machen, Arthur (1863-1947): Welsh Gothic horror author and occultist. Many of his stories are loosely based on his personal experiences.

Mathers, Moina (1865-1928): French artist and occultist, Moina was the first initiate of the Hermetic Order of the Golden Dawn (1888). She gains some fame as a clairvoyant during the 1890s.

Mathers, Samuel Liddell MacGregor (1854-1918): One of the founders of the Hermetic Order of the Golden Dawn (1887), Marries Moina Bergson in 1890.

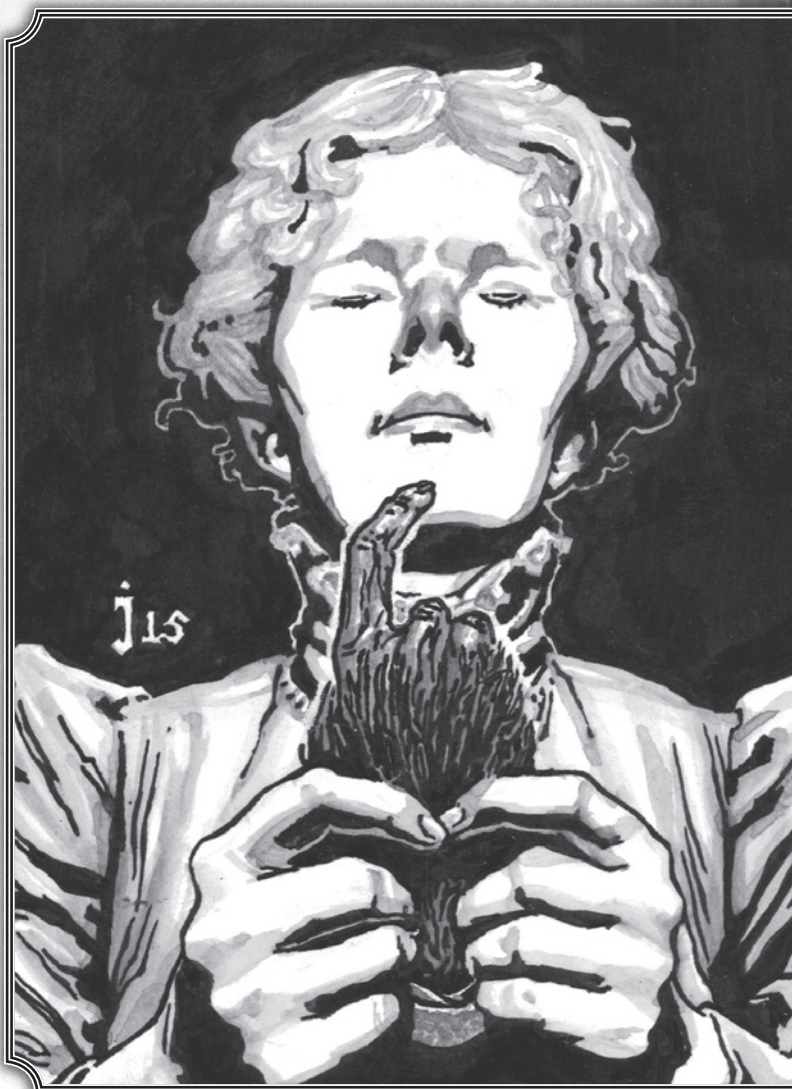
Encausse, Gérard Anaclet Vincent (1865-1916): Better known among occultists as Papus, Encausse is a physician, hypnotist, and occultist. He is a student of magic, the tarot, and alchemy, and a member of over a dozen occult Leagues and secret societies.

Reuss, Theodor (1855-1923): Of Anglo-German descent, Reuss is an occultist, journalist, and a former singer and police spy. He helps form the Ordo Templi Orientis around 1895. The order is so secret it does not become known to the public until 1904.

Sprengel, Anna (???-1891?): All that is known about this mysterious figure comes from William Wynn Westcott, who found mention of her name in a set of occult ciphers. The two communicated only through letters, but exchanged copious correspondence.

Westcott claims she was a German countess and love-child of Ludwig I of Bavaria. What role she might have with the occult is unknown, but she granted Samuel Mathers a charter to found British lodges of the Golden Dawn (implying that it already existed elsewhere). It is possible that she was a senior member of the Great White Lodge. Whether or not she actually died in 1891 or merely chose to disappear from public life is just another mystery surrounding the enigmatic aristocrat.

Strindberg, Johan August (1849-1912): Swedish



artist, poet, playwright, and novelist. Spends much of the 1890s travelling across the globe, during which time he studies the occult.

Waite, Arthur Edward (1857-1942): American poet and scholar. Becomes interested in psychic research in 1874 following the death of his sister.

Westcott, William Wynn (1848-1925): A doctor of medicine, Westcott is also one of Britain's leading occultists and ceremonial magicians. He joined the Societas Rosicruciana in Anglia in 1882. Along with Samuel Mathers, he cofounds the Hermetic Order of the Golden Dawn in 1887. He abandons his public interest in occultism in 1896 after he becomes a Crown Coroner.

Yeats, William Butler (1865-1939): Irish poet and writer destined to become one of the 20th century's leading writers. He has a deep interest in mysticism and occultism, helping found the Dublin Hermetic Order in 1885 and joining the Hermetic Order of the Golden Dawn in 1890. Having witnessed the darker side of the occult firsthand, he joins the Ghost Club in 1911.

Leagues of Gothic Horror

References

Gamemasters and players should consider the following novels, short stories, movies, and television or audio dramas as inspirational source material for *Leagues of Gothic Horror*. Many of the stories form the core of Gothic Horror literature. Others, along with many movies, are set either before or after the Victorian Era, but portray Gothic themes, either seriously or comically.

Literature (Fiction)

If not available in your local library or bookstore, the text of many older works can be found online.

Beckford, William Thomas. *Vatbek*

Brontë, Charlotte. *Jane Eyre*

Brontë, Emily. *Wuthering Heights*

Chambers, Robert W. *The King in Yellow*

Coleridge, Samuel. *The Rime of the Ancient Mariner*

Dickens, Charles. *The Mystery of Edwin Drood*

Doyle, Arthur Conan. *The Hound of the Baskervilles*

Hill, Susan. *The Woman in Black*

Howard, Robert E. *The Savage Tales of Solomon Kane*

Hugo, Victor. *The Hunchback of Notre Dame*

Jackson, Shirley. *The Haunting of Hill House*

Jacobs, W. W. *The Monkey's Paw*

James, Henry. *The Turn of the Screw*

LeFanu, Sheridan. *In a Glass Darkly, Uncle Silas*

Leroux, Gaston. *The Phantom of the Opera*

Lovecraft, H. P. Many of his *Cthulhu Mythos* stories are Gothic in tone.

Maturin, Robert Charles. *Melmoth the Wanderer*

Newman, Kim. *Anno Dracula, The Bloody Red Baron*

Poe, Edgar Allen. *The Narrative of Arthur Gordon Pym of Nantucket, The Masque of the Red Death, The Fall of the House of Usher, The Pit and the Pendulum*

Radcliffe, Ann. *The Mysteries of Udolpho*

Reynolds, G.W.M. *Faust, Wagner the Webr-wolf, The Necromancer*

Rymer, James Malcolm. *Varney the Vampire*

Shelley, Mary. *Frankenstein, or, A Modern Prometheus*

Stevenson, Robert Louis. *Strange Case of Dr. Jekyll and Mr. Hyde, The Body Snatcher*

Stoker, Bram. *Dracula, Dracula's Guest, The Jewel of Seven Stars, The Lair of the White Worm, The Lady of the Shroud*

Various. *Horror by Lamplight* (1993, a marvelous compendium of Gothic Horror stories including the classics *The Monk, The Masque of the Red Death, The Golem*, and *Lot No. 249*)

Walpole, Horace. *The Castle of Otranto*

Wells, H. G. *The Invisible Man, The Island of Dr. Moreau*

Wheatley, Dennis. *The Devil Rides Out* (among others)

Wilde, Oscar. *The Picture of Dorian Gray*

Wilson, F. Paul. *The Keep*

Literature (Reference)

Baddeley, Gavin and Woods, Paul. *Vlad the Impaler: Son of the Devil, Hero of the People*

Bunson, Matthew. *Vampire The Encyclopedia*

Geddes & Grosset (pub.). *Dictionary of the Occult*

Lovecraft, H. P. *Supernatural Horror in Literature*

Suckling, Nigel. *Vampires, Werewolves, Witches*

Movies, Television, Audio Plays

A Study in Terror (1965)

An American Werewolf in London (1981)

The Asphyx (1973)

The Blair Witch Project (1999)

Bram Stoker's Dracula (1992)

Captain Kronos – Vampire Hunter (1974)

Carry on Screaming (1966)

The Creature from the Black Lagoon (1954)

The Curse of the Werewolf (1961)

Dark Shadows (TV series 1966-1971, Film 2012)

The Descent (2005)

The Devil Rides Out (1968)

Doctor Who (Brain of Morbius, TV 1976; The Daemons, TV 1971; Horror of Fang Rock, TV 1977; Pyramids of Mars, TV 1975; The Talons of Weng-Chiang, TV 1977)

Dracula (1931, 1958, 1979)

The Exorcist (1973)

The Fearless Vampire Killers (1967)

Frankenstein (1931)

Friday the 13th: The Series (TV 1987-1990)

From Hell (2001; also a graphic novel)

Ghostbusters (1984), Ghostbusters II (1989)

The Haunting (1963)

House on Haunted Hill (1959, 1999)

The Howling (1981)

Jago and Litefoot (Audio dramas 2010-present)

The Legend of Hell House (1973)

Lesbian Vampire Killers (2009)

Mary Shelley's Frankenstein (2004)

The Mummy (1932), The Mummy's Hand (1940), The Mummy's Tomb (1942), The Mummy's Ghost (1944),

The Mummy's Curse (1944), The Mummy (1959)

The Mummy (1999), The Mummy Returns (2001), The Mummy: Tomb of the Dragon Emperor (2008)

Night of the Demon (1957)

Nosferatu (1922)

Penny Dreadful (TV 2014)

The Prestige (2006)

The Screaming Skull (1958)

Shadow of the Vampire (2000)

Sleepy Hollow (1999)

The Turn of the Screw (TV 2009)

Van Helsing (2004), The London Assignment (2004)

The Werewolf (1956)

The Wolf Man (1941), The Wolfman (2010)

Wolfman (1979)

The Woman in Black (TV 1989; Film 2012)

Young Frankenstein (1974)

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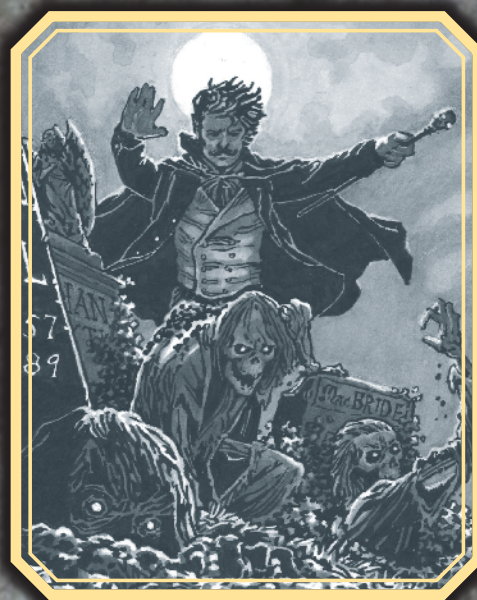
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Light your lamp, check the doors and windows are locked, and prepare to enter a world where the arcane and occult are very real.

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Contents include new character options, rules for horror, corruption, fortune-telling, occult grimoires, magic, and mentalism, occult relics, 38 fearsome monsters, 22 diabolical major villains, and 7 sinister cults, Gothic Horror locales around the world, guidelines for running Gothic Horror adventures, adventure seeds, and a timeline and Who's Who of Gothic Horror.

Leagues of Gothic Horror is a Horror roleplaying game from Triple Ace Games.



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