LEAGUES OF ADVENTURE

Globetrotters' Guide to Gothic Horror

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The thick fog that blanketed the deserted streets muted the steady click of metal on stone. The sound was steady but fast; perhaps a little too fast, unsettling any who heard it. It spoke of urgency, of a desire to be elsewhere.

A lone figure emerged from the gloom into an oasis of fuzzy orange light spawned by one of the hissing gas lamps that lined the streets. With his cloak pulled tight and his tall hat pulled slightly forward, his only visible features were a pair of dark eyes that glinted briefly in the pale light. In one hand he held a Gladstone bag, the sort used by medical practitioners, and in the a cane, which he swung back and forth like a pendulum, touching the ground for a brief moment in perfect beat with the steady tread of his leather shoes. The man stopped beneath the light, wedged the cane between his elbow and body, and drew a pocket watch from beneath his cloak. He squinted at the face, and then snapped the silver case closed, and continued his movement forward. Late again, he thought.

Passing the dark opening of an alley, the man cast his gaze into the gloom. No movement or sound caught his attention, the fog was so thick that someone might have stood only a few feet away without him knowing. Still, the glance was not without just cause.

This was the Whitechapel district of London, a notorious den of thieves, murderers, and prostitutes. Five prostitutes had been viciously killed (although the man preferred the word "butchered") in these streets, the murderer never brought to justice. A wry smile crossed the man's face. Jack, he mused. A common name for an altogether uncommon man. Four years had passed since the notorious "Whitechapel Murders" shocked the nation. Four years later and the stain of the killings still marked the streets. Oh, the blood had long gone, but the memory of the crimes remained fresh in the minds of those who lived here, although "living" could not truly the natives' existence, most of whom were trapped in an eternal cycle of poverty, drink, despair, and violence.

The man kept up his brisk pace as he passed beyond the edge of the light cast by the flickering gas lamps.

Four years had ticked by—and then, suddenly, the brutal killings began again. Half a dozen corpses had been discovered in the courtyards and back alleys of Whitechapel in the last month alone. Most had been cruelly eviscerated. It wasn't just the weak and frail the killer stalked, nor the ladies who plied their particular trade by night. One of the victims was a well-known thug, an ex-soldier and prizefighter more than capable of handling himself in a fight, even against a knife-wielding maniac. He had been found with both arms broken, his head crushed like an overripe grape.

The dailies sensationalized the stories as always, keener to sell copies than report the truth. Headlines, bold and stark, warned of "Jack's" return to the cramped streets of Whitechapel. Vigilante gangs quickly formed; any thought to be acting suspiciously were chased, beaten within an inch of their life, and dumped outside the local constabulary.

Ubiquity
Roleplaying System

TRIPLE ACE GAMES

Vigilantes they might be, but killers they were not. Or not yet, at least. If the gruesome murders kept occurring, it wouldn't be long before tensions ran so high that a line would be crossed, and innocents would die at the hands of the gangs.

Even an increased presence on the streets by the police from Whitechapel (H) Division had done nothing to soothe the nerves of the citizens. Fear stalked the streets hand in hand with death. *Punch*, a satirical publication, recently ran an image of the Grim Reaper on its front page, scythe held high as it skipping gleefully through the streets of London, while the citizens of Whitechapel peeked out in fear through dirty windows, pointed at their neighbors for the Reaper to take, or simply turned their backs on the scene.

Middle- and upper-class citizens laughed at that image, proclaiming it perfectly described the true nature of Whitechapel. Indeed, there were many citizens who adopted the "better him than me!" line, but Whitechapel's inhabitants had little to gain through heroics—and everything to lose. While neighborly love may have been in short supply in the slums, there were those who promised to protect the citizens, for a suitable fee of course. Times like these were perfect for the strong to prey further on the weak.

Once bustling with activity of all sorts at all hours throughout the period of the Whitechapel Murders, the streets were now deserted. The name "Jack the Ripper" had struck fear into just one small segment of the populace—the new killer had managed to infect the entire district with terror.

Oh, there was still activity, but it remained firmly in the shadows. Some of Whitechapel's inhabitants could only conduct their business under cover of darkness. They were not particularly brave or reckless, just desperate. Murders or no, rent had to be paid and food purchased. And, as always, it was the prostitutes, among the lowest dregs of London society, who had the most to lose from the self-imposed curfew.

But they moved cautiously, never out for longer than necessary, quick to scamper back to their rat-infested flats at the slightest sound. The sound of the man's cane had undoubtedly sent panic into the hearts of unseen citizens.

The hair on the nape of the man's neck rose to attention a fraction of a second before he heard the faint, distant, scraping noise. Even through the pea souper that smothered the city, his keen senses did not fail him.

Eyes locked forward, he tightened his grip on his cane handle and quickened his pace slightly. Although his feet moved faster, his cane kept the same regular pace as before. It was an old trick, designed to help lose unseen pursuers without alerting them to the fact their presence had been detected.

Four years ago, the newspapers claimed Jack possessed detailed knowledge of the human anatomy. Several doctors, all known in the area for their work with the poor, had been set upon by the thugs as likely suspects. He, a stranger in these parts and carrying a Gladstone bag, a doctor's trademark, would not be accorded the benevolence of a slight roughing-up. At best he would escape with a lengthy stay in hospital. At worst…he cast the thought from his mind.

A different noise reached his ears. Faint, but unmistakable. Someone was following him! There! A second click-click-click rippled through the fog, a fraction out of timing with his cane's beat.

Without pausing to look back, the man smoothly changed course, heading into a darkened alley. A stranger to these parts in body, he nevertheless knew the streets of London well enough on paper to take shortcuts. In his profession, knowledge was power.

The route he chose was not just one of expedience. The closeness of the walls served to amplify any noise, channeling it to his alert ears. Step by step the sound drew closer. Whoever followed had a much longer gait and the distance between hound and hare was shortening with each stride.

The man stopped and wheeled about on his heel. Nothing! The far end of the alley, lit by the weak flicker of an orange lamp across the street, was clearly visible. No side passages or doorways existed to offer his stalker concealment. Rather than relax, the man's muscles tensed involuntarily. If it wasn't behind him, then it must have…

He swiftly turned back around, his cloak flaring up like the wings of some gigantic bat, as he heard the crunch of something heavy landing on the cobblestones. Then he felt the hot, fetid breath on his face. He choked back a gag, mentally blocking out the charnel house stench and focusing on the matter in hand.

Standing not two feet away was his stalker. Tall and muscular beyond the stature of any man, it towered over the cloaked figure by a good foot, in spite of its hunched shoulders. Yellow eyes glinted in the dim light—feral eyes, hungry eyes. Its long, furred snout wrinkled as it sniffed the air. The snout cracked open in a vile parody of a grin to reveal two rows of wickedly sharp teeth. Stringy flesh, still bloody, hung between red-stained yellow daggers. It had just eaten, but was still hungry.

The beast reared upright and howled, a hideous cacophony, an exultation of dominance and victory, as it anticipated yet another successful kill to add to its tally.

And that's your last mistake, the man thought. As he dropped his bag, his now-empty hand grabbed the cane's shaft in a single, fluid, instinctive motion, while the other, gripping the silver head tightly, pulled back sharply.

A glint of something silver, long, and sharp flickered in the beast's eyes.

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"You're late tonight, Jarvis," muttered a voice from behind a newspaper as the lone figure cast off his cloak and slumped into the overstuffed chair, signaling for the steward with a casual wave. "Thought after that last hiding you'd given up playing cards or something."

"Just a spot of bother on the way here," the man smiled. "Nothing I couldn't handle, though."

ALONE IN THE DARK

As written, *Leagues of Adventure* is a game of adventure and exploration, full of heroes with stiff upper lips and a desire to push the boundaries of knowledge. Yet the Victorian Age also sees the birth of true Gothic Horror. This supplement expands the setting far beyond the realm of the rational and into the realms of mentalism, the occult, and magic.

WHAT IS GOTHIC HORROR?

According to Wikipedia, Gothic Horror is summarized as Gothic fiction 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."*

WHY THIS SUPPLEMENT?

The Victorian Era is perfect for Gothic Horror stories. This is the age of sinister villains such as Count Dracula, Mr. Hyde, and Jack the Ripper. Although rooted in science, The Invisible Man has much in common with Gothic Horror villains. Swap scientific formulae for magic or an ancient curse, and it suddenly becomes a Gothic tale. For all of mankind's advances in science, the world remains a realm of mystery and supernatural occurrences. This is the time of restless spirits and haunted houses, spooky castles and Gothic architecture, fog-shrouded streets and deep forests, darkness and decay, secrets and madness, and an age where the supernatural defies the rationality of science and cold logic.

We've already created a Victorian world of adventure and intrigue. Rather than create an entirely new game that would reuse most of the material in *Leagues of Adventure*, we thought it better to produce an add-on supplement drawing on the existing material. While *Ubiquity* 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. This supplement is not just limited to Victorian-era adventuring, however, and should work well with any flavor of *Ubiquity*.

Although we've created a Gothic Horror supplement for *Leagues of Adventure*, how you use the material in your games remains your choice. You can take what we've written verbatim and run creepy ghost stories that leave your players with goosebumps, 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.

AROUND THE TABLE

In order to create a good atmosphere at the table, you need to get the players into the right frame of mind before the game begins. Trying to set the dark tone required for a creepy story of dank mists and wild moors while the sun is shining, or when the players are discussing last night's ball game, is very difficult.

There's a fair chance that your gaming group only meets once a week or so, 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 dimming the lights, or at least drawing the curtains so the real world is shut out, or running the game by candlelight (you can blow a few out to darken the mood as needed). Don't leave the players groping blindly for their dice, however, or squinting to read their character sheets because you've created an abyss of inky darkness. If you do decide to light candles, make sure they're placed somewhere safe—nothing ruins a gaming session quite like having to flee 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, avoiding tracks with lyrics lest your players begin singing along.

Unless players need their mobile phones for calls or texts they absolutely must take, ask everyone to switch them off. Having an interruption because Joe's wife has gone into labor is fine, but having someone call to discuss what time you're meeting up for a drink next week can be rather irritating and definitely mood-breaking.

There are a lot of other things you can do without going over the top. A vampire nobleman serves drinks to the characters, so why not pour the players some red grape juice or tomato juice? Grab some cheap plastic goblets from the local toy store for added ambience. A plastic human skull from a novelty shop will certainly serve nicely, or if you live in the country, chances are you'll be able to find animal skulls to decorate your table. While rabbits and mice should work, maybe avoid using something like a huge ox skull, which will likely dominate the room more than your adventure will.

Lastly, always keep in mind your players' sensibilities. If you start hanging crosses upside or leaving copies of books on Satanism lying around to help create the mood, you might risk offending someone.

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 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 mundane 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, while birdsong is noticeably absent, causing one to wonder what might have silenced them.

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 slavering 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.

SHOCK VS. SUBTLETY

Modern horror films revel in graphic violence, bathing 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 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 thems 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.

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 individual wits, abilities, and gear to help them, leaving them at a disadvantage in the face of a powerful supernatural foe. When that werewolf turns up, the lone character without the silver bullets 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 may quickly become bored.

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 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 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 for global domination, 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.

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. Some Gothic Horror monsters have specific weaknesses, such as silver. If the party too quickly sorts out the nature of their nemesis, 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 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, of course—whatever style of game your group is playing will help determine how frequently combat occurs.

MORALITY

Gothic Horror novels often involved morality. 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 reprehensible? 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. We will examine morality later on, but for now remember two key themes in Gothic Horror: the end *never* justifies the means and you *always* reap what you sow.

GOTHIC TOOLS

This chapter presents new game material that can be added to *Leagues of Adventure* or used as the foundation for a pure Victorian Gothic Horror campaign of your own devising. Since this supplement is specifically designed for *Leagues of Adventure*, existing material from the core book is not repeated here.

STYLE POINTS

If you intend to play a strict Gothic Horror game, as opposed to an action-adventure horror game, Style points should *not* be used. In Gothic Horror the odds are heavily stacked against the brave heroes, mere mortals drawn into a world of supernatural terror, and not supermen capable of easily dispatching terrifying creatures. 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, so care should be taken not to make violence the only option in every encounter.

✯ NEW ARCHETYPES ✯

Below are some new Archetypes you can add to your Gothic Horror games.

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 such that they have awakened mental powers similar to those of the mentalist.

GYPSY

Found across much of Europe, though concentrated most in the Eastern countries, gypsies are nomadic wanderers. They are more correctly called Roma or Romanies. While not suitable for a regular *Leagues of Adventure* campaign due to their status as outsiders, they're perfect for a generic Gothic Horror game, being a modern staple of the genre. 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 do 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 extra sensory 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, survived a near-death experience, or acquired their powers after touching an enchanted object or studying an occult tome.

MONSTER SLAYER

Depending on your game monster slayers might be members 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, holy slayers are very much about physical action, not cerebral investigations.

OCCULTIST

From tribal sorcerers who call upon the ancestors to European businessmen who beseech upon 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.

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 gentlemen's clubs, making them ill-suited for a regular *Leagues of Adventure* game, they are ideal for 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?

🦢 NEW SKILLS 🦢

Two new Skills appropriate for Gothic Horror are now available to characters: Alienism and Magic. In addition, Academics has a new Discipline, Occult, which 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 some 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

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.

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

🦢 NEW TALENTS 🦢

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

EXORCISM

Unique; only available during character creation
Prerequisites: Willpower 3

Your character might be an ordained minister (or equivalent) in a faith, possessed of immense faith, 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 (page 19) 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.

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

FORTUNE-TELLING

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.

Benefit: Once per game session, your character may study the omens in an attempt to deduce the future (see page 15).

Normal: Your character cannot discern the future.

Advanced: Your character may take this Talent up to three times. Each time allows your character one additional chance to read the future each game session.

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 perform rituals and cast spells (see page 16).

Normal: You character cannot use magic.

MEDIUM

Unique; only available during 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.

Special: Mediums automatically learn the Channel Dead ritual (page 19) without needing the Magical Aptitude Talent. This enables them to conduct séances. They use Empathy in place of Magic.

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 page 26).

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 or years of training the mind, your character has built up a resistance to mind-altering supernatural phenomena. He 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 or psychic powers.

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 Supernatural Resistance bonus at second level and a +8 bonus at third level.

OCCULT LEAGUES

During the Victorian Age, spiritualism and the occult were sources of great fascination. Occult societies, some open to public membership and other 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 these societies did share were grandiose and importing sounding names.

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

ORGANIZATION

Brotherhood or Sisterhood, Brothers or Sisters, Church, Circle, Council, Coven, Cult, Fellowship, Followers, Guild, League, Lodge, Order, Priory, Society, Temple, Union

ADJECTIVE

A color, Ageless, All-Encompassing, All-Knowing, All-Seeing, Ancient, Arcane, Astral, Bloody, Dark, Divine, Egyptian, Enlightened, Esoteric, Eternal, Fraternal or Maternal, Grand, Hermetic, Honorable, Illustrious, Immortal, Invisible, Light, Magic, Majestic, Mystical, New, Righteous, Rosicrucian, Royal, Sacred, Secret, Shadowed, Starry, Supernatural, Theosophical, Twilight, Unseen, Universal, Veiled

OBJECT

A weapon, Alchemy or Alchemists, An animal, Art, Beast, Circle, Compass, Dawn, Dusk, Eye, Golden Fleece, Hand, Heart, Key, Knowledge, Lore, One or Ones, Paradox, Pharaoh, Power, Rites, Rose and Cross, Secrets, Science, Specific lunar phase, Spirit or Spirits, Square, Star, Sun, Tongue, Triangle, Truth, Understanding, Wisdom, Word, Zodiacal sign

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

STABLE

Prerequisites: None

Your character possesses unusual strength of mind and can endure great amounts of psychological trauma.

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 your character an additional +2 Sanity rating for each level.

UNFLAPPABLE

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 gains no bonus to Horror checks.

❧ MENTAL FLAWS ❧

Disbeliever: Your character has absolutely no belief in the supernatural. He will 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.*

❧ LEAGUES ❧

Three new Leagues are introduced below. As always, Gamemasters and players are encouraged to create their own Leagues to suit the particular style of their game.

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, Chemistry, or 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 ether. 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 forms, as well as explore the mysteries that lurk beyond the thin veil of reality that separates our world from others. 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. The Ghost Club accepts spirits and specters as members.

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

THE HOLY BROTHERHOOD

The supernatural may be scoffed at by governments 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, despite whatever faith 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, piecing together clues, and tracking down monsters. Others are the Brotherhood's soldiers, skilled at monster slaying, or experts at crafting weird science devices specifically attuned to combating 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.

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

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. Social status, profession, 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 they naturally 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 approached clandestinely. Second, no member can refuse assistance to

CREATING A GHOST CHARACTER

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

* Ghost characters receive 11 points to purchase Attributes. Body is fixed at 0 and cannot be increased, and Strength is set at 2, which 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. However, those linked to Dexterity or Strength are only useful against other spirits.

* A ghost has special powers 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 (see page 35 for details). 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 can choose to communicate despite any limits on the abilities of the magician or medium to do so.

* Ghosts cannot receive First Aid. Within the first hour, a ghost may spend 1 Haunting point to heal one point of nonlethal damage, or to convert 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 Dispel Spirit, and should therefore avoid magicians!

another when called upon to fight evil. The Vengeants Club accepts spirits and specters as members.

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

⚜ WEIRD SCIENCE ⚜

ETHERIC DISTURBANCE MONITOR

Artifact 1
Leagues: The Ghost Club, The Holy Brotherhood, The Magicians' Circle, The Tarot Club, The Vengeants' Guild

The Etheric Disturbance Monitor (EDM) is about the size of a large bag, with 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: Extra Sense: Psychic Energy (+2 Enhancements)

ETHERIC TYPEWRITER

Artifact 1
Leagues: The Ghost Club, The Tarot Club

Some spirits, while visible to the naked eye and quite capable of understanding the living, are incapable of communicating 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 (see page 35).

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

⚜ HORROR MECHANIC ⚜

The rules in this section are designed for *Leagues of Adventure* games in which horror is a significant theme.

Because they present the possibility of characters experiencing mental breakdowns due to fear and stress, these rules are unlikely to fit well with a typical high-adventure *Leagues of Adventure* campaign. Gamemasters and players should discuss the kind of game they want before beginning play. 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 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, 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 effectively brain dead.

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 receive.

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

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 with few supernatural elements, maybe only Rest is permitted, whereas in an exciting action game of frequent supernatural horrors all of them may be applied. As an optional rule, the Gamemaster may chose to invent her own ways of regaining Sanity, or even wipe the slate clean after the heroes successfully complete an adventure.

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 roleplaying one's Motivation, a character may instead chose 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 as many as eight characters at the same time. 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 and 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 means 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 (Follower).

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 necessary 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 are often 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,

Spooky Locale #1

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), 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.

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, Lame, 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, 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 (Difficulty 2). 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 3 Corruption points. After long soul-searching, he is permitted to make a Willpower roll. He scores four successes. He erases the three 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 is perilously close to staining it again.

⚚ FORTUNE-TELLING ⚚

The old gypsy hag who turns over the Death card from the Tarot deck, 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, and it becomes a crutch for the players or a parody that destroys the mood of the game.

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.

The seer makes an Investigation: Enigmas roll at Difficulty 3. 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. 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 player-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.
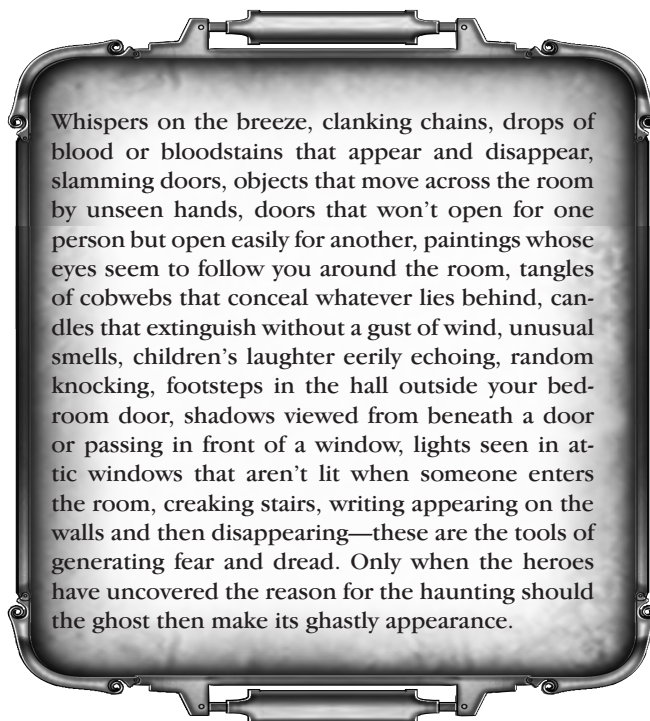
Whispers on the breeze, clanking chains, drops of blood or bloodstains that appear and disappear, slamming doors, objects that move across the room by unseen hands, doors that won't open for one person but open easily for another, paintings whose eyes seem to follow you around the room, tangles of cobwebs that conceal whatever lies behind, candles that extinguish without a gust of wind, unusual smells, children's laughter eerily echoing, 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 heroes have uncovered the reason for the haunting should the ghost then make its ghastly appearance.

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 information the heroes

have already uncovered. Even though the Gamemaster is using information he already knows, 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 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).

ANOTHER GAME SYSTEM

In the author's own Gothic Horror games he uses the "Tarokka" deck and rules booklet from the *AD&D Ravenloft Forbidden Lore* boxed set. While Tarot-like, it has no real connection with real-world divination, and so shouldn't offend anyone who finds dabbling in the supernatural offensive. Although hard to find, the search will be worth it for the extra atmosphere the cards add.

☙ MAGIC ❧

Gothic Horror magic is not fantasy magic. There are no fireballs or lightning bolts, and spells are not cast with a casual wave of the hand.

While all magic involves complex ceremonies and the use of ritual paraphernalia, some traditions involve the summoning and abjuring of spirits, while others involve focusing one's will upon bending reality.

TRADITIONS

Magic is a catchall term. Every magician belongs to a tradition, a style of magic that dictates how he invoke spells and the physical trappings he requires or actions he must perform to work his art.

Mechanically, these different style of magic have no effect on play. They are merely representative of how the sorcerer casts magic, and are thus roleplaying elements. 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 Hela, 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 others.

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 involving summoning and controlling of 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 Adventure* 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 requires chants and dances, prayers, sacrifices, pentagrams, skulls, and black candles.

CEREMONIAL MAGIC

Also known as high magic (sometimes spelled "Magick"), ceremonial magic focuses most strongly on the caster's willpower, his inner spirit. Other 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.

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 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 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.

When channeling extra magic, the magician suffers a nonlethal wound for each +2 Magic bonus. For the purposes of calculating Stun and Knocked 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.

When making a sacrifice, the magician gains a boost without taking damage. Unfortunately, sacrifices are less efficient than channeling energy directly through the magician. For each lethal wound inflicted on a human sacrifice, the magician gains a +2 Magic bonus. Animals supply only one bonus die per point of lethal damage inflicted. 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.

CASTING RITUALS

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

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, and any sorcerer may attempt to cast it from the text, but 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 while casting from memory, she gains a +2 bonus.

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	
Caster channels extra magical energy**	+2
Caster is unable to gesture	–4
Caster is unable to speak	–4
Each additional subject	–2
Taking another action while performing ritual	–4

* 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.

RITUALS

The rituals in this section are listed alphabetically. Although we have given generic names that describe the effect of the ritual, players should be encouraged to give their rituals more flavorful names. Similarly, the physical trappings and effects of rituals should be described. For instance, Arcane Shield may require a circle of oak leaves, but could equally summon a wall of spirits.

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 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.

ASTRAL PROJECTION (R)

Rank 3

The caster has learned to separate his spirit from 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 difficuly. 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 role 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.

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.

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

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. 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. This ritual is subject to the typical range modifiers.

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.

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.

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 typical range modifiers, as well as the following:

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 invoke Old Ways magic. For example, the Viking faith is most closely associated with bears, wolves, ravens, and horses.

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 (R)

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 Nature's Protection ritual is subject to the following modifiers:

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.

EMPOWER (R)

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.

Empower	Modifier
Minor Blessing (+2 Skill penalty)	+0
Major Blessing (+4 Skill penalty)	–2
Divine Blessing (+8 Skill penalty)	–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 and area of effect. The number of successes he scores is the Horror rating of the illusion. Victims make a Willpower x 2 roll as normal to withstand the horrific images. Whether the victim succeeds or fails, he is automatically immune to all Fear rituals from the same caster with an equal or lower Horror rating for the next 24 hours—once the mind has suffered a great shock, lesser horrors tend not to trouble it much.

FORM OF THE BEAST (R)

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.

Note: 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 chosen, 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 and area of effect 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.

HEX, GREATER (R)

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 –2 penalty to all Skill rolls, including attack rolls, for the duration of combat or until the end of the scene.

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 making him believe he is cursed.

HEX, LESSER

Rank 1

This ritual temporarily inflicts the victim with a minor physical or mental ailment. The caster makes a Magic roll, modified for range and area of effect. 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.

LEVITATE

Rank 4

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 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 spirit in the plant, while others call upon demons and spirits to inhabit the vegetation. Blood maybe used to feed the plant, 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 or ingesting hallucinogenic plants to produce the necessary state of mind.

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 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 until the following day. 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. Corpses might need to be soaked in blood or have runes or sigils carved into their flesh. Other variants might involve calling upon a fell spirit to give the lifeless corpse the semblance of life.

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. 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.

SPIRIT SENSE

Rank 1

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.

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. 19).

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. 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 portal to another dimension	–10
Each Ally, Follower, or Mentor level for the creature	–2
Retrying a failed summon attempt	–2

Notes: The Gamemaster determines the nature of this entity, but such entities are usually malevolent and seek to consume life and inflict suffering. The caster must know the true name of an entity to summon it. Typically, this requires lengthy research: 10 to 20 successes on an extended Investigation roll through collected magical tomes, or a library with occult resources, with each roll taking an entire day.

⚜ MAGICAL TEXTS ⚜

Magical texts allow the reader to increase his understanding rituals at the cost of exposing oneself to mind-shattering horrors and revelations. 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 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 when reading 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.

CREATING A MAGICAL TEXT

Complexity: Magical texts are not easy to read. They lack tables of contents and indices, and information is easily available, even to adepts. Furthermore, they are usually penned in cryptic or allegorical fashion, so as to conceal the true knowledge they contain from outsiders. Every tome has a Complexity rating between 2 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 2 and 5.

Language: Few magical texts are written in modern English. 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).

Tradition: All magical texts are written by a practitioner of one magical tradition. For Old Ways, the exact pantheon must be listed as well.

Contents: The Gamemaster must list the rituals the text contains. As a rule of thumb, a magical text contains a maximum number of rituals equal to one less than its Horror rating.

Using Magical Texts

Simply flipping through a magical text is not enough to learn anything. 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 Investigation: 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 him an opportunity to learn one or more rituals (see below). Failure means the reader has wasted his time, having either failed to solve the enigmas or erroneously translated the work, missing the true meaning. He 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. He picks a ritual from the text with a Rank rating equal to or lower than his Magic Skill level, and makes an Academics: Occult roll with a difficulty as above. Success allows him to learn the ritual. Failure allows him to try again so long as he scored enough successes on the Investigation roll to make another attempt. Should he run out of chances, he must reread the text again in the hope of revealing clues and hidden secrets he missed before. Regardless of whether he actually learns any rituals by rote, any success on the Investigation roll means he can now cast all the text's rituals by referencing the text during casting (see page 17). Note that it is possible for a caster to read a text only to discover he lacks the magical ability to actually learn any rituals by heart. In this case he must increase his Magic Skill and reread the text.

Horror Roll: Whether or not she has deciphered the text or learned any rituals, the reader must make a Horror roll versus her Sanity when she finishes studying to determine the mental strain she has endured.

***Example:** Cecilia, an occultist and magician with Intelligence 3, Academics: Occult 7, Investigation 6, Magic 7, and Willpower 3, 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).*

After spending 3 months studying the text, Cecilia makes her Investigation: Enigmas roll. Since she studies Old Ways (Egyptian) and the text details Ceremonial magic, the difficulty is 3. She manages two successes, giving 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 Academics: Occult roll (dif-

ficulty 3) but fails to score enough successes. Her second attempt results in 2 successes, so she learns the ritual.

Cecilia fares badly on the Horror roll. Her Willpower x 2 roll versus the text's Horror 3 rating produces just a single success, reducing her Sanity by two.

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.

Book of Dzyan

Complexity: 2; **Horror:** 3; **Language:** Tibetan; **Tradition:** Animism; **Contents:** Channel Dead, Spirit Binding

An ancient esoteric scripture, the Book of Dzyan may be related to the clay tablets read by James Churchward in 1882 (see *Globetrotters' Guide to Unusual Places*).

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 who pore over it will find it contains rituals for the channeling and binding of spirits.

Book of Overthrowing Apep

Complexity: 3; **Horror:** 3; **Language:** Ancient Egyptian; **Tradition:** Old Ways (Egyptian); **Contents:** 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

Complexity: 5; **Horror:** 4; **Language:** Latin; **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 is the key to unlocking the rituals within. The text is not in anyway 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. If the reader succeeds at the Academics: Occult roll, the Horror rating is reduced to 2—she has unlocked the hidden mystery that tormented Dee to his death.

JOURNEYS ON THE ASTRAL PLANE

Complexity: 2; **Horror:** 3; **Language:** Latin; **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.

MALLEUS MALEFICARUM

Complexity: 3; **Horror:** 3; **Language:** Latin; **Tradition:** Ceremonial; **Contents:** Arcane Shield, Spirit Sense

Published in 1486, the "Hammer of Witches" became the 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.

ON THE CULT OF MOLOCH & ITS BARBARIC PRACTISES

Complexity: 2; **Horror:** 4; **Language:** Hebrew; **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

CREATING OCCULT RELICS

Just as there are weird science artifacts, there also exist occult relics—at least in a slightly fantastical Gothic Horror campaign. Aside from a few tweaks, the standard weird science rules for creating gadgets will apply equally well for magicians.

* Instead of the Weird Science Talent, characters require the Magical Aptitude Talent. Spark of Life is still required for living creations, like animated gargoyles and zombie servants.

* Academics: Occult is used in the design phase, and Magic in the construction phase.

* Rituals can be added to an occult relic. Each Rank equates to +2 Enhancements. Unless the relic has both the Magical Aptitude Talent and Magic Skill, the character must employ her or his own Magic Skill to make the relic function. Alternatively, Gamemasters may rule that Willpower x 2 can be used in place of the Magic Skill, allowing anyone who believes enough, or has enough force of will, to potentially unleash the magical energy.

On a related note, 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.

SPOOKY LOCALE #2

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, those resting places of the dead have no place in Gothic Horror.

Your graveyards must be 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, 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 haunted house, the graveyard is the next most popular Gothic Horror locale.

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, for 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.

SIBYLLINE BOOKS

Complexity: 4; **Horror:** 3; **Language:** Latin; **Tradition:** Old Ways (Roman); **Contents:** Augury, Premonition

Roman tradition that a Sibyl 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. As well as predicting events now long past (which were, of course, the future at the time its writing), hidden within the books is the secret to predicting future events. Like all prophetic works, they are extremely cryptic.

❧ MENTALISM ☙

When a character takes the Mentalism Talent, he must choose one psychic power: Telepathy, Telekinesis, Extrasensory Perception (ESP), or Cloaking. Each psychic power has a unique Talent associated with it. Mentalist characters may learn this as per the general rules for acquiring Talents.

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
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). A controlled opponent will defend herself normally and cannot be ordered to harm herself.

Normal: The mentalist cannot control minds.

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.

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 Telekinesis	–4

* The mentalist must have direct line of sight to use Telekinesis.
** 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.

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.

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. 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, however.

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 may 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.

Normal: The mentalist cannot perceive the future.

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 level of cloaking for free.

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 nonlethal wound and gains a +2 bonus. The mentalist may exert multiple times to gain additional bonus dice.

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.

THINGS THAT GO BUMP

This section presents a handful of archetypal Gothic Horror monsters and spirits that will easily fit into your *Leagues of Adventure* stories. Note that many monsters have a Horror Rating for use with the Horror and Sanity rules. A "—" entry indicates no roll is required.

BANSHEE

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 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.

A related spirit is the Scottish *bean nighe*. Rather than wailing, she foretells death by appearing as a washer-women, endlessly scrubbing the bloodstained clothes of the one destined for death.

BANSHEE

Archetype: *Spirit;* **Motivation:** *Revenge*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 0, Charisma 2, Intelligence 2, Willpower 4
Secondary Attributes: Size 0, Move 2, Perception 6, Initiative 4, Defense 2, Stun N/A*, Health 4*, Horror see below
Skills: Empathy 6, Intimidation 6
Resources: —
Talents: Fearsome (Temporarily frighten opponents), Skill Aptitude (+2 Intimidation rating)
Flaw: Ephemeral (Cannot communicate or use tools)**
Weapons: Claws 8L
* Spirits are immune to nonlethal damage, and cannot be stunned. In addition, only cold iron or enchanted weapons can inflict lethal damage.
** Spirits can pass through solid matter as if it were air.
Keening: The banshee's keening, also known as its wail, is its most potent attack. The banshee makes a Willpower roll against all targets within 20 feet as an attack action. if it scores more successes than the victims' Willpower rating, the victims must make a Horror check with a Difficulty equal to the banshee's Willpower (typically 4).

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

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 5, Stun 0, Health 8*, Horror 1 (if surprised by them)
Skills: Stealth 10, Survival 4
Talents/Resources: None
Flaw: Bestial (Character 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 hit.
Distracting: Bats do not attack. Instead, the swarm flaps and flies about in a violent cloud, disorienting the characters. Those affected by their swarming suffer a 2-dice 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. These nocturnal fiends are larger than a regular dog and possess glowing red eyes. 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, they 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.

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

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 9, Survival 4
Talents: Keen Sense (+4 smell-based Perception rating), Skill Aptitude (+2 Stealth 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) or suffer a temporary curse of a 4-dice penalty. This automatically comes into play during a die roll that could lead to physical injury or death, such as a fight or climbing a mountain. Regardless of whether or not the victim actually suffers any misfortune, once the roll is done the curse is lifted.

BODY SNATCHER

Not every monster has a supernatural origin. Body snatchers 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 questions are asked. When fresh corpses are in short supply, body snatchers aren't above using violence to secure whatever their employer requires.

Strangely enough, few body snatchers rob the corpses they gather, so as to avoid felony charges (body snatching from a grave is simply a misdemeanor, whereas theft carries harsher punishments).

BODY SNATCHER

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 3, Stun 1, Health 4, Horror —
Skills: Athletics 5 (*Digging 6*), Larceny 4, Melee 5, Stealth 5 (*Sneaking 6*)
Talents: Pack Mule (Treat encumbrance level as one level less)
Resources: —

Flaw: Illiterate (+1 Style point whenever his illiteracy causes him severe difficulty or embarrassment)
Weapons: Punch 0N, Shovel 7N, Pickaxe 8L

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 need 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
Secondary Attributes: Size –2, Move 0*, Perception 10, Initiative 5, Defense 3, Stun 1, Health 4, Horror 3 (4 if it speaks)
Skills: Con 6, Diplomacy 6, Empathy 6, Intimidation 6, Investigation 6, Linguistics 6, Mentalism 10
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.

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 and purity. 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.

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, Horror —

Skills: Academics: Satanism 4, Con 4, Empathy 4, Intimidation 4, Larceny 4

Talents: —

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

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. 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, Horror —

Skills: Athletics 4, Brawl 4, Intimidation 4, Melee 4, Stealth 4

Talents/Resources: None

Flaw: Fanatical (+1 Style point whenever his devotion causes harm or 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, Horror —

Skills: Brawl 4, Con 7 (*Tricks 8*), Diplomacy 6, Empathy 6, Intimidation 9 (*Staredown 10*), Linguistics 6

Talents: Fearsome (Temporarily frighten opponents), Natural Leader (May boost Allies Resources as if were 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

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

Archetype: *Monster;* **Motivation:** *Revenge*; **Style:** 0
Primary Attributes: Body 2, Dexterity 3, Strength 3, Charisma 0, Intelligence 0, Willpower 2
Secondary Attributes: Size –2, Move 6, Perception 2, Initiative 3, Defense 7, Stun 2, Health 2, Horror 2
Skills: Athletics 5 (*Climbing 6*), Brawl 6 (*Grappling* 7), Larceny 6, Stealth 7*
Talents: Lethal Blow (Brawl attacks do lethal damage)
Resources: —
Flaw: Bestial (Cannot communicate or use tools)
Weapons: Punch 8L
* 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 reign 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 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

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: Melee 6, Stealth 7**
Resources: None
Talents: Damage Reduction (Reduce all damage against it by 2 points)
Flaw: Sadism (+1 Style point whenever it is needlessly cruel to its friends or enemies)
Weapons: Small sharp object 8L
* 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

Archetype: *Artificial life;* **Motivation:** *Duty*; **Style:** 0

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 8, Horror 2 (4 once you realize it's a walking corpse)

Skills: Athletics 8, Brawl 8, Intimidation 5, Stealth 5*

Resources: None

Talents: Iron Jaw (+1 Stun rating)

Flaw: Sadism (+1 Style point whenever it is needlessly cruel to its friends or enemies)

Weapons: Punch 7N

* 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 many 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. Some gargoyles have wings, while others lack these appendages. What they all have in common is a grotesque form.

Through dark rituals gargoyles can be imbued with life. These ghastly servants are primarily used as guardians, sitting aloft 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.

GARGOYLE

Archetype: *Construct;* **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size –1, Move 5 (2)*, Perception 3, Initiative 3, Defense 6, Stun N/A**, Health 4**, Horror 3

Skills: Brawl 7, Stealth 5***

Resources: None

Talents: Damage Reduction (Reduce all damage against it by 2 points), High Pain Tolerance 2 (Ignore wound penalties)

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 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, called 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 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. And some are even said to be demonic entities unleashed from Hell to torment the living.

These 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.

GHOST

Archetype: *Spirit;* **Motivation:** *Revenge*; **Style:** 0

Primary Attributes: Body 0, Dexterity 2, Strength 2*, Charisma 3, Intelligence 2, Willpower 4**

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 4, Defense 6***, Stun N/A****, Health 6****, Horror — (see Other Abilities below)

Skills: Empathy 10

Resources: —

Talents: Skill Aptitude (+2 Empathy rating)

Flaw: Ephemeral (Cannot communicate or use tools except through its special powers)*****

Weapons: Claws 8L

* 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 12.

*** Defense is equal to Dexterity + Willpower.

**** *Spirits are immune to nonlethal damage, and cannot be stunned. In addition, only magical spells, or cold iron or enchanted weapons can inflict lethal damage. Health is based on Charisma + Willpower.*

***** *Spirits can pass through solid matter as if it were air.*

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 must assign it one power from the list below for each point of Willpower the spirit possesses. Each use of these powers costs it a number of haunting points, as indicated in the text below. A ghost has a number of haunting points equal to double its Willpower. Spent points recover at the rate of one per hour.

Ghosts benefit from a range of circumstantial bonuses, each granting +1 to their Willpower for the purposes of determining Haunting points. These might include: being close to 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, or in the dead of night. Again, these circumstances should be individualized for each specter.

Unless stated otherwise, these powers remain in use for a number of minutes equal to the spirit's Willpower once activated. This can be extended for a similar period by paying a single additional haunting point (irrespective of the initial cost). 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, and 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 typically have a Difficulty of no higher than 3.

Animal Control: The spirit can temporarily possess a single small animal, such as a dog or cat, or a swarm of rats, birds, or insects. Depending on what the ghost wants, the animals might be used to attack or frighten the living, or lure them to a specific locale.

Haunting points: Animal's Willpower rating.

Blackout: The specter can extinguish sources of light. The power affects all sources of illumination within an area no larger than the ghost's Willpower rating times five feet. The spirit can plunge the entire area into darkness, or extinguish the lights one at a time.

Haunting points: 1 for a candle, 2 for an oil lamp or coal fire, 3 for a gas light, 4 for an electric light.

Breeze: The spirit stirs up a breeze capable of moving drapes, scattering papers, blowing dust away, causing candles to flicker, and so on.

Haunting points: 1.

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*).

Haunting points: 1 for each 1N damage of cold exposure damage.

Ignite: As Blackout, except it causes illumination.

Liquid: Allows the ghost to manifest blood, ectoplasm, water, and such like, or to write messages in blood. Created liquids may take the form of pools or footprints in the ghost's wake.

Haunting points: 1.

Lure: The spirit calls to victims telepathically, mentally drawing them to 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 Willpower 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, 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: Highest Willpower of victims + 1 per additional victim.

Manifestation: The specter 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.

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: Half the Visibility modifier (see Leagues of Adventure*).*

Noise: The ghost generates a noise other than speech. This might be knocking, music, tapping, laughing, crying, rattling chains, or unearthly moans.

Haunting points: 1.

Shove: The ghost remains invisible yet can push a mortal. Each use allows one assault. The attack can produces knockback and knockdown results, but never 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.

Smell: Grants the haunt the ability to generate strong but harmless odors. Flowers and rotting flesh are common smells, but not the only ones. The odor fills an area no larger than half the spirit's Willpower times five feet.

Haunting points: 1.

Speech: Permits the ghost to hold two-way conversations with the living.

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 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.

Haunting points: Victim's Willpower rating.

Telekinesis: The ghost can move physical objects. Often this is used to throw objects. Typically, a thrown object has a damage rating of 1. Whether the damage is Lethal or Nonlethal depends on 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, the cost is 1 per 50 lbs. or part thereof.

GHOUL

Contrary to popular belief, ghouls are not undead. A ghoul is a man whose taste for human flesh has warped his 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

Archetype: *Monster;* **Motivation:** *Survival*; **Style:** 0
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 6, Survival 7
Talents: Keen Sense (+4 smell-based Perception rating)
Resources: None
Flaw: Glutton (+1 Style point whenever his appetite causes problems for him or his comrades))
Weapons: Claws 7L
Pained by Sunlight: Ghouls suffer a –2 penalty to all rolls when in sunlight.

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. 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.

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, Horror —
Skills*: Athletics 4, Brawl 5, Intimidation 4, Stealth 4
Talents: Skilled Assistant (Improved teamwork bonus)
Resources: None
Flaw: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or others)
Weapons: Punch 5N
*The henchman has two Skill points unallocated. These should be applied to Skills his master possesses, thus allowing the minion to make use of his Skilled Assistant Talent.

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. 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

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, Horror — (2 if the hero know him)

Skills: Athletics 5, Brawl 6, Intimidation 6

Talents: Iron Jaw(+1 Stun rating)

Resources: —

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

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. 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 wards placed on their tombs. Relentless and remorseless, these vengeful undead will go to any lengths to retrieve their treasures and punish those who would dare disturb their slumber.

The second type of mummy is far more dangerous. Through dark rituals, generally involving the death of others, the withered corpse can reconstitute its body, passing as a normal human once the process is complete. Many of these diabolical fiends have innate supernatural powers or a skill for dark magic. Such powers should be assigned by the Gamemaster as required to suit the needs of his adventure and pose a challenge to the globe-trotters. 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.

STANDARD MUMMY

Archetype: *Undead;* **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 4, Dexterity 2, Strength 3, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 6, Stun 4, Health 6, Horror 3

Skills: Athletics 4, Brawl 6, Intimidation 4, Stealth 4

Talents: Diehard (Improved death threshold)

Resources: None

Flaw: Bestial (Character cannot communicate or use tools)

Weapons: Punch 6N

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

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 7, Brawl 7, Diplomacy 7, Intimidation 7, Linguistics 7

Talents: Diehard (Improved death threshold), Fearsome (Temporarily frighten opponents)

Resources: Status 1 (Often leads a cult of devout followers; +2 Social bonus)

Flaw: Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 7N

Immunity: Some royal mummies are immune to all damage. The only way to inflict harm on them is to find their canopic jars (the jars in which their organs were stored) and smash them. A royal mummy has four canopic jars. For each one destroyed the mummy suffers 4L wounds automatically (ignoring all Defense). For obvious reasons, 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 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 hand 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. 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. 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

Archetype: *Demon;* **Motivation:** *Survival*; **Style:** 4

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 when using technological items)

Weapons: Claws 11L

* A rakshasa can levitate at half its Move rate.

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, SWARM

Rat swarms are another genre staple. Whether crawling through dank sewers beneath a modern city or the crumbling remains of a castle in some far flung realm, the biting, clawing vermin can present a serious hazard to character when gathered in numbers.

RAT SWARM

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 5, Stun 0, Health 8*, Horror 2

Skills: Brawl 2, Stealth 10, Survival 2

Talents/Resources: None

Flaw: Bestial (Character cannot communicate or use tools)

Weapons: Bite 6L, Claws 6L

* 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 hit.

SCARECROW

Like clowns, there's something 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. 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

Archetype: *Construct;* **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 0, Intelligence 3, 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 when using 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. Treaties 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.

Succubus/Incubus

Archetype: *Demon;* **Motivation:** *Survival*; **Style:** 0
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 12 (*Seduction 13*), Diplomacy 8
Talents: Skill Aptitude (+2 Con rating)
Resources: —
Flaw: Lust (+1 Style point when their lust causes problems)
Weapons: Punch 7N, Bite 7L, Kiss 7N*
* Incubi/succubi can only use this attack on victims they have grappled (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 lethal wound each day.
Shapechange: An incubus/succubus can shapechange into any mortal form they desire with an Intelligence roll (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, however, it is nigh indistinguishable from the original.

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. 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. A gentleman might be very sociable and witty, able to blend seamless 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-stalking 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

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, Horror —
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

TYRANNICAL LORD

Another Gothic Horror staple, the tyrannical lord is generally a nobleman or wealthy landowner. He is cruel and domineering, beating and berating without hint of mercy those he lords over. 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 placid 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 0
Archetype: *Aristocrat;* **Motivation:** *Power;* **Style:** 0
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, Horror —
Skills: Brawl 5, Diplomacy 2, Intimidation 8, Melee 8, Ride 5
Talents: Skill Aptitude (+2 Intimidation rating)
Resources: Status 1 (Minor noble; +2 Social bonus)
Flaw: Lust (+1 Style point when their lust causes problems)
Weapons: Punch 5N, Riding crop 9N

VAMPIRE

Vampires are the archetypical Gothic horror monsters, capable of being both suave and sophisticated on one hand and thoroughly bestial on the other. 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.

Vampires should always be built as Patrons. As they age they grow more formidable. A newly awakened vampire is a Patron 0. For each century of unlife, it increases its Patron rank one step, to a maximum of Patron 5.

The sample statistics below represent a common vampire. Nothing prevents them being former scholars, aristocrats, soldiers, artists, or scientists. As such, Skills should be chosen by the Gamemaster to suit the nature of the villain.

VAMPIRE

Patron 0
Archetype: *Undead;* **Motivation:** *Survival;* **Style:** 0
Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 2, Intelligence 2, Willpower 3
Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 4, Defense 5, Stun 3, Health 6*, Horror 4
Skills: Athletics 6, Brawl 6, Con 4, Empathy 5, Intimidation 4, Stealth 6
Talents: Alertness (+2 Perception rating)
Resources: None
Flaw: Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)
Weapons: Bite 6L**, Punch 6N
* Vampires are immune to lethal and nonlethal damage except from drowning, fire, holy objects, or sunlight. Vampire are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.
** 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 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 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.

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. Presenting such an object 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, the night fiend is unfazed and may act as normal. Otherwise, it can advance no closer, no use any of its other abilities against the wielder.

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 two successes removes one level of lethal damage caused by drowning, fire, or holy objects.

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. 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 sunlight 4L, and bright sunlight 8L damage. This is caustic damage. 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 concubines of a fully fledged vampire. Brides are typically newly created, and thus lack most of a vampire's supernatural powers. These lesser vampires have no tolerance for sunlight. 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.

Patron 1
Archetype: *Undead;* **Motivation:** *Survival;* **Style:** 0
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 6, 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)
Weapons: Bite 6L**, Punch 6N

Other Abilities

While vampires possess many common abilities and weaknesses, many others are attributed to them. For each additional level in Patron the vampire has, 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 Talent. This allows a vampire to effectively gain two Talents each level if it so desires.

Animal Control: The vampire can summon a single rat swarm or a number of wolves equal to his Charisma. 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 the mouth is 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. Incineration is the only way to permanently slay the fiend.

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 in all physical attributes and cannot use any of their special abilities while in sunlight.

Keen Sense: As per the Talent of that name.

Mesmerize: As per the Captivate Talent.

Manipulate: Prerequisite: Mesmerize. This functions as Memerize, except it works on just one person. The victim is completely under the vampire's control for one hour per extra success, or one day per extra success if the fiend rolled higher than the twice the victim's Willpower rating.

Night Vision: As per the Blind Fight Talent.

Raise the Dead: The vampire is a master of necromancy. By making a Willpower roll it can awaken zombies to do its bidding. 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 subjects 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 illumination, such as a streetlight, temporarily negates the bonus.

Shape Change, Lesser: The vampire may transform into a bat, rat, or wolf. This requires two complete rounds and a Willpower roll. While in animal form, the vampire retains its own statistics but cannot speak, use tools, or use any of its other abilities. Reversion to its true form is a reflexive action.

Shape Change, Greater: Prerequisite: Shape Change, Lesser. The vampire can transform into mist or a cross between animal and man by making a Willpower roll. The former allows the vampire to pass through small gaps. It is unaffected by wind. The later raises the creature's Horror rating to 5 but is very strenuous—it can be done only once per calendar month.

Twist Personality: Prerequisite: Read Mind. Through understanding the mind of a mortal the vampire can warp his personality through subtle manipulation. The vampire must spend a minimum of one hour conversing with his subject. 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).

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 this ability off if it desires visitors.

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 prestigious 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

Archetype: *Undead;* **Motivation:** *Survival;* **Style:** 0
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 3 (*Jumping 4*), Brawl 3, Intimidation 1 (*Staredown 2*), Stealth 2

Talents: Jump (Jumping distance is doubled), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Character cannot communicate or use tools)

Weapons: Claws 2L

* Hopping vampires can jump the same distance vertically as horizontally. They do not require a running jump to reach full distance.

Breathe Sense: Hopping vampires, while able to avoid inanimate objects through some supernatural sense, can only detect mortals so long as they are breathing. In combat, a character 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 roll against the number of wounds inflicted or become 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.

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.

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 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

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 (Character cannot communicate or use tools)

Weapons: Bite 9L, Claws 10L

* A werecat doubles its Move rating 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.

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

Archetype: *Monster;* **Motivation:** *Survival;* **Style:** 2

Primary Attributes: Body 4, Dexterity 4, Strength 5, Charisma 0, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 9 (Run 18)*, Perception 7, Initiative 8, Defense 8, Stun 4, Health 7, Horror 4

Skills: Athletics 9, Brawl 9, Stealth 9, Survival 9

Talents: Alertness (+2 Perception rating), Flurry (May make two attacks at –2 to each attempt), Quick Reflexes (+2 Initiative rating)

Resources: None

Flaw: Bestial (Character cannot communicate or use tools)

Weapons: Bite 9L, Claws 11L

* A werewolf doubles its Move rating 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 possessed, 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 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.

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

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 5, Stun 4, Health 6; Horror —
Skills: Academics: Occult 6, Craft: Pharmacology 4, Intimidation 6, Magic (Pick one) 10, Melee 5
Talents: Magical Aptitude (Pick one)
Resources: Ally 1 (Familiar; grants +2 Magick 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

WOLF

Wolves may not be supernatural monsters, but their presence is a staple of Gothic Horror.

Wolf

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 (Run 12), Perception 4 (Smell 8), Initiative 4, Defense 6, Stun 2, Health 4
Skills: Brawl 6, Stealth 6, Survival 6, Horror —
Talents: Keen Sense (+4 smell-based Perception rating)
Resources: None
Flaw: Bestial (Character cannot communicate or use tools)
Weapons: Bite 8L

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.

These stats should be used for all manner of walking corpses, whether freshly animated zombies or fleshless skeletons of ancient origin.

Zombie/Skeleton

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 (Character 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.

ADVENTURE SEEDS

We've snuck in a few adventure seeds to help get your 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. Actually, the dead are victims of a vampire or black magician (your choice) and exhumed themselves!

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 seek vengeance on the one who wronged it in life, or is it trying to impart a dire omen concerning future calamity?

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 domains, he has turned his fury on the upstart colonials.

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 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. A magician specializing in the black arts, during his incarceration he enacted the terrible ritual required to create a disembodied hand. The man may be dead, but the hand is busy enacting vengeance. Two other men are on the aristocrat's list—can the globetrotters find them before the murderous appendage does?

MUSEUM OF HORROR

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.

THE PRICE OF IMMORTALITY

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.

Based on the 1973 film, The Asphyx

THE RIPPER RETURNS

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 heroes. The man is technically innocent, but can the adventurers' prove this and put a stop to the murders?

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.

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 shadow person. 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 shadow person without being accused of murder?

Alienist

Archetype: *Alienist*　　　　　　**Motivation:** *Mystery*

Style: 3　　　　　　　　　　**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: Occult	3	3	6	(3)
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 1 (Medium)
Rank 0 (The Ghost Club; +1 Social bonus)
Status 0 (Respected alienist; +1 Social bonus)

Flaw
Fanatical (+1 Style point whenever her devotion causes harm or she converts someone else to her way of thinking)

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

"Poppycock! It was just a big dog."

Character Background

Likely you have read the articles detailing my exposure of charlatan mediums and so-called magicians, but behind these closed doors I can assure you that the supernatural is a very true, and 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 patients suffered from the belief he was tormented by an evil spirit. He told me at great length how he had inherited an old house from a distant uncle, a man he barely knew due to his unsavory reputation in family circles. Among his possessions were several supposed "spellbooks" and a glass amulet.

Out of curiosity, the patient had chanted one of the rituals. Over the next few days the patient began to see fleeting glimpses of something from the corner of his eye, and strange noises filled the house at night. Even under deep hypnosis, the patient refused to reveal what ghastly event had finally shattered his mind.

As much to set the man'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 might be able to coax the patient back to rationality and dispel talk of ghosts and fell spirits.

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. As the clock struck midnight I 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. 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, and threw them into the roaring fire. At once they burned with a ghastly green hue, the creature howling in agony as its physical form was dispelled.

I returned to Whitby to learn my patient had taken his own life at the same instant I burned the spell book. 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.

Roleplaying

If mankind ever learned what lurks beyond the thin veil of rationality it calls reality it would go collectively insane. You have taken it upon yourself to debunk talk of the supernatural and expose all magicians and mediums as fakes, even those with real powers, all the while combating the very horrors you publicly deny exist.

GHOSTLY MUSKETEER

Archetype: *Soldier* **Motivation:** *Redemption*

Style: 3 **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
Followers 1 (Student of the Occult)
Rank 0 (The Ghost Club; +1 Social bonus)
Refuge: Size 1 (Large townhouse)

Flaw
Blasé (+1 Style point whenever his indifference causes harm)

Special Abilities
Manifestation, Speech, Telekinesis (8 Haunting points)

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

"PLEASE STOP SAYING YOU SEE DEAD PEOPLE; IT'S MOST ANNOYING."

CHARACTER BACKGROUND

All this knocking on tables and moving ouija boards is growing tedious. Would it help if I actually spoke to you? Dear me, madame, you look like you've seen a... well, you know what I mean. I suppose I should begin with my life. I served as a King's Musketeer under Louis XIII. Yes, madame, I have read the book, and no, my life was nothing like that. Now please cease your interruptions—conversing in this manner is most tiring. My comrades and I were tasked with hunting down a beast terrorizing the local peasants. As a sergeant, it was my duty to protect my men, 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. Before you ask, no, I have not seen Heaven—I have yet to make it that far. I spent a while in limbo, a murky world of shadow. Eventually I was given a second chance, permitted by whatever power rules the realm to return to the world of mortals so that I might redeem myself through helping others right wrongs they had committed. I have spent some three centuries doing just that, though 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 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, I eventually 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. 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. Anyway, I must go now—we're off abroad soon, and I must prepare. One last thing before I go...BOO! Sorry, I couldn't help myself. Adieu, madame!

ROLEPLAYING

You've been dead for over 300 years, and it's starting to grow a little tedious. You've obediently followed your calling and helped others redeem themselves before it is too late, but now you want to live a little, in a manner of speaking. The world is shrinking, and you've a mind for travel to broaden your horizons before you eventually pass on.

Local Bobby

Archetype: *Police Officer*   **Motivation:** *Revenge*

Style: 3   **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)
Status 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	0N	(0)N
Truncheon	1N	0	7N	(3+)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.

I answered the summons of a police whistle one foggy autumn night. As I ran through the narrow alleys toward the shrill call I saw...something. It had the general appearance of a man, but its movements were bestial. It turned, perhaps sensing me, its eyes glowing yellow in the flickering gaslight before it vanished into the gloom.

I arrived at the crime scene to witness carnage of a sort no man could commit, no matter how sick his mind. This was not the methodical work of a killer trained in the medical arts, as the Ripper was said to be, but a frenzied assault that left its victim a devastated, bloody ruin.

I mentioned my sighting, but my superiors dismissed it as a large dog, of which Whitechapel boasted many. Unsettled, I began to investigate while off-duty, questioning the residents of the slums as to any strange sightings. Almost every response was the same—a terrified look and a warning to stay clear of the streets at night. It was several weeks after the murder that I was contacted by letter. The author explained that the creature I sought, the so-called Ripper, was no man—it was a werewolf. I thought perhaps my colleagues were having a joke at my expense, having learned of my unofficial investigations, but I felt compelled to continue my work.

On the night of November 9, 1888, my comrades were called to Miller's Court to investigate another Ripper murder. I headed at once headed in the dark alleys, for here I suspected the murderer lurked unseen. My assumption was correct. I cornered the beast 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. I stared death in the face as it leapt. Shots rang out and the creature fell dead at 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 sometime, for I alone believed that the Ripper was no man.

I am still a police constable, but I am less concerned with common criminals than with things that lurk in the darkness, killing with impunity; things which must be made to pay for their heinous acts.

Roleplaying

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 the supernatural. When the system fails, justice must be delivered in another way, and for that, there are men like you.

SEEKER OF LORE

Archetype: *Occultist*   **Motivation:** *Preservation*

Style: 3   **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: History	4	2	6	(3)
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 1 (Mysticism; +2 bonus)
Follower 0 (Research Assistant)
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
Augury, Channel Dead, Spirit Binding, Spirit Sense

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

"TRUST ME, YOU DON'T WANT TO TOUCH THAT."

CHARACTER BACKGROUND

Egypt is quite literally in my blood. My father was an eminent antiquarian, my mother an Egyptian. I grew up immersed in the twin worlds of British academia and Egyptian culture. It is fair to say I was a precocious child. By the time my peers had mastered rudimentary English I was fluent in Arabic and could read and write Egyptian hieroglyphs. My mother always told me I was special, but it wasn't until my father died of consumption that she revealed the truth behind her words.

The day after my father was buried my mother told me that she was descended from a long line of priestesses of Isis, and that as her daughter, their blood flows in my veins as well. Since the age of the Pharaohs our family had guarded Egypt's mystical heritage, watching over its secrets. Now that I was nearing adulthood, the mantle of responsibility was being passed forward, and in time, I will pass it to the daughter will ensure I have.

My school grades enabled me to attend university, where I studied Egyptology. While my professors taught me historical facts, my mother tutored me in the secret history, as well as the 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, and upon graduating university I was invited to join, both in recognition of his lifelong work 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.

My expertise quickly led to me being assigned to expeditions. While my colleagues scrabbled in the sand for shattered pots and fragments of papyrus for their museum patrons, I trawled the antique shops of Cairo's back streets and talked to furtive families who had engaged in tomb-robbing for generations, secretly buying up magical texts and amulets, and gaining access to tombs as yet undiscovered by antiquarians.

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. Perhaps when the world is ready, I shall reveal the truth behind all that I collect. Until that day, the masses must remain ignorant, for those who dabble in things they do not understand risk unleashing unspeakable horrors into an unsuspecting world.

ROLEPLAYING

Your life is devoted to quietly preserving ancient Egypt's magical lore and continuing the old traditions. You seek no recognition for your work, seeing it as your appointed duty.

Stage Magician

Archetype: *Master Criminal* **Motivation:** *Greed*

Style: 3 **Health:** 5

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

Secondary Attributes	
Size: 0	**Initiative:** 5
Move: 5	**Defense:** 5
Perception: 5	**Stun:** 2

Skill	Base	Levels	Rating	Average
Acrobatics	3	2	5	(2+)
Contortion			*6*	*(3)*
Con	3	2	5	(2+)
Empathy	2	3	5	(2+)
Larceny	3	3	6	(3)
Sleight of hand			*7*	*(3+)*
Melee	3	2	5	(2+)
Spying	2	2	4	(2)
Stealth	3	2	5	(2+)

Talents
Mentalism 2 (Telepathy, Mind Control)

Resources
Fame 0 (Popular stage magician; +1 Social bonus)
Rank 0 (The Magicians Circle; +1 Social bonus)

Flaw
Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Sword cane	2L	0	7L	(3+)L

"Look deep into my eyes and relax."

Character Background

Ah yes, I am something of a household name now, at least in London, but that was not always the case. I profess a natural tendency toward trickery, having both the dexterity and charisma required to perform sleight-of-hand tricks, but such magic is mere illusion. Skilled as I was, I was just another stage magician among a throng earning a meager living.

While touring India with my act I came across a wise man. He taught me many things, mostly simple tricks, but he also tutored me in certain ancient mental arts. Through his wisdom I learned not only to read the thoughts of others, but to control their actions as well.

On returning to England, my act improved a hundred-fold. My feats of mindreading brought me great public attention and a modest wage, but as you can see, I live a life of opulence far greater than any entertainer's wages might allow. Lean closer, my friend, for I shall tell you the secret of my wealth.

I am responsible for a strong of high profile crimes, though I have never tarnished my hands by doing the dirty work myself. You see, while some well-to-do citizens attend my performances, most are of the lower classes, including servants at grand houses. I invite them on stage, perform a few tricks to amuse them, and then plant the desire to rob their masters and mistresses into their minds, overpowering their wills with my superior mental strength. Once they hand me the loot I simply erase their memories, leaving them none the wiser, and me a very rich man.

Since I am being honest I must also admit to a little blackmail on the side. You see, everyone has a secret, and everyone has a price he is willing to pay to ensure that dirty stain on his reputation remains buried. Wipe that disdainful look from your face. Regardless of what you may think of me, I do have some integrity. Once a man has met my price I trouble him no further—there are always more people willing to part with money to protect their honor.

Don't bother trying to hide it. I know you intend to inform the police as to my nefarious schemes. Don't worry, I am not going to hurt you. But very soon you will forget we ever met.

Roleplaying

You may be a popular stage magician, but you're really just a crook. Several people have uncovered your subterfuge, but strangely they all forgot about you shortly after confronting you. And that fate is set to befall anyone who uncovers your little secret.

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
Skills: Alienism 5, Empathy 5, Linguistics 4
Talents/Resources: None
Flaws: Skeptic (+1 Style whenever he proves an assertion wrong)
Weapons: Punch 0N

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
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
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

LIBRARIAN

Follower 0
Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1
Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2
Skills: Bureaucracy 4, Investigation 5 (*Research* 6), Linguistics 4 (*Translation* 5)
Talents/Resources: None
Flaws: Absent-Minded (+1 Style point whenever she forgets something important)
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
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 2, Intelligence 2, Willpower 3
Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3
Skills: Athletics 3, Brawl 4, Melee 4
Talents/Resources: None
Flaws: Honest (+1 Style point whenever his honesty causes trouble)
Weapons: Punch 4N, Baton/truncheon 5N

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
Skills: Academics: Occult 4, Investigation 4, Linguistics 4 (*Deciphering* 5), Sorcery: Ceremonial 6 (*Empower* 7)
Talents: Magical Aptitude
Resources: None
Rituals: Channel Dead, Empower, Lesser Hex
Flaws: Inscrutable (+1 Style point he is misunderstood or his mysterious motives cause trouble)
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
Skills: Brawl 4, 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 4N , Saber 8L, Heavy revolver 7L

REFERENCE MATERIAL

The works referenced below are some of the best and most widely available examples of the Gothic Horror genre.

LITERATURE

If not available in your library, the text of many of these older works can be found online. Several of these works have been dramatized in movies and as television dramas as well.

Beckford, William Thomas. *Vathek*

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. Any of his *Cthulhu Mythos* stories will be inspirational. His conspectus, *Supernatural Horror in Literature* is well worth a read.

Maturin, Robert Charles. *Melmoth the Wanderer*

Newman, Kim. *Anno Dracula, The Bloody Red Baron* (not true Gothic Horror, but bloody good reads in the right era)

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 Wehr-wolf, The Necromancer*

Rymer, James Malcolm. *Varney the Vampire*

Shelley, Mary. *Frankenstein: A Modern Prometheus*

Stevenson, Robert Louis. *Strange Case of Dr. Jekyll and Mr. Hyde, The Body Snatcher*

Stoker, Bram. *Dracula, Dracula's Guest, The Lair of the White Wyrm*

Various. *Horror by Lamplight* (1993, a marvelous compendium including such classics as 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*

Wilde, Oscar: *The Picture of Dorian Gray*

Wilson, F. Paul. *The Keep*

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)

The Creature from the Black lagoon (1954)

The Curse of the Werewolf (1961)

Dark Shadows (TV series, 1966-1971)

Dracula (1931, 1958, 1979)

Dracula: Prince of Darkness (1966)

The Exorcist (1973)

The Fearless Vampire Killers (1967)

Frankenstein (1931)

Friday the 13th: The Series (TV show, 1987-1990)

From Hell (2001; also a graphic novel)

The Ghoul (1933)

The Haunting (1963)

House on Haunted Hill (1959, 1999)

The Howling (1981)

Jago and Litefoot, Investigators of Infernal Incidents (Audio dramas, 2010-present)

The Legend of Hell House (1973)

Mary Shelley's Frankenstein (2004)

Murders in the Rue Morgue (1932)

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 (1999), The Mummy Returns (2001), The Mummy: Tomb of the Dragon Emperor (2008)

Night of the Demon (1957)

Nosferatu (1922)

The Prestige (2006)

The Screaming Skull (1958)

Shadow of the Vampire (2000)

Sleepy Hollow (1999)

The Turn of the Screw (2009 BBC adaptation for TV)

Van Helsing (2004)

Van Helsing: The London Assignment (2004)

The Werewolf (1956)

The Wolf Man (1941)

The Wolfman (2010)

Wolfman (1979)

The Woman in Black (TV: 1989, Film: 2012)

ROLEPLAYING GAMES

Cthulhu by Gaslight (Chaosium)

Masque of the Red Death (TSR, White Wolf)

Ravenloft: Realm of Terror (TSR, White Wolf, Wizards of the Coast)

Rippers (Pinnacle Entertainment Group)