LEAGUES OF
Gothic Horror
GUIDE TO
APPARITIONS

Ubiquity
Roleplaying System

Leagues of Gothic Horror Guide to Apparitions

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Leagues of Gothic Horror: Guide to Apparitions
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Chapter the First: Infernal Origins

Respect ghosts and gods, but keep away from them. —Confucius

For every person alive today, a score or more have gone before him. Little wonder then that stories of ghosts date back to the earliest days of civilization. This chapter takes a look at historical views on ghosts.

Prehistory

One of the great mysteries of history is the spiritual beliefs of man before the advent of writing. The artifacts he left behind, such as standing stones and henges, cave art, and geometric inscriptions, inform us only that he believed *something*, but they tell us absolutely nothing about the nature of those beliefs.

Given that they interred their dead with grave goods, it is clear that they believed the spirit lived on after physical death. Combined with their art, which anthropologists hold was used in rituals to give hunters power over their prey, it is likely, though not proven, that their religion was animistic in nature. As in animistic beliefs still practised today from Mongolia to South America and Greenland to Australia, great importance was placed on giving ritual offerings to the dead, both to sustain their souls and dissuade them from returning from beyond the grave.

The Western world may have adopted new faiths, but the belief in the need to venerate, or at least succor, those who have passed over has echoed down through time.

Dawn of Civilization

The earliest written records of ghosts originate in Mesopotamia, the cradle of civilization, in the land of the Sumerians. In their opinion, ghosts were born the instant the physical body died. In the Sumerians' eyes, ghosts were the spiritual double of the deceased, having both his memories and his personality.

The concepts of separate afterlives for good and wicked people had not yet been invented. All souls entered a single spiritual realm, one not dissimilar to the one they had just left. As in life, they were assigned a place in society and were expected to toil.

Dead though they might have been, ghosts suffered hardship. Their suffering could be alleviated only by offerings of food and drink made in their name by the living. Those who died without issue, having no one to make the necessary offerings, suffered the most.

Denied sustenance, spirits were permitted to visit the mortal world to torment the living and spread pestilence. These manifestations are arguably the first hauntings by ghosts, as opposed to gods or demons.

Further west, the great superpower that was Egypt was rising from the burning desert sands. Early Egyptian beliefs, if not directly based on those of Mesopotamia, were certainly influenced by them. Within each man lived a *khu*, his spiritual or luminous double.

Over time, Egyptian beliefs regarding the soul became ever more complex. In place of a single spiritual double, the soul was di-

vided into multiple parts, few of which actually played any part in the creation of what we would call a ghost.

The *ib* ("heart") housed the will and emotions, and also stored a record of each man's deeds in life. In death, it would be weighed against a feather to determine his ultimate fate. The *sheut* was a person's shadow, an aspect of the soul that was visible to mortal eyes, for it followed him wherever he went.

The *ren* ("name") was a vital component. So long as one's name was spoken, it could never perish. One favored tactic employed by pharaohs was to strike a person's name from existence by removing all physical representations of it (as evidenced by certain pharaoh's names being struck from statues, columns, and sarcophagi).

The *ba* was the uniqueness within each mortal. It is often translated as "personality," though

in the eyes of the Egyptians, inanimate objects could possess a *ba*. The *ka* ("vital spark") was the essence that separates the living and the dead. As with the Sumerians, the *ka* could exist only if fed and watered. In place of physical offerings, though, the Egyptians created prayers simulating gifts of food and beer.

In death, the *ba* and *ka* depart the body. Left this way, they will eventually diminish, eventually ceasing to exist. The correct religious rites could unit them again, forging them into the *akh* ("magically effective one"). This is the closest to the Christian idea of a soul, having both a spiritual nature and a distinct personality.

Unlike the beliefs that arose later, the existence of the *akh* required the preservation of the mortal's physical remains. By day, the *ba* was freed to wander the world. At night, it had to return to the body in order to become the *akh* and be renewed. Thus, while the *akh* is the soul, the *ba* is the nearest equivalent to a ghost.

Classical World

The first description of ghosts as vaporous entities originates with Homer. These spirits were not particularly feared, being summoned to augur the future or counsel the living.

Skip forward a few centuries, and ghosts had gone from wise spirits to terrifying entities of ill-will that haunted places associated with death. Again, the notion of appeasing the dead with sacrifices entered the popular mythos. The Greeks were the first to set aside a specific day for the dead, inviting their spiritual kin to feasts so they might refrain from haunting them during the rest of the year.

The Romans were the first to specifically link ghosts and vengeance. They were, however, the tools of the living, who invoked them to curse their enemies.

Plutarch (46-120 AD), a Greek historian, gave us the first documented traditional haunting. He writes of a murder victim's ghost driving bathers from the public baths with its loud and unearthly moaning. Such was the cacophony that the townspeople had little op-

tion but to abandon the baths—so creating the first haunted "house."

The idea of rattling chains and ghosts returning to prompt the living into giving their earthly remains proper funeral rites also have their origins in this era, for they appear in the writings of Pliny the Younger (61-113 AD) and Constantius of Lyon. a 5th century Christian priest.

Modern men have a habit of thinking of our ancestors as highly superstitious, prone to accept the supernatural as part of their world without question. Such thinking is disingenuous. Lucian of Samosata (c. 125-180 AD), while never openly stating his personal opinions on the matter, wrote a tale of a man who lived in a tomb to prove ghosts were figments of the imagination.

Middle Ages Europe

European thought in the Middle Ages was dominated by Christian doctrine. Ghosts had been divided into two categories.

The first category consisted of souls. Every ghost of this sort was a revenant, sent back to Earth to perform penance for its sins, beg mortals to pray for its forgiveness, or convince mortals to give up their wicked ways or face a similar fate (a role *Jacob Marley* plays in A Christmas Carol).

Many of these ghosts could manifest corporeal bodies, a trait less common in more modern apparitions. The barrow-wights of Scandinavia and certain Eastern European vampires are of this ilk. Oddly, and perhaps indicating cultural bias, most recorded haunting involved male specters.

The second category were demons, servants of Satan allowed to wander the world to tempt mortals into sin or torment them for their perverse pleasure. Fortunately, telling the two types apart was relative simple—all the living had to do was demand their tormentot reveal the purpose of the haunting in the name of Jesus Christ. Souls would have no compulsion in answering, while demons would attempt to twist the conversation to another topic or flee screaming in terror.

Infernal Origins

The notion of ghostly soldiers is first reported in this era, though the specters were not always recent ones. One account speaks of a battle fought at an Iron Age hillfort in England. Alas, the account makes no mention of the nature of the participants, reporting only the sounds of conflict rather than ghostly forms.

Early Modern World

The Renaissance was the era when mankind took its first steps into banishing superstitions to the shadows and raising science to the forefront (something yet to be fully achieved). And yet it also marked a major revival in occult interests, with alchemists walking the thin line between rationality and superstition.

It should be little surprise then, that it was around this time that ghosts as we know them were largely cemented in folklore and popular imagination. Undoubtedly this was helped by people such as William Shakespeare, whose plays include faeries, witches, and, of course ghosts (Hamlet's father and the ghost of murdered Banquo being the prime examples).

The Modern Era

Neither the Enlightenment or Industrial Revolution could banish ghosts to the past. Indeed, the Victorian Era marks the height of interest in occult matters, especially concerning spirits.

While many Christians retain their traditional views, a new faith, Spiritualism, has grown steadily since its inception in the 1840s. While still believing in God, adherents hold that there is a spirit world. The spirits that dwell there are not static souls, but entities capable of both learning and improving themselves (something the Ghost Club deems possible, but unusual in specters).

Spiritism, on the other hand, is a philosophical belief, teaching that spirits learn and become more perfect through reincarnation in new bodies. It also differs from Spiritualism in being a codified belief system.

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Ghosts in Religion

Both the Torah and Bible speak of ghosts—king Saul consults the Witch of Endor, who summons the shade of the prophet Samuel. Jesus is mistaken for a ghost when he walks on water, for no man could perform such an act. In both holy books, summoning spirits is expressly forbidden, an act akin to witchcraft.

While Muslims accept the notion of the soul, they could never be ghosts. Any form of haunting spirit was actually a genie, a follower of Iblis (the Islamic equivalent of Satan).

Ghosts have their place in the Christian calendar, though. On All Hallows Eve (31st October), church bells would ring out in memory of souls condemned to Purgatory.

At some point, the idea arose that spirits could pass through the veil that separates those in purgatory from the living on this holy night. Whether this was welcome or not is subject to debate. Some records indicate the living would light candles to guide their ancestors spirits home. In parts of Europe, food is still left out for the dead. In this regard, it has similarities to the Greek feasts held to honor one's ancestors, which ultimately lead us back to the Sumerians.

Another version says that being recognized by a ghost could lead to the spirit haunting the individual during the year. Wishing to avoid such attention, good Christians would wear a mask to conceal their features.

The notion of placating the dead with offerings was adopted by Christianity, though in a revised form. On 2nd November, Christians would pray for the souls of all Christians.

Some of the later Protestant faiths cast aside the idea that any spirits abroad on All Hallows Eve were benevolent, arguing that they were demons. Instead of welcoming the spirits with church bells and candles, they would bless buildings and livestock to prevent evil spirits from inhabiting them or making them sicken.

Occult Tomes

Below are a number of new occult tomes concerning apparitions that may be of use to ghost hunters.

De spectris, lemuribus et magnis atque insolitis fragoribus

Language: Latin; **Author:** Ludwig Lavater; **Publication:** 1569; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Banish Spirit, Spiriting Binding, Spirit Sense

Of Ghosts and Spirits Walking By Night (its English name) was penned by a Swiss theologian. Although originally considered a work on demonology, an influence of the age in which it was written, many of the spirits can be recognized by modern ghost hunters.

Translations: In print for almost 300 years, the book has been translated into English, French, German, and Italian. All of these versions have Complexity 4 and Horror 1. All of these editions are incomplete with regard to the rituals. The Gamemaster should select just two rituals of his choice from those listed above.

Traité sur les apparitions des Esprits, et sur les vampires ou les revenans de Hongrie, de Moravie, etc.

Language: French; **Author:** Dom Augustin Calmet; **Publication:** 1751; **Complexity:** 2; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Spirit Sense

The English title of this two-volume work is *Treatise on Apparitions of Spirits and on Vampires and Revenants from Hungary, Moravia, etc.* As the name suggests, it covers both haunting spirits and vampires. This entry concerns itself only with volume one, which is dedicated purely to ghosts.

While informative, it is not a ghost hunter's handbook—Calmet devotes much of the space to recounting folk tales rather than any means to combat, or in many cases actually describing, individual spirits.

Translations: German and Italian versions were published soon after the French edition. There is no change to their Complexity or Horror rating. An English version of 1850, entitled *The History and Philosophy of Spirits, Apparitions, etc., etc.*, has Complexity 3 and Horror 1.

Chapter the Second: The Nature of the Damned

"Avaunt, and quit my sight! Let the earth hide thee.

Thy bones are marrowless, thy blood is cold.

Thou hast no speculation in those eyes

Which thou dost glare with!" —William Shakespeare, *Macbeth*

In this chapter we look at the means of creation and motivations of haunting spirits, methods by which a ghost hunter may identify the nature of the offending spirit, suggested defenses against their array of unearthly powers, and ways by which they might be permanently laid to rest.

Creation

The creation of a haunting spirit, whether the entity is benevolent or malevolent, always requires the icy hand of death. The demise need not be physically traumatic—the mental state of a person at the time of death plays an equally important role.

Origins & Motives

Since its formation, the Ghost Club has cataloged hundreds of haunting spirits. In this time it has narrowed down the list of reasons for why a soul might return as a ghost into five broad areas.

In many cases, it can be difficult to accurately determine a ghost's origin and motivation without extensive research. Even then, the dividing line between classifications can be blurred. Is a ghost that terrorizes those who attempt to a court a young maiden acting out of a deep sense of guardianship, desiring only what is in the woman's best interests, or jealousy because he failed to woo her in life and refuses in death to let another claim her hand in marriage?

As tedious as it can be, such research is strongly recommended—determining into which category a ghost falls can be an invaluable aid in finally laying it to rest. Contrary to what some ghost hunters preach, not every haunting spirit, even the most hostile varieties, requires a hail of Ecto-plasmic Bullets or a rite of exorcism to send it on its way to the next world.

Curse

Ghosts created as a result of a curse fall into two categories.

The first are those whose cursed existence was a direct result of their own actions in life. Invariably the person was wicked, for curses that condemn one to an eternity of torment are rarely, if ever, effective against those of good heart. The Ghost Club remains unsure whether or not suicide, a mortal sin in most faiths, constitutes a self-inflicted curse.

Never dismiss the nature of the curse out of hand—if one can understand the reasons for the curse, one might gain valuable insight into

Motivation & Motivation

While some specters' motivations (small m) match existing Motivations, they are not the same thing. Game mechanic Motivations are designed for characters, and the Style points awarded for them are designed to encourage roleplaying. When talking about ghosts, only the first line of the Motivation's description truly applies.

Let's take Revenge as an example. The first line says "Your character has been wronged and cannot rest until she gets revenge on her enemies." That's a pretty perfect description of a vengeful spirit.

The Style point part reads "You earn Style points when your character settles a score or encourages someone to seek vengeance." The first part is a perfect fit but most often the spook is going to find peace once the score is levelled, meaning it might earn a single Style point. As for the second part, a ghost *might* encourage others to follow its path, but that isn't really the sort of thing most vengeful ghosts do out of hand. It's also pretty hard to achieve if the apparition cannot converse with the living in a meaningful way, such as through Speech or creating writing using Liquid.

To that end, all the sample ghosts in this supplement have the same Motivation—Duty. As with other Motivations, this isn't exactly the same as it is for characters. Ghosts are mostly single-minded entities, and in their case Duty means acting in accordance with their motivation, the reason for their existence.

When you're playing a non-player character apparition, concentrate on playing the ghost's motivation rather than trying to earn it Style points through a specific Motivation. If you think the apparition needs more Style points, we've given you two optional ways of boosting them in *Leagues of Adventure* and another in this book (see **Chapter 3**).

Never forget that Gamemaster controlled ghosts are non-player characters—they don't have to obey the rules, so you can give the spook however many Style points you think it needs to make it a fun challenge.

the nature of the spirit and any restrictions or conditions placed upon it.

For instance, the spirit may find solace if it apologizes to a descendant of its curser and the apology is accepted. As part of the curse, though, the spirit is bound to a particular spot, making it very difficult to fulfill the obligation.

The second type are victims of another's actions. For the most part they are innocents.

Take for instance the specter of a young maiden. Imprisoned by a cruel suitor in life until she confessed her love for him, her soul was prevented from reaching whatever existence lies beyond death by the sheer will of her suitor. Until she speaks the words the fiend longs to hear, she remains his prisoner. In order to grant her salvation, a ghost hunter would have to convince her suitor, himself likely a ghost, to release her from her bonds.

Convincing the maiden's spirit to speak of love she does not feel would be a gross injustice. Such an act may condemn her soul to never be free of her vile suitor, for if she loves him he would surely desire to keep her by his side until the end of days.

Driven

Similar to duty-bound ghosts (see below), driven apparitions are unable to pass beyond the veil of death because of a specific task. Note that in order to be classified as driven, the task must fall outside of one of the other categories. Whether or not the task is eternal or one with a finite, though possibly ill-defined, end varies from spirit to spirit.

Though few in number, some driven apparitions are entirely benevolent, existing primarily to warn others of danger. The Ghost Club's archives contain several stories of riders or carriage drivers who pulled up at the sight of a ghost. Had they not done so, they invariably would have ridden straight over a washed-out bridge, fallen into a crack while in fog, or otherwise met a swift death.

Other reasons are certainly possible. A man who died far from home, for example, may return with the simple desire of saying a final goodbye to his wife and children. Likewise, a soldier who failed to save his comrades may

return to the battlefield in the hope of rescuing others.

Others are neutral in their approach to mortals. A ghostly scholar who haunts a library may wish nothing more than to finish translating a tome he was working on when he died.

By far the worst kind are the malevolent specters. Evil in life, they typically exist as ghosts to continue their cruel practises. The wraith of a convicted and hanged serial killer may return from beyond the grave to claim more lives, believing in his twisted mind that his work was not yet complete.

As with guardian spirits, good and neutral driven specters are rarely confrontational if left alone. Do not fall into the trap of believing that helping the spirit with its task will meet with instant approval, though. The ghostly scholar, for instance, may resent interference, seeing attempts to help translate the volume as a slight to its scholastic ability.

Likewise, the ghost of the man who wishes to bid farewell to his loved ones may find himself anchored to his former home rather than his family. If his family has moved, he may become angered and lash out at the "intruders."

Duty

The samurai of Japan had a saying—*Death is a mountain, duty a feather.* A strong sense of duty can create an anchor that bind a spirit to the mortal world. These ghosts are most often guardians, protecting a person (or an entire family), place, or possession.

For the most part, these haunting spirits are rarely troublesome. The sight of their ghostly form walking corridors or hovering near an object may instill fear, but this is rarely deliberate—the ghost is merely fulfilling its duty.

Alas, not every specter of this type is regarded as benevolent, even by those to whom it is bound. One common duty-bound spirit is the banshee, at least the variant that heralds doom. For its part, the spirit is merely forewarning what is already destined, giving its "victim" time to settle his mortal affairs. Such a visitation is rarely welcomed by the one for whom it foretells doom.

Those who seek to harm what the spirit protects, though, will undoubtedly face an assault of some kind. Unfortunately, ghosts can be very literal in their duties. One might take a dislike to a family member's suitor or paramour, believing that it is protecting them from an unfortunate union. Another might devote its time to driving out strangers who have bought the house or castle it calls home. That the family who once occupied its home are now unable to live there (whether through extinction of the line, financial problems, or merely a desire to live in new surroundings) means nothing to the haunting spirit.

Justice

A murder victim whose killer went unpunished. A man convicted of a crime he did not commit who met his death at the end of a hangman's rope or who spent his remaining

Are Ghosts Souls?

While we sometimes refer to ghosts as "souls" or "trapped souls" in the text, this is poetic license. As far as ghost hunters are concerned, specters fall into one of three camps.

The first are actually human, or more rarely animal, souls that have refused or been denied passage to the afterlife.

Denial may be enforced by the great powers until the spirit has completed some task or has atoned for sins that do not warrant an eternity of suffering in Hell. (This is often the case with player character ghosts.) This between worlds existence may be a form of purgatory.

Denial may just as equally be self-denial. A soul that craves revenge may refuse to cross over until it has sated its desire, but it might equally be unable to pass beyond the veil of death, having forged its own fetter.

Apparitions in the second camp are memories or emotions (positive or negative), fragments of a soul at best and normally devoid of individual personality. Low Category spirits are commonly generated by one person, while more powerful variants are collective emotional energy. A powerful hate might, for instance, be generated by the collective emotions of genocide victims.

While the Ghost Club names specific types of spirit, individual entities are not necessarily found in the same camp. It is true that *most* frights and hates, for instance, are raw emotions, whereas hanged men and revenants are *usually* trapped souls. Chills and griefs, on the other hand, may be either negative emotional energy or individual souls.

The third camp are inanimate objects, such as ships and carriages, that have a spectral existence. Obviously incapable of generating emotions or possessing a soul, the Ghost Club has yet to accept any one theory for their creation, and thus evaluates each on a case-by-case basic. *The Flying Dutchman* and her crew, for example, are condemned to sail by the greater powers. In their case, the spectral ship is merely a by-product of the trapped souls' existence.

days trying to clear his tarnished reputation. A person swindled out of his fortune or rightful inheritance. These persons were grievously wronged in life. In death, they seek to set the record straight.

One should never assume the ghost was the victim of an injustice, despite this being the commonest case. In rare instances, the spirit may actually be the perpetrator of some terrible crime, returned in spectral form to seek absolution for its sins and so give justice to its victims. Similarly, the injustice may not be real—a strong perception of injustice can still create a ghost.

Ghosts seeking justice are not interested in vengeance—they seek to correct injustice, not unmask or punish wrongdoers themselves.

The key factor that separates justice spirits from vengeful ones is the person's nature in life. Those who did not hold grudges or who believed in truth invariably become bound by a desire for justice—a wrong must be righted. Petty-natured and vindictive persons tend to crave vengeance.

Vengeance

Cousins of spirits who suffered a miscarriage of justice, these unearthly entities are always malevolent in nature. They do not seek to clear their name or unmask a killer—they desire only to punish those who wronged them, whether real or perceived.

Some focus their attention solely on their persecutor, ignoring his family and friends (though they may be inadvertent victims of its wrath). Others torment their victim by deliberately targeting and terrorizing those he loves.

Physical Nature

Ask a layman, one unaccustomed to fighting creatures of the night, to describe a ghost and invariably the first words uttered refer to its insubstantial form. Such a description adequately describes many apparitions, but not all of them. Through its activities, the Ghost Club has defined three classifications of physical nature.

Incorporeal

Incorporeal ghosts are the stereotypical apparition, invisible to the naked eye until they choose to manifest, and even then they lack any form of physical existence.

While certain weird science devices can harm them, they are impervious to mundane physical attacks, such as grappling, swords, or bullets. Such attacks pass through the apparition as if it were no more tangible than smoke. One cannot seal oneself into an airtight room to escape their attention, for they pass through solid matter as if it did not exist.

Within the ranks of the Ghost Club, an incorporeal apparition is one that specifically lacks the ability to mimic physical interaction with the world through its supernatural abilities. Powers like Cold, Despair, Lure, Mist, and Suggestion are obvious candidates. There is some argument as to whether a wraith with Noise and Speech falls into this category or the next one.

Semi-Corporeal

Ghost Club members down the ages have argued for a change of this title so as to avoid confusing laymen interested in their endeavors and research. Despite what their title implies, ghosts in this category are no less ethereal than incorporeal spirits.

They are referred to as being semi-corporeal because certain of their supernatural abilities mimic the capacity for a physical nature. Powers such as Lacerate (see **Chapter Four**), Shatter, Shove, Strangulation (see **Chapter Four**), and Telekinesis all fall under this classification.

Corporeal

The notion of a corporeal ghost is most definitely an odd one. After all, how can a spirit, an ethereal thing by its very nature, also be solid?

Some rare apparitions have the ability to take possession of another person's body. A small few specters can animate dead matter to similar effect. A ghost in full possession of a host can converse without the Speech power

only if its host is capable of speech. For instance, an animated skeleton has no lungs or larynx, and a dog's larynx is not designed for human speech.

Other apparitions have the power to manifest a physical form. A ghost that can manifest physically gains the five senses enjoyed by any living being. It can savor food and drink, breathe in the heady scent of fragrant flowers or perfume, and feel the wind through its hair or raindrops on its skin.

Transformation into mortal form allows a ghost to physically interact with its environment except in one crucial way—it can converse with mortals only if it has mastered the Speech power.

Of course, from the ghost's point of view having a physical form has inherent drawbacks. It can no longer walk though solid objects, for a start. While immune to the effects of disease and poison, and having no physical requirement to eat, breathe, or sleep, its physical shell is susceptible to lethal damage from mundane weapons. Shooting a ghost in corporeal form does not harm the spirit, but it can dispel the manifestation.

Fetters

Virtually all spirits are tethered to a specific person, place, or possession. In the ghost hunting community, these are referred to as fetters. This stems from the figurative use of the word, meaning any form of chain or restraint. Among the Ghost Club, fetters are also known as the "Three Ps."

The existence of a fetter may prevent a ghost from moving on to the next world. A ghostly pirate who stands eternal watch over his buried plunder to protect it from others is one example. Removing or destroying the fetter is rarely, if ever, the means to stopping the haunting, though. Indeed, it is likely to generate a new fetter—the destructive ghost hunter! Other fetters restrict, some might say define, the activities of the apparition.

These categories were invented by mortals as a means of helping understand spirits. As such, thus there is not always a clear divide

between them. Is a specter that always appears over its grave, as an example, bound to the site of its mortal remains (a place) or its earthly remains (a possession)?

One should never act hastily with regard to fetters, lest the ghost hunter inadvertently make the situation worse. A screaming skull (see **Chapter** 4), for example, gives the appearance of being bound to its severed skull. However, removing the skull from its current location does not quieten the spirit—it actually has the opposite effect—nor does it expel the spirit from its former abode.

Apparitions rarely have multiple fetters at the same time, though it is possible. Most can transfer their fetter if the circumstances permit, however. A fright might be fettered to a locket. If the locket is destroyed, the angry phantom might fetter itself to the despoiler in order to enact revenge. Likewise, a ghost may haunt an individual until the end of the mortal's days, and then pass its wrath on to their children, their children's children, and so on throughout eternity.

Person

Apparitions fettered to people have the greatest range, for wherever the mortal goes the spirit duly follows. This ability makes it almost impossible for a victim to escape the phantom's spectral clutches.

As a rule, ghosts fettered to a person are either protective entities or tormentors. The former are rarely active, their presence being triggered only when the ghost perceives some threat. What the spirit considers a threat may not seem so to the eyes of the one it watches over, of course. The latter often desire justice or revenge, though any motivation is possible.

Ghosts fettered to a person most often haunt just one specific individual, but some target an entire family. Depending on the spirit's motive for haunting, these might be direct descendants of some distant individual or any branch of the extended family tree.

Places

Haunted houses are the most commonplace fetter, but any location can serve to anchor a ghost. The only rule is that the place must have previously held some strong emotional attachment to the spirit. It might be where the spirit was born, lived or worked for many years, suffered a gross injustice, or died.

The physical dimensions of a place fetter vary from spirit to spirit. One ghost might haunt every inch of a castle or house, while another is fettered to a single room or corridor. Similarly, a ghostly soldier may be fettered to the immediate area where it died or have free roam of the entire battlefield.

Possessions

The final type of fetter is a physical possession. Such fetters need not be intrinsically valuable, but the apparition must have a strong emotional attachment.

Apparitions with a possession fetter are typically guardians, dutifully watching over the item. Usually they are dormant, being triggered (see next section) only by someone interfering with their fetter. The ancient ghosts that still lurk in Egyptian tombs after many millennia are of this ilk.

Other apparitions owe their origins to their fetter being out of place. They number among phantoms that are constantly active, for they cannot rest until the fetter is returned. Roaming phantoms appear wherever their fetter is physically located, tormenting the current owners even if they were not responsible for its misplacement. Static spirits give the false appearance of being fettered to a place, for they haunt only the location where there prized possession *should* be.

Fortunately, these are among the easiest spirits to deal with—the simple act of returning a possession to its rightful place (often a grave or ancestral home) usually ends the haunting (until the fetter is removed again).

Triggers

The creation of a ghost anchors the spirit to the mortal world, cutting it off from the spirit world beyond. This does not mean every ghost is constantly active, however.

Some phantoms are present only at certain times or in response to specific actions. These conditions are known as triggers. Until a trigger is activated, the ghost is simply not there, being undetectable by those gifted with second sight and even the delicate instrumentation of an Etheric Disturbance Monitor. Researching and studying trigger-activated ghosts can be problematic.

Time

Time-triggered apparitions are active only at specific times. Such triggers can be frequent, intermediate, or long.

Frequent triggers occur every day, such as nighttime or the hour after midnight. Thanks to their regular appearances, studying these apparitions is relatively simple. On the downside, they leave little time for research before they return to haunt their victims.

Intermediate triggers have a longer cycle. A specter that appears only on the nights of the new or full moon, or on the anniversary of its death, has an intermediate trigger. Studying such ghosts allows plentiful time for research, but the gap between appearances means a lengthy wait if one is not present during the spirit's next active period.

Long triggers involve far greater periods of time, such as a century or a specific alignment of the heavens. These phantoms are, naturally, the most difficult to study—failure to be present may mean one misses one's only chance to interact with the ghost. They can also be frustrating to research—such long intervals between manifestations invariably means folklore becomes forgotten or heavily corrupted.

Event

Event triggers require a specific action on behalf of someone other than the ghost.

A spectral librarian may trigger only if someone speaks loudly in his library or defaces a volume. A poltergeist may start its haunting only if a child of a certain gender or age range sleeps within the house it calls home. A guardian phantom that lies dormant and unnoticed for centuries, might activate only if another family takes possession of its ancestral hall. A benevolent ghost that warns others of danger might appear only when there is an actual need to impart its warning. A ghostly ship that lures vessels onto reefs could manifest only when a ship is in the vicinity of the hazard.

One might argue that if no vessels are close to the reef in the latter example how would they know if the ghost ship is active? While the Club welcomes philosophical discussion, it does nothing to aid them in their work—anyone wishing to study the spectral vessel would have to approach the reef, making the discussion a moot point.

The action need not be one the mortal is aware of. Take the banshee that foretells death, as opposed to the one that causes it directly. Such spirits are active only when their "victim" is at the end of his allotted time, something of which he may have no awareness.

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Categories

The Ghost Club categorizes apparitions by their current power. Category 1 spirits are the weakest. Even at their worst, they are rarely more than a nuisance, incapable of sustaining a lengthy assault on the living. Category 10 apparitions are greatly feared, possessing as they do a suite of supernatural powers and immense force of will.

The scale is not one of equal division. Most spirits fall into Categories 3 or 4, strong enough to be troublesome, even dangerous if underestimated, but not so strong that a determined ghost hunter cannot rid the world of their presence on his own.

Intensity

As an aide to categorizing apparitions, the Ghost Club assigns events capable of creating specters an emotional intensity rating. The rating system is far from foolproof—determining an event's intensity, possibly centuries after it occurred, is largely a matter of personal judgment. Still, it serves as a guideline.

It is important to note that most deaths do not result in the creation of a ghost—if they did, every inch of the planet would be haunted.

Intensity One

Typical Category: 1 (very rarely 2)

The event involved only weak emotions, and then only for a very brief time. Someone who died peacefully in their sleep but was mulling over a recent argument or who died suddenly from natural causes, such as a heart attack or accidentally falling, *might* produce a ghost.

Intensity Two

Typical Category: 1-3

The events requires moderate emotion. Most often this is because the ghost had little time to dwell on its fate. A murder victim, for instance, may well feel a sense of anger or injustice as his life slips away, but unless he was subjected to a slow and painful death, the emotions often lack true potency. Someone denied a chance to enact revenge for a slight, real or perceived, not involving murder might feel this intensity of emotion.

Intensity Three

Typical Category: 3-6

The most common intensity involves strong emotions, often drawn out over a period of time.

A spurned lover who leaps to her death soon after the event may generate Intensity Two, but one who slides slowly into despair and comes to hate her lover carries with her far more emotional baggage. In the case of murder, the victim is typically one with strong feelings toward another person. Perhaps his killer was a family member or trusted friend, or maybe he was recently engaged and has now been denied a happy life with his betrothed.

Someone unjustly executed would likely feel suitably aggrieved to generate an event of this intensity, as might someone denied the opportunity to commit murder (either as revenge or some psychological imbalance).

Prolonged guilt is another common cause. That the ghost might not have been responsible for the action for which it feels guilt is irrelevant—it is the person's emotional state that creates the ghost, not the reality of a situation.

Intensity Four

Typical Category: 5-8

This level requires very high and sustained levels of emotion. The victim of a sadistic killer who first tortures his victims over a period of time, someone dying an agonizing and protracted death from illness who feels robbed of life, or a suicide whose slide into despair as a result of multiple problems that slowly destroy his life may generate sufficient emotional energy. A deranged psychopath who engaged in multiple ritual killings and who is determined to continue his maniacal work might also return as a high category ghost.

Intensity Five

Typical Category: 8-10

It is extremely rare for an individual to feel this intensity of emotion. Most frequently, events of this intensity require multiple people to be feeling very intense emotions, and then for a sustained period. Victims of genocide, especially if their death was agonizing, might collectively produce enough emotional energy to produce a spirit of Category 8 or higher.

The resultant spirit rarely has a unique personality. Instead, the creation of a near-mindless gestalt entity formed of nothing but negative emotion, such as a hate, is more typical.

Spiritual Growth

On matters of whether ghosts can increase their power, the Ghost Club officially recognizes two distinct classes of apparitions.

The first are "static." That is, they neither grow in power nor develop new abilities with age. The strength and abilities of these apparitions are fixed at the moment of their creation, their level being determined both by the intensity of emotions felt at the moment of death and by the apparition having a very narrow motivation. The great majority of haunting spirits are of this type.

The second are "flexible" spirits, those able to learn new skills and master new supernatural abilities. More often than not, these spirits were sent back by the greater powers, and almost always to complete a lengthy task or penance.

In game terms, player character ghosts are always flexible (otherwise they could never earn Experience points) while other apparitions are static.

Spiritual Decay

While some ghosts can grow in power, all apparitions are susceptible to a process known to ghost hunters as spiritual decay. This is most common among apparitions triggered by events—if the event never occurs, the spirit never manifests. Even if a spirit is regularly active, it must still enforce its will on the mortal world (achieved through its powers), strive towards whatever goal it has, or fuel its emotional state. If it cannot, it starts to diminish.

Ghosts can be victims of their own terrifying reputation. Take one that haunts a specific building and continually drives living occupants away. Given time, people will simply stop visiting the building, leaving the ghost with no one to terrorize.

Spiritual decay is a gradual process. As a rule, a specter loses one point of Willpower (and suffers a subsequent reduction in its Haunting points) each century or so it is unable to use its power against a living victim. When Willpower reaches zero, the spirit simply fades away into nothing.

Identification

A translucent form that can pass through solid objects, unearthly wails and moans, rattling chains—surely nothing could be as simple as identifying a ghost? Let there be no mistake—these are merely ways in which a ghost might choose to manifest, and not all specters display these trappings. Furthermore, they tell you nothing about the specific nature of the ghost.

The first task of any ghost hunter is to ascertain whether he is, in fact, dealing with a haunting spirit. By themselves, eerie noises, unusual odors, moving objects, and strange writing mean nothing—any and all of these can be created by natural causes or the hand of mortal men. Certain weird science artifacts can, furthermore, create visual illusions and stimulate the parts of the brain that cause feelings of despair or fear.

The Ghost Club estimates that at least three-quarters of all reported hauntings have a mundane explanation. Some are indeed malicious creations intended to drive a person from a building, send them insane, or, more insidiously, frighten them to death. Many others, though, are merely natural events given inflated meaning by over-active imaginations, or are the work of pranksters.

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Research

The first step is to gather as much background information as you can before confronting the spirit. Ghosts have an array of powers, and knowing in advance which ones might be arrayed against you allows for a proper defense. Take, for example, the case of Mr. Montague Wright, one of our esteemed colleagues. Armed with only scant information, he became convinced he was facing a banshee and so wisely plugged his ears with wax as a ward against its keening. Alas, he died of heart failure, as a result of a horrific manifestation caused by the actual spirit—a particularly powerful fright.

When interviewing witnesses to a spectral disturbance, globetrotters should remember that their memories will be subjective and biased by their experiences—a frightened individual may subconsciously place more emphasis on certain phenomena or exaggerate their potency. Pay close attention to the times at which phenomena were witnessed, and also their location within the environment—spirits bound to a specific place may be revealing a clue as to how to defeat them.

Most often this is an involuntarily act. If the specter's mortal remains are buried somewhere in a house, it is unlikely to journey far from them. More importantly, when it manifests, it is more likely to do so at the closest convenient point to its remains. Similarly, a murder victim is often compelled to manifest at the spot where its untimely death occurred.

As well as eye-witnesses, talk to people in the local community. Odds are that the ghost have been present for some time, meaning its appearances have most likely passed into local folklore. Such stories are prone to both evolution and devolution over the years, with elements added to make the specter more fearsome or simply forgotten, but there is always a kernel of truth in them.

Church records are often an indispensable source of information—people are much more inclined to speak of supernatural occurrences to a priest than they are a doctor or neighbor. Clerics are, by dint of their position in the community, also well-versed in local hearsay, if not actual folklore.

Only rarely does a haunting reach even local newspapers—few are inclined to print such reports unless the victims are particularly notable or the ghost has a long history. Still, it never hurts to cast an eye over back issues or make the acquaintance of a reporter—even if they refuse to print stories of hauntings, they may have heard them.

Another crucial piece of information research can unearth is a name. Few ghosts can speak to mortals, but most are more than capable of understanding what is being said to them. Armed with the spirit's name, the ghost hunter may be able to stall its attacks temporarily or, in some cases, open dialogue.

Ghost hunters should never assume an apparition will be static, though. Detailed investigation into the intensity of its historical creation only reveals the likely Category of the ghost at its creation—it may have grown far more powerful in the intervening time.

Categorizing

Actually categorizing a spirit is extremely difficult, even for veteran ghost hunters. One seemingly obvious way is to record the number of different abilities it manifests. This provides a guideline as to its Category, but can in no way be taken as definitive—even a Category 10 spirit may possess but two or three distinct abilities, and it might take several encounters to determine whether or not a spirit has unleashed its entire arsenal.

Categorization is more accurately a measure of strength rather than the number of unique abilities a phantom possesses, though, and this is much harder to adjudicate accurately.

Powers such as Breeze, Liquid, and Noise are trivial, wielded with equal effect by spirits of all Categories. Others are more obvious indicators of a spirit's actual strength. For instance, only Category 4 or higher ghosts can Blackout electric lights. Even this manifestation only helps one deduce the apparition's *minimum* Category, however.

In order to get a more accurate indication, a ghost hunter must typically expose himself to more insidious powers, those that require the spirit to enforce its will on the hunter. Despair,

Lure, and Manifestation (of a ghastly form) number among such abilities. Even then, the hunter must judge for himself how easily the phantom overcame his own mental fortitude, assuming it could—a high mental fortitude can save a hunter's life and sanity, but it can also make it very hard to judge a spirit's true strength.

The contest to determine a foe's strength is not one-sided. Intelligent spirits, especially ones who enjoy tormenting the living or who are aware of a ghost hunter's potential capacity to harm them, might begin with a gentle assault rather than playing their hand early by unleashing their full force.

This has two advantages. First, if the ghost hunter proves resistant to its attacks, the specter can always avoid conflict. Second, the ghost hunter might be lulled into believing the apparition is relatively weak and so underestimate his opponent. This gives the specter the upper hand when it really matters.

Classifying

Even if one can uncover a wealth of information, it is unlikely one has all the necessary facts to identify the exact nature of a spirit without encountering it first hand.

Poltergeists and hates, for example, share many abilities. Hates have no ability to generate noises, but not every poltergeist opts for this manifestation of its presence. Still, repeated mention of objects moving without visible means at least means one can rule out frights, hags, revenants, and other spirits lacking telekinetic abilities.

Nature of the Haunting

Without proper investigation, a ghost hunter risks leaping to erroneous conclusions that may hamper his work.

Take, for example, a married man whose first wife dies. In due time he remarries, only to find the specter of his first wife suddenly begins haunting his home. A ghost hunter might initially believe the ghost is simply inflamed with jealousy. Likely she is fettered to her former husband out of a sense of duty, unable to release the man she still loves to enjoy

the company of another woman despite her wedding vows stating "till death do us part." Another possibility is that the man murdered his first wife in order to wed another woman. In this case she might be driven by justice or vengeance.

One solution to the former belief is to convince the man to speak to his dead wife and tell her that he still loves and misses her. In the second case, the ghost hunter may try to unearth evidence of the man's foul deed.

There is, of course, a third possibility—the man's current wife murdered his former wife in order that she could marry him. In this instance, the man is an unfortunate victim, both of a mortal crime and the subsequent haunting. Had the first wife merely been murdered by her love rival, she might never have become a ghost. Having her killer then seduce her husband, however, was the catalyst for her spectral existence.

Protection

Apparitions have a wide range of possible supernatural abilities. By far the most effective defense is to know your opponent's strengths *before* confronting it. Forewarned of the risks he faces, the ghost hunter can take sensible and suitable precautions.

Against a poltergeist, for example, one should clear the vicinity of breakable objects, as well as movable items it could wield as weapons through Telekinesis. Avoiding using stairs too often or standing at the edge of long drops thwarts the more damaging outcome of a spectral shove. The effect of a banshee's wail can be reduced with earplugs, though this also makes it difficult to hear one's colleagues.

Apparitions are naturally invisible, but it is always prudent to carry some form of reserve light source in case the spirit employs Blackout or Mist during hours of darkness.

Weird science offers few defenses. By far the most effective device is the Etheric Dampening Field Engine, though it is still rather limited, requiring as it does the spirit to enter its area of effect. It is best used against spirits that always manifest on the same spot. An Unflapilator can protect one against the nightmarish vision of a specter's Manifestation, but not every apparition has this ability.

Beyond ensuring his mind is clear, focused, and strong in order to adequately defend him against powers such as Despair, Lure, and Suggestion, there is little else a ghost hunter can do.

Destruction

Let us be very clear—not every spirit must be destroyed out of hand. As with troublesome mortals, there are frequently ways of dealing with them without recourse to violence.

In many instances, unlocking the origin of the haunting provides a ghost hunter with the means of quieting the spirit. Admittedly, it might not permanently banish it to the next world, but it at least ends the current haunting. As already mentioned, this is most effective with possession-fettered apparition. A specter that seeks justice can be helped to cross over through similar means—in its case, ensuring that justice is duly done. Vengeful haunts, on the other hand, rarely appreciate others robbing them of their victory. Rarely is there a means of persuading driven- or duty-bound apparitions to give up their vigil.

When a ghost hunter has no option but to end a spirit's haunting by force, he must turn to either magical rituals, occult relics, or weird science. Banish Spirit is the favored ritual, but Bless Weapon creates weapons capable of injuring ethereal entities and they have no innate resistance to Harm.

The Ghost Club and other Leagues have developed a veritable weird science arsenal for combatting ghosts—Ecto-Plasmic Bullets, Etheric Energy Dissipation Rays, Etheric Interaction Gauntlets, and Etherinol.
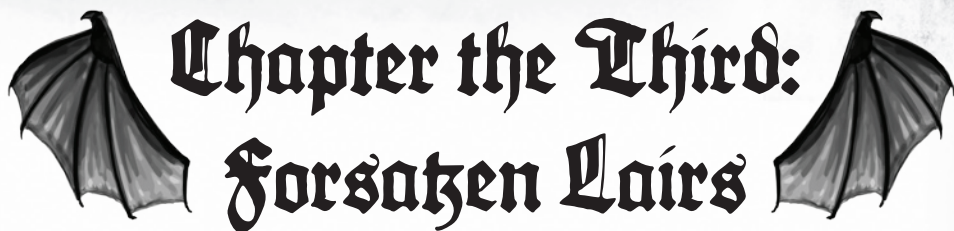
Banish Spirit Ritual

At this point we must take a moment to discuss the Banish Spirit ritual (which also includes its use under the Exorcist Talent).

Banish Spirit is utterly useless unless the spirit is active. Chanting words of power, or praying and sprinkling holy water around, may help put the ghost's victims at ease, but they will have absolutely no effect on the specter. As noted above, triggers may limit the time the apparition is available to interact with the mortal world. This in turn narrows the window during which the ritual can be invoked.

While it is possible to banish the offending entity at great range, the exorcist or magician must either know its name or possess some personal token. Without this link, the ritual has no chance of success. To be most effective, the ritual should be cast within 10 feet of the apparition. Naturally, this requires it to comply by Manifesting a visible form or use a power that indicates its presence, or for the magician to possess some gift, ritual, or weird science device that enables him to see invisible entities.

Novice magicians and exorcists should be aware that the ritual does not have an area of effect. That is, you cannot expect to walk into a haunted house, perform one ritual, and then honestly declare your job done.

Chapter the Third: Forsaken Lairs

Every small town has at least one house the children whisper about; the type of house that has always been abandoned; where the once pristine white paint has faded to a grimy gray; where the windows are boarded, and the lawn never grows; where children hold their breath and close their eyes as they pass by. A house that sounds like it contains an army of whispering spirits when the wind whistles through the nearby trees. —The Blood Brothers, *The House on Creep Street*

Whether it is a sprawling mansion, a castle high on some lofty peak, or a simple cottage, the haunted house lies at the heart of many ghost stories.

Unlike vampires, ghosts are rarely attracted to places of decay or corruption. For sure, many of their lairs are near-derelict structures, replete with a thick layer of dust, worm-eaten wood, crumbling stonework, leaky roofs, and a forest of cobwebs.

In most instances, these trappings are a direct result of the structure being abandoned by the living because of the ghost's presence. Without regular maintenance, any building will gradually slide into a state of disrepair.

Ghost stories may center around haunted houses, but disembodied spirits are by no means restricted to buildings. Glades, bridges, crossroads, battlefields, pools of water, marshes—specters are as at home and as frequent in the wilds as they are indoors.

The same decay associated with haunted houses can be equally true of outdoors envi-ronments. When a malevolent specter takes up residence in a graveyard, for example, people may stop burying their dead there and tending the graves. Over a relatively short period of time, untended flowers and grass give way to tangles of weeds and brambles.

Refuge Resource

While all the sample ghosts in *Leagues of Gothic Horror* have Talents (when their Fol-lower Level allows), nothing prevents a ghost from taking Resources. Refuge is an ideal Resource for ghosts fettered to a place. While we refer to buildings for brevity, Refuge can be applied to any haunted site.

The Size of the spirit's abode should be ig-nored—the ghost, whether or not it is the legal owner or sole occupant, lives in whatever size building the Gamemaster needs for his story. Likewise, few specters have much need for elaborate security measures. The only aspect of the Resource of any benefit to ghosts is the Equipment bonus.

Alternate Equipment Bonuses

Four optional ways of applying this bonus are presented below. The bonuses are not balanced against each other. This allows the Gamemaster to vary the menace posed by an apparition. It also keeps the globetrotters from never knowing the true potential of their ad-versary, even if they deduce its basic nature.

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While an individual ghost can only ever benefit from one of these boons, chosen when the villain is created, the Gamemaster can use a different mechanic for ghosts occupying other haunted locales.

Globetrotters who conduct research might uncover clues as to the Resource's nature. For instance, a nearby resident might tell the globetrotter that he visited the house in his youth but left very quickly because it felt "wrong," an indication it has the Atmosphere bonus. Another might learn that the apparition is very active (the Energy bonus) or has resisted several attempts at exorcism (Strength) down the ages.

Atmosphere: Mere mention of a haunted house can be enough to raise goosebumps or cause an involuntarily shudder. Actually entering such a site may weigh the living down with generals feelings of unease, or an atmosphere heavy with oppression, guilt, remorse, loss, or anger. Within the Refuge, the living have a penalty to all Willpower rolls equal to the Equipment bonus.

Energy: Prolonged occupation by the haunt over the years, decades, or centuries has built up a store of negative emotional energy on which the ghost can draw at will. The ghost's available Haunting points are increased by the Equipment bonus.

Potency: Frequent manifestations and use of its other powers has made the ghost more adept with its supernatural abilities. The apparition applies the Equipment bonus to *any* roll required to use its powers.

Strength: Whatever terrible fate spawned the apparition occurred, or least had its origins, in the refuge. This has made the ghost stronger. The Equipment bonus is added to the ghost's Willpower rating for the purpose of resisting the Banish Spirit ritual and for calculating the ghost's Health only.

Bonus Resources

Bonus Resources gained from higher Levels in Refuge can most often be ignored—whatever they had in life, ghosts have little need for contacts, friends, fame, status, or wealth. As villains, they should have whatever trappings fit the story rather than having to pay for them by taking Resources.

That said, if you're going to the trouble of giving a spirit a high Refuge Level you might as well be creative. Perhaps the spirit has a well-stocked library (Refuge: Equipment—Investigation). Maybe the building is home to a creepy caretaker whom the ghost never troubles (Ally or Follower). The caretaker might actually lure potential victims to the house, or protect the spirit from ghost hunters (Patron).

Reminder

Whether or not you use the rules above, any ghost can benefit from occupying a site associated with misery or death through the optional Dark Places rule in *Leagues of Gothic Horror*. Combining them makes a malevolent apparition a truly dangerous opponent.

Chapter the Fourth: Diabolical Powers

With her head tucked underneath her arm
She walks the Bloody Tower
With her head tucked underneath her arm
At the midnight hour. —R.P. Weston and
Bert Lee, *With Her Head Tucked Underneath
Her Arm*

The chapter looks at the many and varied supernatural abilities possessed by ghosts, through which they can interact with the mortal world and torment the living.

Common Power

Whatever their origin, motive, appearance, or special abilities, all ghosts share one common ability—they are ephemeral. This state conveys two general bonuses.

Invisible

In their native state, ghosts are naturally invisible to the naked eye. Only persons with second sight or who employ weird science devices designed to detect such entities have a chance of detecting their presence. Many specters have the ability to manifest, allowing the living to see them.

This is commonly the stereotypical image, a clearly humanoid but obviously vaporous or translucent image. This is not a universal appearance, though. Some spectres appear to be quite solid, being indistinguishable from a living creature (save perhaps for archaic dress)

until one tries to touch them, while others can manifest a fully corporeal form. Barring a few notable exceptions, such as the hellhound and will-o'-the-wisp, a specter appears as it was in life. Through force of will, they may adopt a more terrifying form. Such gruesome appearances run the gamut from the ever-popular head-beneath-the-arm to a rotting corpse with glowing eyes.

Others must mark their presence through other means, such as moving or smashing objects; dimming illumination; raising a mist; creating writing, liquids, odors, or noises; or sending a chill down a mortal's spine with a "touch" of their ghostly hands.

Immaterial

In their native state, specters have no physical form. In addition to being able to pass through solid objects as easily as a mortal moves through air when walking, ghosts are invulnerable to all forms of mundane injury; immune to the ravages of disease and poison; have no need to take nourishment or seek the solace of sleep; and cannot be burned, electrocuted, or asphyxiated.

This is not to say an apparition is totally indestructible—were that the case the world would surely be swarming with specters, for the dead greatly outnumber the living. Specially enchanted weapons, certain weird science devices, and magic rituals are capable of inflicting grievous injuries on their insubstantial forms.

Drawbacks

As potent as this ability is, it is not without drawbacks. Specters can communicate with each other as easily as mortals so, but they have no innate capacity to talk to the living. While some possess the capacity for speech and others can communicate via knocks, moans, wails, or other such sounds, the great majority, even those that have the capacity to form a physical shell, are utterly silent.

Being ephemeral also means they cannot manipulate the world of the living. In order to do this, they must possess some additional talent. Some ghosts, such as the much-feared poltergeist, can move objects. Others exert their will to shove targets, manifest spectral nails or weapons, or shatter fragile objects as if gripped in a strong hand. As noted above, however, certain types of apparition can manifest a corporeal form, allowing them to interact with the material world.

Despite having no physical form, ghosts treat other specters as if they were solid. This applies equally to any weapons the apparition carries. A spectral soldier, for instance, wishing to harm a mortal with its ephemeral pistol requires an additional ability (see Lacerate below). To harm a fellow ghost, it merely fires its weapon as would a living soldier, needing no special talent.

Other Powers

In order that Gamemasters, or indeed players who wish to play ghostly globetrotters, do not have to flick through two books to create a ghost, we have duplicated the sample abilities and all pertinent notes from *Leagues of Gothic Horror*. Where powers and notes differ from the core rules, the versions in this book take precedence.

When the Gamemaster creates a ghost, he should assign it one power from the list below for each point of Willpower the spirit possesses. A spirit can have fewer powers if the Gamemaster wishes, but never more (see below for an exception).

Each use of these powers costs the specter a number of Haunting points, as indicated in the individual power's entry. A ghost has a maximum number of Haunting points equal to its Willpower x 2.

Spent points recover at the rate of one per hour during the hours of daylight and two per hour during the hours of darkness.

Extra Haunting Points

Ghosts benefit from a range of circumstantial bonuses. Each grants the specter +2 Haunting points. Examples include: being close to their place of death or burial, being close to an object important to them in life, or being encountered at the same hour of their death, on a battlefield, in a cemetery or other place associated with death, or in the dead of night. Again, these circumstances should be individualized for each specter.

Extra Special Powers

Ghosts ranked at or above Follower 1 (or equivalent) are granted a Talent or Resource, just like living characters. In some cases, no particular Talent or Resource fits the ghost's concept. There may also be times when a Gamemaster really wishes the ghost had an extra special ability but he doesn't want to increase its Willpower rating.

A specter may forgo taking a Talent or Resource and instead take an additional supernatural ability.

Other Powers List

In addition to the existing powers, nine new supernatural abilities are presented below—Corporeal Form, Firestarter, Float, Lacerate, Nausea, Paralysis, Possession, Sickness, and Strangulation.

Entries marked "*" manifest for a single combat or entire scene, though the ghost can end them sooner if it so wishes as a reflexive action. Other powers last as per their description or, in the case of those used to cause physical or mental harm, for just a single combat turn.

Powers such as Lacerate and Strangulation

allow a ghost to attack the living. Unless the specter has manifested a visible form or is manipulating a physical object as a weapon, the source of the attack is invisible. As such, defenders cannot use their Active Defense.

Furthermore, even if the apparition is visible, its "natural" attacks are still ethereal. Such attacks ignore Passive Defense bonuses from armor, cover, and such like.

Note that many of these powers are for atmospheric/roleplaying effect only and thus have no defined game mechanics. Gamemasters should go with what suits the story, rather than worrying about dice pools. Horror checks may be called for at the Gamemaster's discretion. Unless stated otherwise, these have a Difficulty of no higher than 3.

Although the list of additional abilities below is detailed, it should not be considered exhaustive—if the Gamemaster wants to create a new power, then he should do so. The existing powers should serve as a good starting point for assigning rules and determining the Haunting point cost.

Animal Control[x]

The spirit can temporarily possess a single small animal, such as a cat or dog, or a swarm of smaller creatures, such as rats, birds, or insects. The animal must be close by (a few hundred yards at most)—the spirit cannot summon them out of thin air. Depending on what the ghost wants, the animals might be used to attack or frighten the living, or lure them to or away from a specific locale.

Haunting points: Equal to animal's Willpower rating.

Blackout[x]

The specter can temporarily extinguish sources of illumination in an area no larger than the ghost's Willpower rating times five feet. The spirit can plunge the entire area into darkness in an instant or extinguish the lights one at a time, as it desires.

Haunting points: 1 for candles, 2 for oil lamps or coal fires, 3 for gas lights, 4 for electric lights.
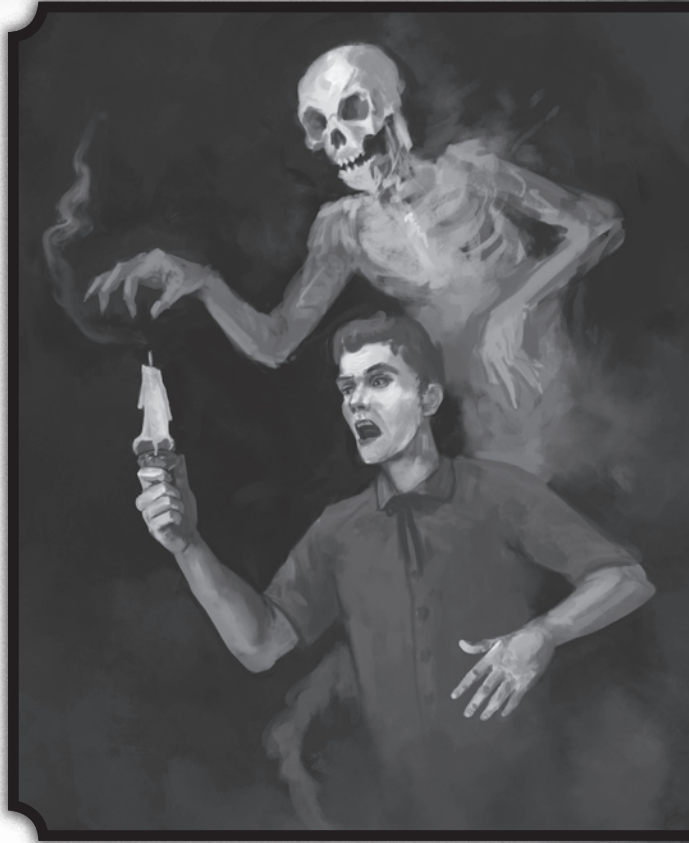
Breeze[x]

The spirit stirs up a breeze capable of moving drapes, scattering papers, blowing dust away, causing candles to flicker (but not extinguish), rattling shutters and chandeliers, and so on.

Haunting points: 1.

Chill Touch

The spirit touches one victim with an icy hand. This is treated as a 0N touch attack.

Haunting points: 1 per 3 attack dice.

Cold[x]

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

Bending the Rules

Of all the monsters in *Leagues of Gothic Horror*, ghosts are both the most versatile and the most limited. They have a wide range of powers from which to choose, yet may select only a small number. Although the various powers have specific game mechanics, the Gamemaster should not be a slave to them—never let the rules stand in the way of a good haunting.

Take a ghostly musician as an example. Having it play spectral pipes or drums requires nothing more than the Noise power. But what if the musician is an organist who haunts, and actually plays, a physical organ? Should he take the Corporeal Form or Telekinesis power in order to actually work the keys?

Going strictly by the rules, any sort of physical interaction requires a special power. That said, allowing the musician to manipulate the organ while ephemeral and using Noise is not going to break the game—having organ keys seemingly play themselves is pretty standard Gothic Horror fare.

Don't go too far in your interpretation of the powers, though. If the musician can also throw objects, then he should take Telekinesis as well as Noise.

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the full duration of the power (see Exposure in *Leagues of Adventure*). In addition, ice may form on surfaces, liquids might freeze solid, and such like. When the effect ends, these additional manifestations swiftly melt.

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

Corporeal Form*

The spirit can manifest a corporeal form. The apparition always appears as it did in life. The ghost must recalculate its Secondary Attributes based on the desired Body rating of its corporeal form.

Despite having a physical shell, the ghost is immune to all forms of nonlethal damage, as well as disease and poisons. Mundane lethal damage, such as that inflicted by conventional bullets, affects the ghost as normal, with one

important caveat—if the apparition is "killed," its corporeal form is dispelled but the spirit is otherwise unharmed. That is, once it reverts to its natural ethereal form it has its full Health.

In order to converse, the spirit still needs the Speech power. What other special abilities a specter can use in corporeal form is left for the individual Gamemaster to determine.

Haunting points: Equal to desired Body rating.

Despair

Generates feelings of unease and despondency in one target. The spirit makes a Willpower x 2 roll against one target within a few feet. If the spirit rolls more successes than its opponent's Willpower rating, the victim loses one point of Willpower and gains the Depressed Flaw for the remainder of the combat or scene. If the spirit rolls successes in excess of double the victim's Willpower rating, both effects last for 24 hours.

Haunting points: Equal to victim's Willpower rating.

Firestarter

Unlike Ignite, which causes sources of illumination to flicker into life, this power starts a fire of varying intensity within the spirit's Willpower rating in feet. While the power can be used to injure living opponents, it still requires combustible material to be effective—the specter cannot burn flesh directly, but it could cause a ghost hunter's clothing to catch fire.

Haunting points: Equal to caustic damage of fire (maximum 4L).

Float*

Despite being able to walk through walls and float a few inches off the ground, apparitions are still forced to use stairs to move up and down inside a building and cannot cross large gaps without jumping. A specter with this power can levitate up and down and float across wide gaps without impediment. The spirit travels at its normal Move rating.

Haunting points: 1.

Ghost Light^ᵡ

The ghost can manifest a visible form, but only that of a ball of light similar in intensity to a large candle. The light produces no heat and, while visible to mortals, is ethereal.

Haunting points: 1.

Glimpse

The ghost can appear to mortals, but only briefly and then only in reflective surfaces, such as mirrors or windows, or even water. Seeing the ghost in this manner requires a Difficulty 2 Horror check.

Haunting points: 1 per appearance.

Ignite^ᵡ

This ability functions as per Blackout, except it causes light sources to illuminate.

Haunting points: 1 for candles, 2 for oil lamps or coal fires, 3 for gas lights, 4 for electric lights.

Illusion^ᵡ

The ghost can generate visual illusions. These may be harmless—the appearance of an animal or making the eyes on a painting literally follow someone around the room—or truly horrific, such as someone seeing themselves as a decayed corpse in a mirror or witnessing maggots break through their skin.

Haunting points: 1 for a non-horrific illusion; equal to Horror rating for horrific illusions.

Lacerate

The spirit can slash physical objects as if it had claws or long nails, or more unusually teeth. These attacks always leave distinctive marks, whether used to attack a mortal or shred a portrait or curtain. This is treated as a 0L attack.

Alternately, the ghost may wield a spectral weapon against the living through this power. This has the same base damage as its mundane equivalent. For instance, a ghostly Roman centurion's spear inflicts 3L base damage.

Haunting points: 1 if slashing an inanimate object; 1 per 3 attack dice if used against a living target.

Liquid^ᵡ

Allows the ghost to manifest blood, ectoplasm, water, and such like, write messages in blood, transform small quantities of liquid into blood, or spoil liquids (such as souring wine or curdling milk). Created liquids may take the form of pools or footprints that trail in the ghost's wake.

Haunting points: 1.

Lure

The spirit telepathically calls to victims, mentally drawing them toward a chosen spot. Some ghosts do this to lure victims to a place of isolation. Others do so in order to reveal a clue as to the nature of their untimely death and means of helping them cross over to the next world.

The ghost makes a Charisma x 2 roll against one or more targets within 10 feet. If it rolls more successes than the target's Willpower rating, the victim is compelled to walk at its normal Move rating toward the chosen spot for a number of minutes equal to the number of extra successes the ghost rolled. If it rolls more than double the victim's Willpower rating, the target must run toward the location.

While under the effect of the power the victim is essentially sleepwalking. When the power ends, he regains control of his body but has no memory of how he reached his present location.

Haunting points: Equal to highest Willpower rating among victims; + 1 per additional victim.

Manifestation^ᵡ

Ghosts are normally invisible. A specter with this ability becomes visible to mortals, though it still lacks a physical presence. It may appear as in life or as a ghastly, rotting corpse. A corpse generates a Horror rating of the ghost's choice (maximum 5).

Haunting points: 1 if as in life; equal to

Horror rating +1 for rotting corpse. Costs are halved (rounded up) if the specter chooses to manifest to just a single person.

Mimicry⁣ˣ

Prerequisite: Speech.

The apparition can perfectly mimic any voice it has heard.

Haunting points: None. The ghost pays only the Haunting points for using Speech.

Minor Possession

Part of the spirit possesses a victim. The spirit makes a Willpower x 2 roll against one target within a few feet. If the spirit rolls more successes than its opponent's Willpower rating, the victim gains one Mental or Social Flaw of the spirit's choosing for the remainder of the combat or scene. If the spirit rolls successes in excess of double the victim's Willpower rating, the effect lasts for 24 hours.

Haunting points: Equal to victim's Willpower rating.

Mist⁣ˣ

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 variable Visibility penalty.

Haunting points: Equal to half the Visibility modifier (see Leagues of Adventure*).*

Nausea

Generates feelings of nausea and dizziness. The spirit makes a Willpower x 2 roll against one target within a few feet. If the spirit rolls more successes than its opponent's Body rating, the victim loses one point of Body (from the nausea) and has a –2 penalty to all Skills (from dizziness) for the remainder of the combat or scene. If the spirit rolls successes in excess of double the victim's Body rating, the effects last for 24 hours.

Haunting points: Equal to victim's Body rating.

Nightmare

The ghost can generate terrifying nightmares in a sleeping victim. The chosen victim gains no rest that night and must make a Horror roll as he awakens in a cold sweat. The Difficulty of the Horror roll is determined by the Haunting points spent by the spirit.

Haunting points: Equal to Horror rating.

Noise⁣ˣ

The ghost generates a noise other than conversational speech. This might be knocking, tapping, scratching, laughing, crying, screams, music, singing, footsteps, rattling chains, or unearthly moans and groans.

Haunting points: 1.

Odor⁣ˣ

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

Haunting points: 1.

Paralysis

The spirit can induce temporary paralysis in a chosen victim. The spirit makes a Willpower x 2 roll against one target within a few feet. If the spirit rolls more successes than its opponent's Willpower rating, the victim is paralyzed for one minute per additional success. If the spirit rolls successes in excess of double the victim's Willpower rating, the effect lasts for one hour per additional success.

Haunting points: Equal to victim's Willpower rating.

Possession

The ghost can take possession of a living person or lifeless corpse. In order to possess a person, the ghost makes a Willpower x 2 roll against one target it touches. If it rolls more successes than the target's Willpower rating, the victim is possessed for one minute per ad-

ditional success. If it rolls more than double the victim's Willpower rating, it takes possession for one hour per additional success.

Once it has possessed a host, the ghost has the Body, Dexterity, and Strength of its host, but uses its own Charisma, Intelligence, and Willpower. Secondary Attributes should be recalculated as necessary. Unlike Corporeal Form, a ghost that has possessed a living body can converse without also requiring the Speech power.

The ghost has no access to its victim's Skills or Talents, save those that affect the physical form, such as Acclimated, Disease Resistance, or Strong. What special abilities a specter can use while possessing a person is left for the individual Gamemaster to determine.

While the apparition possesses the host's body, the victim enters a dreamlike state. When the possession ends, the host recalls any actions "he" undertook only as vague memories.

The possession can be prematurely ended in a number of ways.

Living victims forced to take a suicidal action by the malevolent spirit, such as leaping from a bridge or hanging themselves, may make a Willpower x 2 roll with a Difficulty equal to the specter's Willpower rating. Success means the spirit is expelled from the host, ending the possession. Should the roll fail, the mortal is, without outside assistance, doomed to whatever fate the spirit has in store for him.

A successful Banish Spirit ritual targeted against a ghost currently possessing a person or corpse forces the spirit out of its host, ending the possession, but nothing more. If the caster exceeded double the spirit's Willpower rating, it cannot attempt to possess another host, living or dead, for 24 hours.

Although the ghost retains its immunity to mundane damage, the host has no such boon. If

the host body is rendered unconscious or killed, the spirit is automatically forced to vacate. Note that any damage from mundane sources harms only the host, never the spirit. Once forced to adopt its natural form, it has its full Health.

Haunting points: Equal to Body for a corpse; equal to 2 + victim's Willpower for a living host

Putrefy

The spirit can turn bread stale and cheese moldy, sour milk, taint water, cause fruit to rot, wither flowers, and perform similar minor acts of putrefaction. Up to one pound of material can be putrefied with each application of this ability. The effect of this ability is permanent.

Haunting points: 1.

Shatter

While it cannot move objects with this power, the specter can shatter glass and ceramic objects within line of sight. Anyone adjacent to the object may, at the Gamemaster's discretion, suffer one point of nonlethal damage from minor cuts and abrasions.

Haunting points: 1 per object.

Shove

The ghost remains invisible and incorporeal yet can push a mortal. Each use allows one assault. The attack can produce knockback and knockdown results, but never inflicts physical damage. However, if the shove sends the victim over a bannister, tumbling down stairs, or under a vehicle, then damage will occur.

Haunting points: 1 per 3 attack dice.

Sickness

By touching or passing through a mortal, the specter can infect its victim with camp fever, cholera, pneumonia, or smallpox. As with natural diseases, the victim is allowed a Body roll to resist the infection. Once a victim is infected, the disease runs its natural cause.

Haunting points: Equal to disease's Infection rating. Each +1 Haunting point spent when the power is used reduces the victim's Body rating by one for resisting the illness.

Speech[x]

Permits the ghost to hold two-way conversations with the living. The ability only allows the ghost to converse in languages it knows.

Haunting points: 1 if the spirit chooses to communicate with one person, or 2 if everyone within earshot can hear.

Strangulation

The spirit can strangle or suffocate mortal victims. Depending on its nature, the apparition may manifest spectral hands or a noose, constrict its victim's windpipe, or generate feelings of being smothered. This is a 0N attack.

Haunting points: 1 per 3 attack dice.

Suggestion[x]

The spirit engages in a battle of wills with one chosen target. The spirit makes a Willpower x 2 roll against one target within a few feet.

If the spirit rolls more successes than its opponent's Willpower rating, the victim is compelled to perform a single minor action, such as open, close, or lock a door; strike a friend; utter a few words of the spirit's choosing; run away; and so on. Once the action is complete, the suggestion ends, leaving the victim with no memory of what he was doing (though hypnosis may bring recollection).

Haunting points: Equal to victim's Willpower rating.

Telekinesis

The ghost can move physical objects. Often this is used to throw objects in the manner of a poltergeist. A thrown object typically has a damage rating of 1. Whether the damage is Lethal or Nonlethal depends on the nature of the object.

Haunting points: 1 if throwing randomly; 1 per 3 attack dice if attacking a target. For moving general objects, such as slamming doors or toppling statues, the cost is 1 per 50 lbs. or part thereof of the object.

Chapter the Fifth: Catalog of Fiends

An orphan's curse would drag to hell
A spirit from on high;
But oh! more horrible than that
Is the curse in a dead man's eye!
Seven days, seven nights, I saw that curse,
And yet I could not die. —Samuel Taylor Coleridge, *The Rime of the Ancient Mariner*

Ghosts are found in every culture. While they may have different names, those with the same powers can be considered the same type of specter, and thus require no repetition in this guide. Below are a number of lesser specters a ghost hunter might encounter during his career.

As with the previous chapter, we have included sample ghost entries from *Leagues of Gothic Horror* so as to make this book a one-stop shop for all things ghostly. In some cases, entries have been changed to take advantage of the new supernatural abilities in this volume.

Basic Ghost

Follower 1
Archetype: *Spirit;* **Motivation:** *Revenge*;
Style: 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 4*
Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 4, Defense 6**, Stun N/A***, Health 6***, Horror —
Skills: Empathy 7, Intimidation 9

Talents: Skill Aptitude (+2 Intimidation rating)
Resources: None
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)****
Weapons: None
* Represents an average spirit. Weaker spirits may have Willpower as low as 2, while truly powerful entities may have a rating as high as 10.
** Defense is equal to Dexterity + Willpower.
*** Spirits are immune to nonlethal damage, and cannot be stunned. In addition, only magical rituals, enchanted weapons, or weird science weapons created specifically for the purpose of harming incorporeal entities can inflict lethal damage. Health is based on Charisma + Willpower.
**** Spirits can pass through solid matter as if it were air. Whether they can levitate or fly depends on the Gamemaster's needs. Ghosts that can move in this manner fly at the same pace as they walk and can run at double this rate if required.

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 her victim's demise. 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. Instead, she enters the household and confronts the one destined to die, naming him openly (exchange Keening for Speech) or signals his imminent death by being seen washing his clothes. 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.

Banshee

Follower 1
Archetype: *Spirit;* **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 3, Intelligence 2, Willpower 3
Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 4, Defense 5, Stun N/A, Health 6, Horror —
Skills: Empathy 7, Intimidation 8
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)
Resources: None
Powers: Despair, Keening (see below), Manifestation
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Keening: The banshee's keening, also known as its wail, is its most potent attack. Used normally, this functions as per the Fearsome Talent. Once a day, the banshee can unleash a more powerful keening—the much-feared death wail. The banshee makes a single Intimidation roll against all targets within 20 feet as an attack action. For each success above the victim's Willpower rating, that person suffers one point of lethal damage.

Haunting Points: Equal to target's Willpower rating.

Barrow-Wight

Barrow-wights are found only in Scandinavia and countries formerly inhabited by their Viking ancestors. In the Nordic countries they are known as *draugen* (archaic usage) or *aptrgangr* ("again-walkers").

A barrow-wight's spirit form is utterly incapable of interacting with mortals except as a ghost light that hovers over its tomb. In order to use any of its other abilities (including those simulated through the mechanic for magic) a barrow-wight must manifest a corporeal form. And a terrifying form it is—they have the general look of a swollen and blackened corpse. This ghastly shell is immensely strong, surpassing that of most mortals. Worse for those who anger them, they can increase their size to gigantic proportions.

Barrow-wights are the ghosts of kings and heroes of old, fettered to guard their grave goods from robbers. For this reason, farmers in Scandinavia are careful never to disturb a barrow mound—barrow-wights have been known to slaughter a victim's livestock before turning their attention to him.

These horrible creatures have a range of other supernatural powers, such as being able to discern the future, control the weather, curse victims, and injure at a distance. Although not magicians in the true sense, these abilities are represented in *Leagues of Gothic Horror* through the Magical Aptitude Talent and Magic Skill.

Barrow-Wight

Follower 2
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 3, Strength 6, Charisma 0 Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 9, Perception 7, Initiative 5, Defense 8, Stun N/A, Health 5, Horror —/4
Skills: Athletics 7, Brawl 8, Intimidation 8, Magic 9
Talents: Magical Aptitude, Strong (+1 Strength Rating)
Resources: None

Rituals: Augury, Control Weather, Greater Hex, Harm

Powers: Corporeal Form (Horror 4), Ghost Light, Increase Weight (see below), Odor, Sickness

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: Sharp nails 8L

Increase Weight*: Corporeally manifested barrow-wights can increase (but not decrease) their Size, reaching gigantic proportions. For each point of Size, the spirit gains +1 Body and Strength, and its nails inflicts +1L damage. Attacks, Defense, and Stealth ratings are penalized by a similar amount.

Haunting points: 1 per point of Size.

Child

The apparition of a child is, on the one hand, something to be pitied. Denied a long life, its soul is now denied a place in the next world. That said, they should equally be feared. While not particularly strong (few are greater than Category 5), the powerful and confusing emotions felt at their time of death warp the soul into at best a capricious spirit and more usually an utterly malevolent one. Even an apparition that seeks only to play, have its killer unmasked, or have its mortal remains buried beside a loved one can be spiteful.

Child ghosts always share two common powers—the ability to manifest a visible form and the ability to generate noise. The latter commonly takes the form of crying, giggling, laughing, or singing.

Other supernatural abilities often tie into the manner of the child's untimely death or how it led its life. One that burned in a fire may possess Firestarter. A child cruelly murdered may manifest Lacerate or Strangulation. A child kept locked in a dark room likely possesses Blackout, whereas one prone to tantrums might have Shove or Telekinesis.

Child

Follower 1

Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 3, Intelligence 2, Willpower 3
Secondary Attributes: Size –1*, Move 4, Perception 6, Initiative 4, Defense 7, Stun N/A, Health 6, Horror —
Skills: Con 6, Empathy 4, Intimidation 6, Performance 6
Talents: Skill Aptitude (+2 Con rating)
Resources: None
Powers: Manifestation, Noise, plus one other of the Gamemaster's choice
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

* The ghost child's Size has no impact on its Health while ephemeral. It applies to any corporeal form as normal.

Leagues of Gothic Horror: Guide to Apparitions

Chill

Those who died unloved or who never felt the warmth of human kindness in their heart may return from the grave as a chill. They are as cold in death as they were in life.

Even without manifesting any powers, the mere presence of a chill makes the air seem colder that expected. A sudden and involuntary shiver (commonly referred to as "someone walking over your grave") might be an indication a chill has passed close by.

All of a chill's powers are centered around cold. Shatter, for example, suddenly freezes inanimate objects, causing them to break. Paralysis coats a victim in a thin layer of ice and prevents his muscles from working.

Chill

Follower 1

Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 1, Intelligence 2, Willpower 4
Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 5, Defense 7, Stun N/A, Health 5, Horror —
Skills: Empathy 7, Intimidation 6
Talents/Resources: None (has an additional Power)
Powers: Blackout, Chill Touch, Cold, Paralysis, Shatter
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Famine

Death by starvation is slow and agonizing. Little wonder then that some who perish from gnawing hunger return as specters known as famines. Invariably, famines manifest as emaciated figures.

While they have the ability to make victims feel the pangs of hunger (through Nausea), their most feared power is Putrefy. Although the ability affects just one pound of food per use, the corruption spreads naturally to surrounding produce. In a root cellar, for instance, a famine ghost need only spoil a few pounds to quickly destroy an entire harvest.

However, not all famine spirits are inherently evil—some give mortals a chance to avoid their wrath. If recognized in its manifested form, it can be placated with a gift of food (one pound is enough). Typically, such a gift is enough to rid oneself of the spirit for an entire year, though ironically they may demand more frequent offerings during times of famine.

The best documented famine ghost is the *fear gorta* (Irish Gaelic for "man of hunger").

Famine

Follower 1

Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 4, Defense 7, Stun N/A, Health 6, Horror —
Skills: Empathy 6, Intimidation 7
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)
Resources: None
Powers: Manifestation, Nausea, Putrefy
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Flammegeist

Whereas poltergeists are prone to throwing things, its relative sets them on fire.

Flammegeists ("flame ghosts") are the spirits of those who died in conflagrations. A small few are benevolent, appearing only to warn of an impending fire. Most, though, are malevolent, using fire as a terrifying weapon in their quest for justice or revenge. Even those who seek only a proper funeral for their earthly remains tend to be wicked—the emotions generated by those burning to death are intensely negative.

Flammegeists may manifest as a ball of ghostly light or as in life. When it suits them, the latter can also appear as a corpse shrouded in flames or as a fire-blackened corpse. Unexplained odors of acrid smoke or burning flesh are also attributed to their presence, as are palls of smoke where there is no fire.

Flammegeist

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 1, Intelligence 2, Willpower 4
Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 5, Defense 7, Stun N/A, Health 5, Horror —
Skills: Empathy 7, Intimidation 6
Talents/Resources: None (has an additional power)
Powers: Firestarter, Ignite, Mist (smoke), Odor, Ghost Light *or* Manifestation
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Fright

Those who hunt ghosts for a living place the specters known as frights among the most horrific of their prey. As its name suggests, a fright exists solely to terrorize the living, which it does through terrifying illusions and manifestations. Unlike the mindless hates (see below), frights are intelligent incorporeal entities and use their unearthly powers to maximum effect.

They greatly favor lone targets. One favored tactic is to separate a member of a group and then assault his mind. They prefer to target the strongest (in terms of willpower) members first, allowing those of weaker will to work themselves into a state of fear before delivering the final, sanity-rending illusion. The Ghost Club has speculated that frights feed on fear, using it to sustain their existence, though this theory remains unproven.

Fright

Follower 1
Archetype: *Spirit;* **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 4, Defense 6, Stun N/A, Health 6, Horror —
Skills: Empathy 7, Intimidation 6
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)
Resources: None
Powers: Glimpse, Illusion, Manifestation, Nightmare, plus one from Blackout, Noise, or Speech
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Ghost Ship

In the same way that the fabric of a building might become host to a haunting spirit, so it is possible with other objects. The most common form is that of the ghost ship, also known as a phantom ship.

Unlike buildings, though, ghost ships are rarely possessed by the specters of specific individuals. Indeed, save in rare instances where a captain or helmsman is seen on deck, they appear utterly deserted. A few ghost hunters have speculated that it is almost as if the ship itself had a soul, a notion scoffed at by most of their peers. Most consider them to be ephemeral echoes. For now, what causes a ghost ship to manifest remains a perplexing mystery.

Most ghost ships are the specters of vessels that sank. Some, like the *Lady Lovibond*, which appears off the coast of Kent, England

every 50 years, were victims of deliberate wrecking and went down with all hands. The *Young Teazer* was destroyed in an explosion in 1813 off Nova Scotia, Canada. The paddle steamer *Eliza Battle* burnt to the waterline on the Tombigbee River, Alabama, in 1858 with the loss of 33 lives.

The most famous ghost ship, the *Flying Dutchman*, is condemned to sail the seas until Judgment Day because of its captain, making it one of the few that never sank. The *Dutchman* is also unusual in that the souls of its crew are fettered to the vessel. Hailed by a passing ship, the crew have been heard to call out messages they wish delivered to people on land. Witnesses who investigate further once in harbor inevitably find the intended recipients perished several centuries ago.

Ghost ships are found across the globe, but individual entities haunt only a small area. Where the vessel was sunk, or otherwise destroyed, it can venture no further than 10-20 nautical miles from the site. Vessels like the *Flying Dutchman* sail a greater stretch of water, but still with limits. The *Dutchman*, for instance, never ventures away from the Cape of Good Hope.

Most ghost ships are harmless apparitions, no more troublesome than a mirage. The sight of them might startle witnesses, but in many cases the viewers are blissfully unaware of the true nature of what they are seeing. For every spectrallyrigged ship with tattered sails and worm-eaten hull, or outlined in ghastly fire, there is one that manifests in full working order—save for its lack of visible crew.

The ability to manifest is the only common power shared by ghost ships. Few, though, have a truly ghastly form—a vessel that appears to be ablaze might cause some onlookers to look away or shudder involuntarily, but it causes no mental trauma. Those capable of generating terror do so through their crew, or at least illusions of their crew. The sight of crewmen burning to death or hearing their fading ghostly cries for help as they slip beneath the waves is enough to unhinge the mind.

Most often it requires a crew member who has witnessed the apparition before to point out its ghostly origin or, some time later, one

hears or reads of the vessel having been lost at sea years or centuries before.

Not all ghost ships are harmless apparitions. Those found near reefs or submerged rocks might lure a modern vessel to its doom with false lights, by mesmerizing the helmsman into following them to certain destruction, or by taking on the illusory appearance of a ship in distress. Sailing too close to a ghost ship might cause a ship's stores to spoil; a serious problem if it occurs in the middle of the ocean. Others can raise a mist that covers a large area (again, usually done near reefs or other hazards), inflict witnesses with nightmares or disease, or portend death for those who spy the spectral ship.

A small few phantom ships are actually benevolent. They appear to warn mariners of hidden dangers (like the aforementioned reefs and rocks) or upcoming storms.

Ghost Ship

Although spectral in nature, ghost ships have the same Size, Defense, Structure, and Speed they had in life. They are, of course, immune to physical damage, and can thus sail over rocks without impediment. Equally, they ignore the effects of current or wind.

Whether because of their sheer physical size or because they are actually haunted by the souls of those who went down with the vessel, phantom ships are powerful haunting entities. This, coupled with the fact that the sea is a vast place, makes them extremely difficult to exorcise.

Follower 1
Size: 4-16, **Defense:** 6-10, **Structure:** 12-24, **Speed:** 6-12
Attributes: Charisma 0, Intelligence 0, Willpower 8
Powers: Manifestation. Other powers are left for the Gamemaster to determine based on the nature of the vessel's destruction and its malevolence.

Extended Range: A ghost ship can extend the range of its power to affect persons and other vessels over great distances. The ghost ship must always have line of sight.

Extending the range up to 100 feet costs an additional 1 Haunting point. Two additional Haunting points are required if the target is within a mile, and four Haunting points at distances up to 10 miles.

Similarly, powers such as Despair, Nightmare, and Putrefy can be made to encompass a larger area as well as at longer range. Affecting an entire vessel costs double the usual Haunting points. Mist can be extended even further, with each mile diameter of the fog bank costing one extra Haunting point.

Ghost Train

In the same way that riderless carriages (see p. 44) are specters of vehicles from mankind's past, so it is that ghost trains will become the vehicular specters of the modern age. Currently few in number, the Ghost Club speculates that they will become more frequent as the sprawling network of railways expands and the number of fatal accidents inevitably increases as a result.

Ghost trains share two common powers. The first is the ability to manifest a visible form. As with ghost ships, they most often assume their old physical appearance, replete with plumes of smoke from the funnel and, if manifesting after dark, suitable illumination, both on the engine and in carriages.

Similarly, while ghost ships sail a certain stretch of water, ghost trains are always fettered to a finite section of track, fading into nothingness as they reach the unseen boundary. Manifestation is still possible even if the section of track the engine once travelled has since been removed. In this instance, the train faithfully follows the route of the old track, running over invisible rails.

Unlike their nautical kin, ghost trains always generate noise. These sounds are, however, limited to the chug of the engine, the toot of their whistle, and the squeal of their brakes.

To date, no malevolent ghost trains have been reported. The Ghost Club wishes to make it clear that it is, in their collective opinion, only a matter of time before one manifests. A small number of ghost trains do nothing more than ride the rails on the anniversary of the fateful

accident, chugging into existence, travelling a short distance, and then disappearing. Many manifest as a signal that there is danger ahead.

The sight of another train usually causes a driver to hastily apply the brakes, either to avoid a collision with a train spotted at distance or to avoid an imminent collision (which, of course, never occurs) if the ghost train looms out of nowhere. If reports are to be believed, the physical train grinds to a halt just a few hundred feet from something that would have caused it to derail.

Ghost Train

Although spectral in nature, ghost trains have the same Size, Defense, Structure, and Speed they had in life. They are, of course, immune to physical damage, and can thus pass through solid obstacles without impediment.
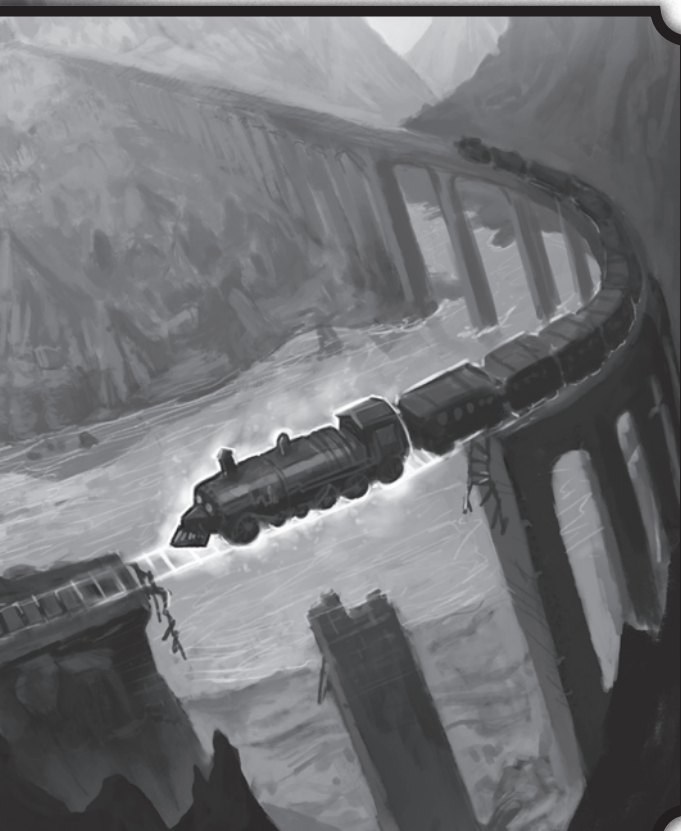
Follower 0
Size: 8 (locomotive only) or 16 (with carriages), **Defense:** 6, **Structure:** 24 (locomotive) or 12 (carriage); **Speed:** 50
Attributes: Charisma 0, Intelligence 0, Willpower 5
Powers: Manifestation, Noise. Other powers are left for the Gamemaster to determine based on the nature of the train's destruction and its malevolence.

Gray Ladies

Found across the world and known by a variety of names, gray ladies are the spirits of women who suffered a violent death. In all cases, their demise came about by the wickedness of a loved one or family member, or was a result of love gone wrong. Unlike griefs (see below), gray ladies are not suicides—their life was taken by another person.

Justice and revenge are the most common causes for their existence, though some are fettered to objects they treasured in life.

Their name comes from their typical manifestation, that of a lady clad in gray clothing. This is merely their favored form, for they always "wear" white, brown, and black garments.

Gray Ladies

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 4
Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 4, Defense 6 Stun N/A, Health 6, Horror —
Skills: Empathy 7, Intimidation 9
Talents: Skill Aptitude (+2 Intimidation rating)
Resources: None
Powers: Despair, Manifestation, Nightmare, Telekinesis
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Grief

Whether it is the loss of a loved one, especially a child, or an act of betrayal or spurning by a suitor, grief can be a very powerful and highly destructive emotion. The most common origin for these mournful specters is suicide.

Griefs are often fettered to the place where they took their own life, though some may be anchored to people. The latter is especially true when an act of betrayal led to the ghost's creation.

Although their powers are limited in scope, griefs are potent apparitions, keen to embroil others in their sorrow. Their least offensive ability is the power to cause others to feel their emotional state. While this can be debilitating, it rarely leads to further complications in and of itself. However, a mortal in a state of despair is more susceptible to the specter's Lure and, more seriously, Possession.

Invariably, the spirit seeks to lure a mortal to a place where it can be made to commit suicide through Possession. Such places often involve a long drop to certain death, with bridges being a favorite haunt. Mortals who resist possession are "encouraged" to throw themselves into the abyss through Shove. Given the circumstances of their death, these unfortunate victims are all-too-often labelled as suicides by coroners. Others play a longer game, tormenting their victim until they feel the only means to be rid of the spirit is to take their own life.

Griefs manifest as grief-stricken, weeping figures. They appear to be creatures of flesh-and-blood, lacking the stereotypical vaporous or translucent form that would give away their true nature.

Grief

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 2, Perception 7, Initiative 3, Defense 6 Stun N/A, Health 8, Horror —
Skills: Empathy 9, Intimidation 8
Talents: Skill Aptitude (+2 Empathy rating)
Resources: None
Powers: Despair, Lure, Manifestation, Possession, Shove
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Hag

The word hag has long been associated with witches. It stems from the Middle English word *hægtesse*, the Old English word for a witch. In traditional English folklore, however, a hag is not a physical crone but a nocturnal spirit. They attack sleepers, straddling their chest and tormenting them with nightmares. On waking, the victim may suffer from shortness or breath and even temporary paralysis. Those who have suffered a hag's visitation are said to have been "hagridden."

Hag

Follower 1
Archetype: *Spirit;* **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 4, Defense 7, Stun N/A, Health 7, Horror —
Skills: Empathy 7, Intimidation 7
Talents: Iron Will (+1 Willpower rating)
Resources: None
Powers: Nightmare, Sleep Paralysis (see below)
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Sleep Paralysis: A hag can cause its victims to awaken suddenly with shortness of breath and temporary paralysis. The spirit makes a Willpower x 2 roll against one sleeping target within a few feet. If the spirit rolls more successes than its opponent's Willpower rating,

Terrifying to behold, hanged men are most often malevolent in nature, seeking only to swell the ranks of the dead by placing their spectral nooses around their victims' necks and choking the life out of them. Even those that crave justice are prone to lash out with their nooses, such is the raw anger that fuels their unearthly state.

Hanged Man

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 1, Intelligence 2, Willpower 4
Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 5, Defense 7, Stun N/A, Health 5, Horror —
Skills: Empathy 6, Intimidation 7
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)
Resources: None
Powers: Manifestation, Paralysis, Strangulation
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Hate

Although these malevolent apparitions have existed for millennia, hates were first identified and named by The Ghost Club. Hates are not true ghosts, in that they are not the ethereal form of a deceased person. Rather, they are manifestations of intense anger and rage created in life and given spiritual form at the moment of death.

Although similar to poltergeists in many ways, hates are comprised of raw emotion. They are malevolent and mindless entities, venting their frustration and anger on the living at every opportunity.

Hate

Follower 1
Archetype: *Spirit;* **Motivation:** *Duty*; **Style:** 0

the victim suffers 1N damage and is paralyzed for a number of actions for each success by which the spirit won the roll.

Haunting Points: Equal to target's Willpower rating.

Hanged Man

Whether a criminal duly executed for his heinous acts, the unfortunate victim of a terrible accident or miscarriage of justice, or an innocent victim of a deranged killer, a hanged man died by hanging.

Hanged men (a generic term that equally includes female apparitions) usually manifest with their head lolled to one side at an unnatural angle, often with a noose around their broken neck. All carry a noose in their hands, a trapping that makes them easily identifiable.

Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 3, Intelligence 0, Willpower 6

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 2, Defense 8, Stun N/A, Health 9, Horror —

Skills: Empathy 5, Intimidation 8

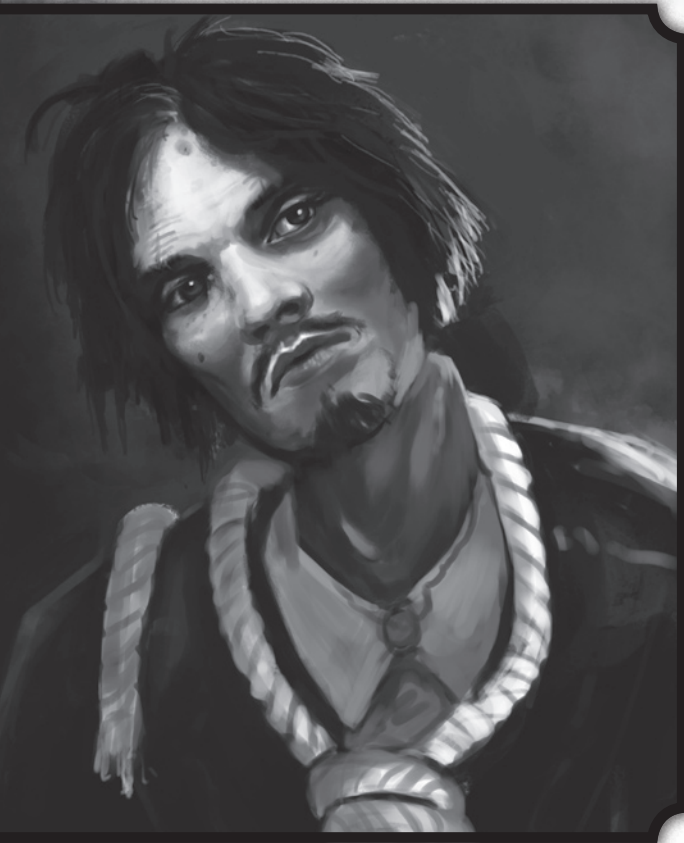**Talents:** Iron Will (+1 Willpower rating)

Resources: None

Powers: Lacerate, Minor Possession (Belligerent or Short-Temper only), Shatter, Shove, Suggestion (attack friends only), Telekinesis

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: None

Haunted House

Whereas any house can be home to a haunting spirit, this entry refers specifically to a ghost that has become one with the very bricks and mortar of a house.

Many of these spirits are the former owners of the house. Their reasons for remaining among mortals are many and varied. Some were depraved in life—they live on as ghosts to control the spirits of their former victims, who remain trapped with them. Others are victims of some cruel act, unable to find peace until the story of their untimely death is learned. In asylums and hospitals, the ghost may be a former inmate (or a gestalt entity) or wicked doctor.

Regardless of their origins, these spirits are especially powerful entities, with an arsenal of powers at their disposal. In many cases the only recourse is to destroy the physical house. Unfortunately, this may not cause the haunting spirit to move on—a modern house may be haunted by an entity that once lived in a previous building that stood on the same spot.

Haunted House

Follower 2

Size: 4-16, **Defense:** 4-6, **Structure:** 8-60

Attributes: Charisma 2, Intelligence 1, Willpower 8

Resources: Refuge: Equipment 2

Powers: Blackout, Despair, Glimpse, Ignite, Noise, Odor, Putrefy, Telekinesis

Hellhound

Hellhounds, also known as grims and spectral hounds, make frequent appearances in British folklore, though they are not exclusive to that island nation. Various tales have them as servants of Death or the Devil, guardians of graveyards, protectors of supernatural treasures, or hunters of wayward souls.

When manifested, they have coats of midnight black and eyes like glowing coals. Such is the close physical resemblance to black dogs (see *Leagues of Gothic Horror*) that the two entities are often confused, with stories involving one sort taking on traits of the other. Whether hellhounds are the ghosts of black dogs has yet to be verified. Given their origins in mythology and folklore, it is just as likely that they are wicked souls sent to haunt the world of mortals in bestial form.

Whatever their physical state, hellhounds are extremely fast, more than capable of chasing down any mortal quarry. Arguably their corporeal form is more frightening to behold, but in this state the hellhound is at least slowed by obstacles and rough terrain. In their ephemeral form, the diabolical hounds can maintain top speed without impediment. Equally as worrying, hellhounds can dominate mortal dogs to aid them in their pursuit.

A hellhound also differs from a black dog in that is leaves tell-tale prints—scorched patches in the shape of monstrous paws. Their most fearsome power, and the one for which they are named, is the ability to start fires. Whereas black dogs bark and growl, hellhounds are ominously silent, even in corporeal form.

Hellhound

Follower 1

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

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

Secondary Attributes: Size –1*, Move 6 (Run 24), Perception 6, Initiative 6, Defense 9, Stun N/A, Health 4, Horror —

Skills: Brawl 6, Athletics 6, Stealth 7**

Talents: Run (Running speed is doubled)

Resources: None

Powers: Animal Control (dogs only), Corporeal Form (dog only), Firestarter, Lacerate (bite)

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: Bite 8L**

* The hellhound's Size has no impact on its Health while ephemeral. It applies to its corporeal form as normal.

** Hellhounds have a +1 Size bonus on Stealth rolls.

*** Bite is only used when corporeal. In its ephemeral form, a hellhound uses its Lacerate power.

Miser

More commonly referred to by modern European ghost hunters as a Marley, after the ghost of Jacob Marley from Charles Dickens' *A Christmas Carol*, misers are the spirits of uncharitable and greedy persons.

Although the great author never spoke of such things, Dickens may have witnessed a miser with his own eyes—Marley's description perfectly matches that of the apparitions. Misers are always wrapped in fetters "of cashboxes, keys, padlocks, ledgers, deeds, and heavy purses wrought in steel."

While terrifying to behold, as are all specters, misers are not inherently evil. True, some are fettered to some valuable object that meant more to them than life itself. Their watchfulness is borne out of sheer spite, denying others any enjoyment from the object they can no longer hold.

Others, though, are denied entry into the afterlife until they have atoned for their sins. Some, like Marley with Scrooge, warn living misers of the terrible fate that awaits them unless they change their errant ways. Another task sometimes set them is to help the impoverished.

The Christmas Society, a club devoted to charitable endeavors, actually has a resident miser who goes by the name of Hopworth. Although long-repented of his many sins, he has chosen to remain in the mortal world. Through words, he reminds members of their duty to be charitable at all times. The Great Scrooge (see *Leagues of Adventure*), however, may be subjected to mischievous (never malevolent) tormenting for the year in which he holds the seldom welcome honorific.

Miser

Follower 1

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

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

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 4, Defense 6, Stun N/A, Health 6, Horror —

Skills: Craft: Accountancy 5, Diplomacy 5, Intimidation 6

Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)

Resources: None

Powers: Despair, Manifest, Noise, Speech

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: None

Myling

Mylings are found only in Scandinavia, where they are also known as "utburd," or "that which is taken outside." This unusual name dates back to the period when unwanted children were abandoned in the wilds to meet their deaths by the elements or wild beasts. Unbaptized, they are denied a place in the next world and thus condemned to wander the world of mortals until given a proper burial.

Folklore varies in where they haunt, the main choices being either the spot where they died or the homes of those they hold ultimately responsible for their deaths (which can include descendants of their "murderer").

Through persuasion, trickery, threats, or

childish tantrums, they demand to be carried to the nearest graveyard or burial ground.

The great powers do not make laying a myling to rest an easy task, though. Despite their childlike size, mylings are unnaturally heavy—regardless of the porter's strength, they always count as a heavy load. As they near a graveyard, their weight increases to a burden so heavy that it causes their victim's feet to sink into the earth.

In order to succeed in his task, the porter must make four successive Strength rolls to cover the last dozen or so yards to the graveyard's entrance. The first is Difficulty 3, the next Difficulty 4, then Difficulty 5, and finally Difficulty 6.

Should any roll fail, the porter has dropped his load. This causes the ungrateful apparition to fly into a rage. It tears at its victim with its spectral nails until it is drained of spiritual energy, whereupon it is forced back into ephemeral form. When it next appears, it will always be back at its initial haunt.

Myling

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 3, Intelligence 2, Willpower 4
Secondary Attributes: Size –1*, Move 4, Perception 6, Initiative 4, Defense 7, Stun N/A, Health 6, Horror —
Skills: Con 7, Diplomacy 7, Intimidation 5
Talents: Charismatic (+1 Charisma rating)
Resources: None
Powers: Corporeal Form, Lacerate, Speech
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

* The myling's Size has no impact on its Health while ephemeral. It applies to its corporeal form as normal.

Pestilence

As far back as the ancient Sumerians, ghosts have been attributed with the ability to cause disease. Though medical science points to mundane origins, numerous epidemics throughout the ages can be laid at the feet of these fell specters.

Although quite capable of spreading sickness while ephemeral, they have a fondness for walking among the living in the guise of gaunt figures clad in filthy rags, their skin ravaged by disease and oozing pus from open sores.

The origins of pestilences are subject to debate among ghost hunters. Some claim they are not true apparitions, but are instead demons unleashed from the pit to torment mortals. Others argue they are victims of disease denied medicine. Angered at their deaths, the twisted souls seek only to make others suffer. A small few believe they are spirits summoned by Moses when he smote Egypt with plague that remained on earth in order to continue their work.

Leagues of Gothic Horror: Guide to Apparitions

Pestilence

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 0, Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 5, Defense 8, Stun N/A, Health 5, Horror —
Skills: Intimidation 10
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)
Resources: None
Powers: Manifestation, Nausea, Odor (the stench of decay and sickness only), Sickness
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Phantom Musician

Phantom musicians are typically fettered to a location. Some are faithful retainers of old, bound by duty. Others are akin to banshees, appearing only to foretell a death in the household through a mournful dirge. Both types are commonly pipers, trumpeters, or drummers.

Other phantom musicians are spirits who felt their genius was unrecognized in life. Seeking to correct this injustice or oversight, they haunt concert or music halls, for the most part, playing for the adoration of a public who is usually more terrified than appreciative.

Phantom Musician

Follower 1
Archetype: *Spirit;* **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 4, Intelligence 2, Willpower 3
Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 4, Defense 5, Stun N/A, Health 7, Horror —
Skills: Empathy 7, Intimidation 5, Performance 8
Talents: Captivate (Can temporarily entrance opponents within 10 feet when manifested)

Resources: None
Powers: Manifestation, Noise
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Phantom Soldier

Since the dawn of time, mankind has waged war. Whether lone soldiers on an endless patrol or entire armies condemned to fight until Judgment Day, battlefields across the globe are haunted by the casualties of war.

The motives of phantom soldiers are highly variable. Some wait patiently for the opportunity to fight alongside mortal comrades. Others treat any living soul on the battlefield on which they died as an enemy. Phantom soldiers can also be found guarding buildings or haunting their former barracks, their souls fettered by a sense of duty that has defied death.

Not every clash of phantom warriors involves individual ghosts. For reasons the Ghost Club has yet to deduce, some spectral engagements are nothing more than replays of historical events, the soldiers repeating the actions of old over and over again with perfect synchronicity. It has so far proven impossible to open dialogue with these ghosts, interact with them using weird science, or indeed banish them. One theory is that they are harmless, though possibly frightening, collective memories that have soaked into the battlefield.

The statistics below are for a soldier from the pre-gunpowder era, such as ancient Greece or Rome. More modern phantom soldiers have Dexterity 3, Strength 2, and swap Archery for Firearms. They also have appropriate weaponry. Whether or not the specter has any armor depends on its era.

Phantom Soldier

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 3, Charisma 2 Intelligence 2, Willpower 3
Secondary Attributes: Size 0, Move 5, Percep-

tion 5, Initiative 4, Defense 5 (7)*, Stun N/A, Health 5, Horror —

Skills: Archery 4, Athletics 5, Intimidation 6, Melee 5

Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)

Resources: None

Powers: Corporeal Form, Lacerate (spectral weapons), Manifestation

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons**: Short sword 7L, Spear 8L

* When corporeal, a phantom soldier wears armor appropriate to its culture. Whatever form the protection takes, it always grants a +2 Passive Defense bonus.

** These are only used when corporeal. In its ephemeral form, a phantom soldier uses its Lacerate power.

Poltergeist

Poltergeists ("noisy or disruptive ghosts") are aptly named. The disembodied spirits' sole methods of manifestation are the manipulation of physical objects (often violently) and creation of sounds, such as knocking or tapping. Rather than haunting houses or other static places, poltergeists are invariable fettered to people.

Poltergeists rank among the lower order of ghosts in terms of sentience, having no means of establishing meaningful communication with the living except to show their anger. They can, however, be exceptionally powerful spiritual entities.

Poltergeist

Follower 1

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

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

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 4, Defense 6, Stun N/A, Health 6, Horror —

Skills: Empathy 7, Intimidation 7

Talents: None

Resources: Refuge: Equipment 1

Powers: Noise, Shatter, Shove, Telekinesis

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: None

Revenant

Revenants are ghosts with one purpose—to terrorize the living. Revenants have one of two origins. The first were wronged in life and seek vengeance against their murderers or those that led to their death (such as false witnesses at a trial). The second type were wicked in life, perhaps being enamored of one of the Seven Deadly Sins or disbelieving in the existence of God. They most often target family members and friends.

Revenants are a form of vampire—this works as Chill Touch, except the damage is lethal and the power can be used only once per night.

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Revenant

Follower 1
Archetype: *Spirit;* **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 2 Intelligence 3, Willpower 3
Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 5, Stun N/A, Health 5, Horror —
Skills*: Intimidation 9
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)
Resources: None
Powers: Chill Touch, Corporeal Form, Manifestation
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

*Revenants have 5 Skill points for the Gamemaster to assign. These should be assigned to Skills the revenant had in life. Remember, these apparitions can manifest a corporeal form.

Riderless Carriage

The predecessor of the ghost train, riderless carriages take the form of enclosed four-wheeled carriages, such as the growlers found on London's busy streets. While some appear to have drivers, these, like the horses that pull the carriage, are mere illusions—the carriage actually drives itself.

Unlike ghost ships and trains, riderless carriages can manifest a corporeal state, allowing passengers to ride in them. Benevolent specters take their passengers to their desired destination, leaving them perplexed when they dismount and turn around, only to find their ride has vanished into thin air. Some are driven to their doom, the carriage riding over a cliff or collapsed bridge. In one legend, these apparitions are sent by the Devil to collect souls. Passengers who enter these diabolical ghostly carriages risk being carried to Hell.

Riderless Carriages

Follower 0
Size: 2, **Defense:** 6, **Structure:** 8, **Speed:** 20
Attributes: Charisma 1, Intelligence 1, Willpower 6
Powers: Corporeal Form, Illusion (restricted to creating its ghostly horses or driver), Manifestation. Other powers are left for the Gamemaster to determine based on the nature of the carriage's destruction and its malevolence.

Scare

Scares are classified as a lesser form of fright. Their favored victims know them by another name—the bogeyman. Contrary to what parents or the nanny might say, scares do not solely haunt naughty children—the scream of any child is music to their ears.
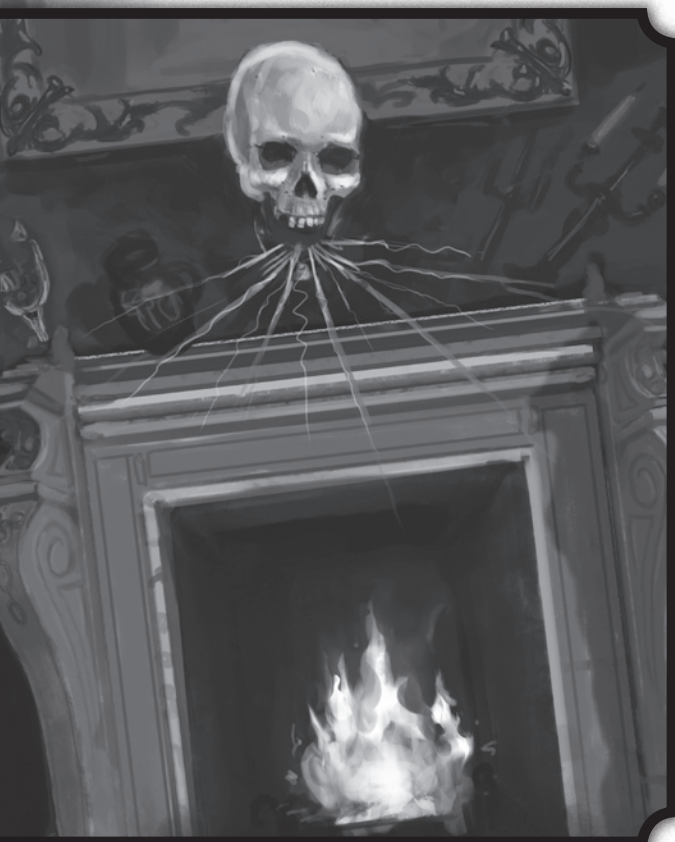
Scares are the mysterious things that live under the bed or lurk in the wardrobe. They are the terrible things that blow out the bed-side candle or send horrific nightmares into a sleeping child's mind. They are the monsters that shred nightclothes or destroy a child's favored toy.

Whatever their favored method of haunting, scares only ever terrorize children. Given time, scare hauntings automatically end when their victim or victims (multiple children must belong to the same household) reach adulthood. The Ghost Club is unsure as to whether the scare is truly banished to the other world at this point or whether it moves on in search of a fresh victim.

As to the nature of scares, some are the souls of wicked children; others those of cruel nannies or governesses who delighted in tormenting their charges in life. It is equally possible that every child is assigned one by the Devil, the antithesis of a guardian angel.

Scares rank among the most common spirits, and are found in almost every culture. In Afghanistan they are the *newanay mama* ("crazy person"); in the Congo Free State the *dongola miso* ("creature with scary eyes"); children in France fear *le croque-mitaine* ("The hand-cruncher"), and among young Swedes the *monstret under sängen* ("monster under the bed").

Scare

Follower 0
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 1, Charisma 1 Intelligence 1, Willpower 4
Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 3, Defense 6, Stun N/A, Health 5, Horror —
Skills: Intimidation 6
Talents/Resources: None
Powers: Blackout, Lacerate, Manifestation, Nightmare
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Screaming Skull

Collecting heads is nothing new in Europe. The Celts gathered the heads of their enemies as trophies, and later those of notable executed prisoners met a similar fate. In the latter case, some were taken by family members to prevent them being further despoiled. Screaming skulls only ever haunt buildings.

A screaming skull is a ghost, though it is fettered to its earthly counterpart. As its name implies, it most often manifests its presence by loud, unearthly screaming. Thankfully the great majority remain silent much of the time, screaming only on symbolic days, such as the anniversary of their death. Others are more a nuisance, sending forth wails at midnight, on nights of the full moon, or some other regular pattern.

Exactly why the spirit screams is not yet understood, for they have no other means of conversing. Being beheaded is, obviously, not a pleasant fate, but this by itself is not necessarily a trigger. More likely the separation of head and body somehow tethers the spirit to the mortal world rather than allowing it to pass over, something likely to raise the ire of any soul.

Then again, all documented screaming skulls number among the weakest spirits. It seems highly unlikely that every one was, in life, possessed of low charisma and intellect, and average willpower. Thus, some occult scholars have argued that the screaming skull is more akin to a memory or emotion (anger being the favorite candidate) rather than a true trapped soul.

Only two other powers have been documented. First, they can cause those in the same house to suffer terrible nightmares. These most commonly replay the last minutes of the ghost's life, with the dreamer in the role of the soon-to-be beheaded victim. Second, they have a limited form of telekinesis. Although only able to manipulate their own skull, this can be a terrifying sight. It is not much fun for ghost hunters either, as the skull can travel at sufficient speed to inflict harm and even bite.

Screaming skulls are particularly bothersome because the physical presence of their skull renders them immune to the permanent effect of the Banish Spirit ritual (in any form). A successful casting will silence it for a few hours

at most. Typically, a skull subjected to the ritual falls silent for several days, deliberately luring the homeowners into a false sense of relief before its unearthly wailing begins again.

One might assume the logical way to banish one of these noisy spirits is to destroy the skull. In fact, this is the worst possible course of action. The only way to permanently lay the ghost to rest is to reunite the head with the rest of its skeleton. Often this cannot be done, but fortunately interring it with the mortal remains of any close family member usually has the same result. As one can see, by smashing the skull this becomes an impossible task.

Similarly, removing the skull from a house is ineffective. Instead of wailing every now and then, the spirit screams almost constantly, ceasing only when the skull is returned to its rightful place. The Ghost Club archives indicate that death has befallen the removers of some skulls, although this has never been verified. If true, such a ghost ranks above the typical Category 4 rating of its common ilk.

Screaming Skull

Follower 0
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 1, Charisma 1, Intelligence 1, Willpower 4
Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 3, Defense 6, Stun N/A, Health 5, Horror —
Skills: Intimidation 6
Talents/Resources: None
Powers: Nightmare, Noise, Telekinesis (only its skull. Simple movement costs 1 Haunting point and lasts an entire combat or scene, whereas attacking or biting uses 1 Haunting point per 4 attack dice per combat turn.)
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Shadow

Shadows, also known as shadow men, are three dimensional anthropomorphic entities comprised entirely of darkness. They understand that men fear the dark and they prey on that most primitive emotion to instill fear in their victims.

Contrary to popular belief, shadows have no intolerance of light. Indeed, like conventional shadows, they actually need the contrast of light to manifest. That said, they ensure their victims are plunged into utter darkness first in order to awaken their feelings of dread.

Although they manifest only as shadowy forms devoid of features, they can project a wave of supernatural fear capable of driving those who see them insane.

Shadow

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 2 Intelligence 2, Willpower 4
Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 4, Defense 6, Stun N/A, Health 6, Horror —
Skills: Empathy 7, Intimidation 7
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)
Resources: None
Powers: Blackout, Illusion, Manifestation
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Seductress

As the name imply, seductresses are typically female spirits, though male versions have been known. Related to griefs, they are the ghosts of women who died of a broken heart after being spurned by callous lovers. They are not as powerful as griefs, their existence not being down to the trauma of suicide, neither so do they seek to compel victims to take their own lives.

Whatever their appearance in life, seductresses are charismatic entities. They use this to entrance their victims into falling in love with them. Victims may be held in their grasp

for months, even years, as the spirit seeks to deepen the bond beyond them. Sooner or later, though, the seductress will break the mortal's heart in a particularly cruel fashion, leaving him despondent and lovelorn.

Seductresses have also been known to target victims already in a relationship, either seducing them or sending their libido into overdrive. This they do with the sole intention of making the victim's innocent partner end their relationship on the grounds of infidelity. Naturally, the apparition then disappears from its victim's life.

Seductresses are one of the few spirits that can appear to mortals only by manifesting a corporeal body.

Seductress

Follower 1

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

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

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 4, Defense 5, Stun N/A, Health 6, Horror —

Skills: Con 8 (*Seduction 9*), Performance 7 (*Pick one specialization 8*)

Talents: Captivate (Can temporarily entrance opponents within 10 feet when manifested)

Resources: None

Powers: Corporeal Form, Minor Possession (Lovelorn—this makes the seductress the target of the victim's romantic affections—or Lustful only), Speech

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: None

Siren

Named for the Sirens of Greek legend, sirens are female ghosts associated with a specific body or stretch of water.

Three causes for their existence have been postulated. The first is that they are the mothers of drowned children. Distraught and angry in equal measure, they search for their lost child in the hope of being reunited. As such, their favorite prey are mortal children, whom they mistakenly believe to be their offspring.

The second is that they are victims of accidental drowning. Confused, and possible angered at their life being cut short, they lure others to a watery death. Some are believed to do this because they seek company. Others kill in the mistaken believe that their spirit will be freed if they can find another to take their place. In a few cases, all the ghost wants is for its bones to be exhumed from the water and given a proper burial. The third is that they are similar to the second variety, save they are murder victims.

Sirens manifest in a form that will be most appealing to a potential victim. A child may see another child paddling in the water or a matronly figure picking flowers from the banks. A lustful man may encounter a beautiful maiden (often scantily clad) washing, while one of he-

roic bearing may believe he is seeing a woman in distress.

Whatever form it adopts, the spirit strives to lure victims into the water (the spirit being unable to leave its confines). Once there, the victim is dragged down to a watery grave (through Telekinesis).

Those who resist a siren's charms are not guaranteed to escape her clutches. While a siren cannot leave its watery habit, it can cause the lungs of nearby mortals to fill with water.

Siren

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 1, Charisma 3, Intelligence 2, Willpower 4
Secondary Attributes: Size 0, Move 3, Perception 6, Initiative 4, Defense 5, Stun N/A, Health 7, Horror —
Skills: Con 9 (*pick a specialization*), Empathy 7 (*Intuition 8*)
Talents: Skill Aptitude (+2 Con rating)
Resources: None
Powers: Manifestation, Speech, Strangulation (victims drown), Telekinesis
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Will‿o'‿the‿Wisp

Will-o'-the-wisps, sometimes known as ghost lights, are a minor form of haunting spirit. Most often encountered in bogs, marshes, and swamps, they use a combination of ethereal light and hypnotic lure to lead unsuspecting travelers into danger. Occasionally they are witnessed in graveyards, most often near their mortal remains. Such apparitions are referred to as ghost candles.

Will‿o'‿the‿Wisp

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 4 Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun N/A, Health 6, Horror —
Skills: Performance 9
Talents: Captivate (Can temporarily entrance opponents within 10 feet when manifested)
Resources: None
Powers: Ghost Light, Lure
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Wraith

Distant kin to the banshee, a wraith is a female spirit of ill-omen. Whereas banshees herald death, wraiths merely signal a dark portent, which could mean anything from a minor accident to a horrendous loss. Most choose to manifest as they were in life rather than in some grisly and horrific form, though they can be terrifying when the need arises. Green Ladies, phantoms clad in archaic courtly dress, are perhaps the best known wraiths.

Their Despair power can be used only when they are manifested. Some wraiths have the Speech power, but they communicate only to warn their chosen victim of his imminent doom.

Wraith

Follower 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 3 Intelligence 2, Willpower 3
Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 4, Defense 5, Stun N/A, Health 6, Horror —
Skills: Empathy 7, Intimidation 8
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)
Resources: None
Powers: Despair, Manifestation
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Chapter the Sixth: Princes of Darkness

Once there appeared a strange optical effect: when he stood between me and the flame he did not obstruct it, for I could see its ghostly flicker all the same. —Bram Stoker, *Dracula*.

Where as the ghosts in the previous chapter are generic examples, those presented in this chapter are named individuals with unique histories.

Ghostly Villains

Even if you, the Gamemaster, plan on picking a sample generic ghost straight out of this book as the villainous centerpiece for your adventure, you need to do more than just copy out its statistics if the apparition is to be a worthy, and preferably memorable, opponent.

Every ghost story should have two parts—investigation and confrontation. The former is where the globetrotters gather information about their opponent; information that will help them discover their adversary's strengths and possibly its weaknesses. Perhaps it will even provide a means of defeating the specter without resorting to violence every time.

In order that you can provide players with the necessary clues, you first need to answer several key questions: What traumatic event led to the ghost's creation? What is the apparition's motive? When and where does it appear? Is it fettered, and if so to whom, what, or where? What special powers does it possess?

Each of the main sections in Chapter 2 is

a tool to answering those questions, taking you through the entire process one step at a time. None of the sections have fixed combinations—you can combine them in any way that feels right for the story, or even invent your own elements.

This takes time, but once done not only have you pieced together the specter's entire backstory and created all the information the player's can uncover, you have everything you need to roleplay the spirit effectively and dramatically.

Ghosts are not ravenous beasts that kill because of a primal drive. They are intelligent (for the most part), have clear motives, and are best introduced slowly. A good ghost story builds atmosphere slowly, the spirit making brief appearances over a period of time. This allows the characters time to prepare and you the opportunity to roleplay the spirit.

When it comes to the climax of the adventure, you may not even actually want a stand-up confrontation to wrap up your adventure. Your players might get more fun out of picking out the truth about the ghost from a tangle of folklore and unraveling the mystery of how to lay it to rest peacefully, rather than simply waiting for it to manifest and blasting it into the next world with a hail of Ecto-plasmic Bullets. Let's face it, the end-the-scenario-with-combat option can get dull after the first few times.

That doesn't mean the spirit intends to go quietly, of course—the characters may have to weather an assault while they work to rid the world of the entity.

The Angel of Death

A saddle of crimson leather was strapped upon the stallion's back, the pressure of invisible feet held the long stirrup leathers rigid to its flanks, and unseen hands held the reins taut a few inches above its withers. The Duke knew well enough that no human who has held that dread rider in all its sombre glory has ever lived to tell of it. —Dennis Wheatley, *The Devil Rides Out*

This dread fiend is not the Biblical Angel of Death, a servant of the Lord answerable only to His commands, but a terrible spirit from beyond. Some refer to it as the Grim Reaper, for it is Death personified.

Its normal manifestation is an invisible rider seated upon a black stallion, a demonic steed summoned from the pits of Hell. Should it be slain, the Angel of Death can manifest a new one through its Corporeal Form power.

The Ghost Club considers the Angel of Death the most powerful and evil spirit a ghost hunter is ever likely to encounter, and rightly so. The only hope of salvation is a powerful Arcane Ward (see p. 53) and the Banish ritual—and few mortals have the arcane might required to defeat the Angel of Death with the latter. Fortunately, most ghost hunters will never face the Angel of Death.

Its true form has never been described—everyone who has stared into its grim visage has lost either their mind or their life. Note that although Horror ratings only go up to five as standard, the upper limit for Manifestation is defined only by the number of Haunting points the spirit is prepared to invest.

The Angel of Death has no power to appear unbidden. It is a servant, called forth by black magicians through the Summon Horror ritual and the only service it provides is death. (Its horse comes as part of summoning the fell spirit.) The Angel of Death cannot be cheated of the kill—if it cannot slay its intended victim by the next dawn, it slays its summoner. (This is an automatic and unavoidable death, and for this reason alone globetrotters should not risk summoning the dread specter).

The Angel of Death

Ally 2
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 1, Intelligence 1, Willpower 8
Secondary Attributes: Size 0, Move 5, Perception 9, Initiative 4, Defense 11, Stun N/A, Health 8, Horror 4
Skills: Intimidation 16*
Talents: Fearsome (Can temporarily frighten opponents within 10 feet)
Resources: None
Powers: Corporeal Form**, Manifestation***
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

* Technically this is cheating, but the Angel of Death is a truly terrifying foe.

** This power can only be used to reform the Angel of Death's demonic steed. This costs 3 Haunting points.

*** In addition to losing Sanity points, anyone who gazes upon the Angel's horrific form loses an equal number of Health. This is treated as Lethal damage (heart failure).

Black Agnes

*Vile and ingrate! too late thou shalt repent
The base Injustice thou hast done my Love:
Yes, thou shalt know, spite of thy past Distress,
And all those Ills which thou so long hast mourn'd;
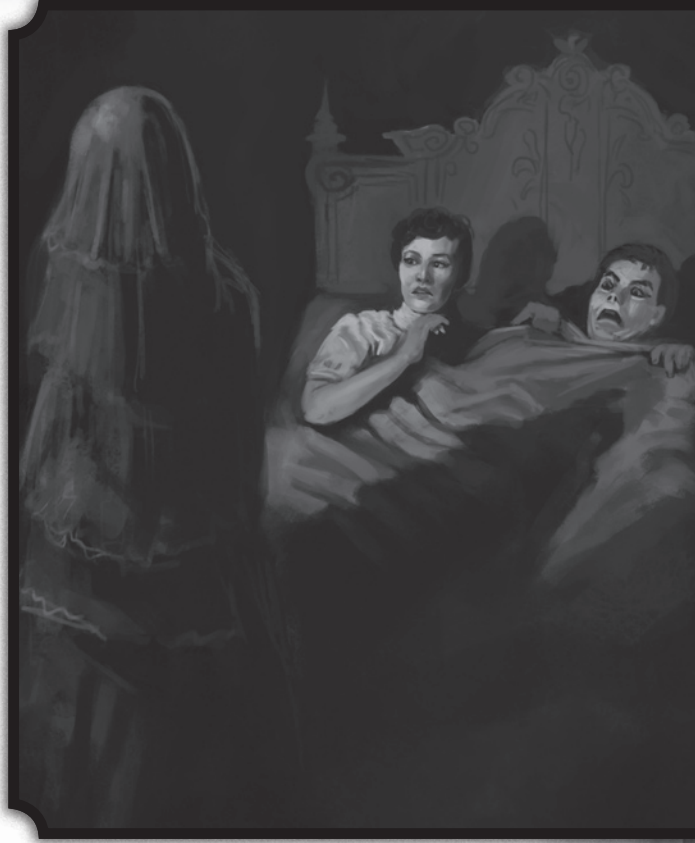Heav'n has no Rage, like Love to Hatred turn'd,
Nor Hell a Fury, like a Woman scorn'd.*
—William Congrieve, *The Mourning Bride*

William Fitzhume had professed his love for Agnes Littlejohn many times, especially in the minutes before they enjoyed carnal relations. Her lover had even spoken of marriage, at least in the early days of wooing her into his bed. It was more than Agnes could ever hope for. Blessed as she was with beauty without the taint of vanity, Agnes was but a lowly serving girl, while William was the lord's eldest son and appointed heir.

Her heart was torn asunder when William announced he was to marry another, a plain girl but one better suited to his station and with a sizeable dowry. Agnes demanded William hold to his vow to wed her, but he brushed her words aside, laughing as she fled in tears. Distraught beyond measure, Agnes threw herself from the high cliffs, but not before vowing that William and his eldest male descendants would never find peace in marriage.

Agnes appears without fail on each anniversary of her death after the male heir to the Fitzhume title marries. Clad in the black mourning robes of a widow, she begins tormenting the couple.

Agnes starts subtly, twisting their person-

alities to cause rows and allowing only brief glimpses of her spectral form. Then come the nightmares, terrible dreams in which the victim is drowning night after night.

Agnes prefers to foment a slow breakdown in the marriage, but her patience is not without limits. If the couple divorces within a half-score years, either because of the changes to their demeanors or because the woman can no longer bear the strain of Agnes' presence, the apparition falls silent. Should the couple prove resilient (love can be a strong bond), Agnes eventually resolves to kill the unfortunate woman. This she does either by pushing her off a great height or strangling her.

Gamemaster's Note: One non-violent means of ending the haunting is for the eldest male Fitzhume to make amends for his ancestor's cruelty by marrying a direct descendant of Agnes' siblings.

Black Agnes

Patron 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 3, Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 5, Defense 8, Stun N/A, Health 8, Horror —
Skills: Empathy 7, Intimidation 8
Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested), Additional power
Resources: None
Powers: Glimpse, Manifestation, Minor Possession, Nightmare, Shove, Strangulation
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

The Ghost of Berkeley Square

It is uninhabited save by an elderly man and his wife who act as caretakers; but even these have no access to the room. This is kept locked, the key being in the hands of a mysterious and seemingly nameless person who comes to the house once every six months, locks up the elderly couple in the basement, and then unlocks the room and occupies himself in it for hours. —attributed to Mayfair Magazine, 1879

Ask any member of any occult-related League and they will tell you without hesitation that 50 Berkeley Square, London, holds the undesirable honor of being the most haunted house in the city. The recorded history of the haunting, which focuses on the attic, is not a long one by any reasonable standards, beginning just under 20 years ago.

Although our story begins in 1872, the attic had already acquired a sinister reputation, for the aristocrat and Conservative politician Lord Lyttleton spent a night in the attic as a wager. Pragmatic by nature, he brought with him his trusty shotgun. Although he fired at something that night, the only evidence of an encounter was the spent cartridges. Lord Lyttleton committed suicide in 1876.

In 1879, a maid who spent the night in the attic was discovered the next morning to be utterly insane. She died in an asylum the following night, still repeating the one word she had uttered since her ordeal—"Horrible!"

An aristocrat or military officer (variously named as Sir Robert Warboys, Captain Kentfield, or Captain Raymond) took up the challenge of occupying the house for a single night soon after. He was found dead the next day, having committed suicide by hanging.

The last recorded occurrence was in 1887. Two sailors, on shore leave and seeking lodgings, broke into the house. One fled before dawn. Summoning the courage to return for his friend, he was aghast to discover his corpse impaled on the railings outside, the sailor having seemingly jumped from an upstairs window in his terror.

With no reliable descriptions of the specter, ghost hunters have little recourse but to refer to urban folklore. One version says it is a young woman who jumped to her death from the attic window to escape an abusive uncle. Another claims the ghost is that of a young girl murdered in the attic by a servant. A third has the specter as male. A violent lunatic, he was locked in the attic by his brother, his only contact with the outside world being food passed through a small hatch, the only sounds he made were loud groans and cries. Others tell only of an amorphous, slimy, formless "thing."

Gamemaster's Note: The quoted article refers to 50 Berkeley Square, but is of dubious authenticity. The existence of a mysterious man who locks himself in the attic every six months is, however, too good to ignore in a *Leagues of Gothic Horror* game.

The Ghost of Berkeley Square

Patron 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 2, Intelligence 2, Willpower 6
Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 5, Defense 9, Stun N/A, Health 8, Horror —
Skills: Con 7, Empathy 7, Intimidation 7
Talents: None
Resources: Refuge: Equipment 2
Powers: Blackout, Despair, Manifestation, Nightmare, Noise, Shove
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Gilles de Rais

The hideous, half-burnt body of the monster himself circled in flames, pale, indeed, and faint in colour, but more lasting than those the hangman kindled around his mortal form in the meadow under the walls of Nantes—is seen on bright moonlight nights, standing now on one topmost point of craggy

New Ritual

Arcane Ward

Rank 3
This ritual creates a protective circle or pentagram, warding the caster and her allies within the area of effect from supernatural attacks. Upon completion of the ritual, they gain a bonus against rituals, mentalism, and apparitions' powers for the duration of combat or until the end of the scene, and only so long as they stay within the protected area. The bonus may be applied to any applicable Attribute or roll.

For instance, a target of the Harm ritual would have their Body increased by the bonus, whereas a target of Lacerate would add the bonus to their Passive Defense roll. Against mental powers, such as Lure or Suggestion, it provides a bonus to the target's Willpower, as it would when making a Horror check caused by the Fear ritual or Manifestation power.

It provides absolutely no protection against mundane assaults, whatever their origin. For instance, targets of a heavy object thrown by a poltergeist receive no bonus.

The pentagram also acts as a physical barrier to spirits. This includes those in Corporeal Form or inhabiting a host through Possession.

An apparition attempting to penetrate the pentagram must make a Willpower x 2 roll with a Difficulty equal to 2 + the pentagram's bonus rating. Failure means it cannot try again for the remainder of the combat or scene.

An Arcane Ward can be overlaid on top of an Arcane Shield (see *Leagues of Gothic Horror*) and vice versa.

Arcane Ward	Mod
Minor ward (+2 bonus)	+0
Major ward (+4 bonus)	−2
Divine ward (+8 bonus)	−4

wall, now on another, and is heard mingling his moan with the sough of the night-wind.
—Thomas Adolphus Trollope, *A summer in western France, Vol. II*
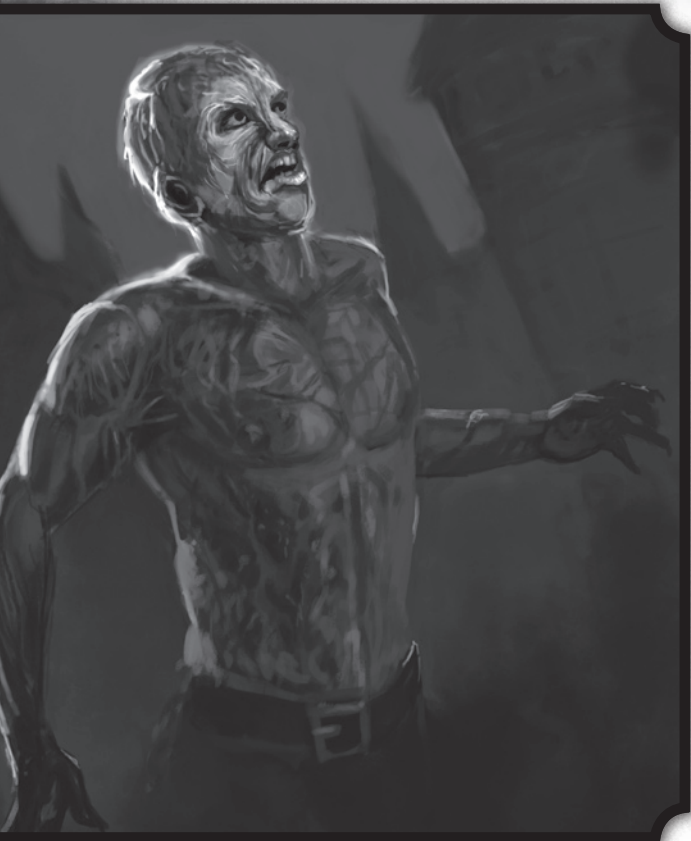
Gilles de Montmorency-Laval (1405-1440), Baron de Rais, was born to a life of privilege and power. Well-educated and a student of military discipline, he fought against the English alongside Joan of Arc, rising to the position of Marshal of France at just 24 years of age.

On retiring from military life, de Rais began to walk a dark path, delving into alchemy and devil worship. His great goal was to summon a powerful demon known as Barron, an entity that could grant him limitless wealth and immortality. Despite three complex and costly rituals, de Rais failed to tempt the demon from Hell. Frustrated, he turned to offering his patron-in-waiting the body parts of children.

De Rais was arrested in 1440 for kidnapping a priest. The trial of one of France's luminaries quickly turned into a tale of ghastly proportions as the full extent of his de Rais' wickedness emerged.

The nobleman lured peasant children into his castle, seducing them with fine clothes and lavish feasts. Once sated and at ease, the youth would be taken to a secret room and informed of his terrible fate. The horrified look on the innocent's face was only the first perverse pleasure de Rais would enjoy.

When the child's fear had reached fever pitch and de Rais could control his inhuman urges no longer, the youth was promptly killed. Using a *braquemard*, a short, thick, double-edged sword, his victims were decapitated, dismembered, or had their throats slit. As if death was not cruel enough, de Rais then used the corpse for his sexual gratification.

On the October 26th, 1440, Gilles de Rais was hung by his neck over a pyre until dead, his corpse then consigned to the flames until it has burned to ash.

Were that the end of Gilles de Rais the world would surely be a happier and safer place. Alas for mankind, de Rais' spirit has returned after a period of 550 years (one for each child he murdered). Still driven to summon Barron from the fiery depths, the perverse nobleman is planning to embark on another spree of terror and murder. He now believes he knows the secret to summoning the demon. First, he must offer a total of 666 sacrifices (he is currently 116 short of that mark). Second, his next victims must be adults.

De Rais knows that a second death will condemn his soul to oblivion for eternity. To ensure that does not happen, and so he can enjoy the sexual gratification he takes from committing murder and mutilation, he intends to use living hosts as the instruments of his diabolical goals and ungodly urges. Should the authorities catch up with him, de Rais can simply find a new body, allowing his unwitting victim to face punishment for crimes he did not commit.

Gilles de Rais

Patron 3
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 3
Primary Attributes: Body 0, Dexterity 3, Strength 3, Charisma 4, Intelligence 4, Willpower 7

Secondary Attributes: Size 0, Move 6, Perception 11, Initiative 7, Defense 10, Stun N/A, Health 11, Horror —

Skills: Academics 6, Athletics 5, Con 8, Diplomacy 6, Intimidation 8, Linguistics 5, Melee 8, Performance 6, Ride 6

Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested), Flurry (Attack same opponent twice at −2), Parry (Can Parry as a reflexive action), Well-Educated (Academics is a general Skill)

Resources: None

Powers: Firestarter, Lacerate (sword 3L), Lure, Manifestation, Possession, Speech

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers), Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons: Sword 11L

Jeremiah Grimm

Blood is freedom's stain. —Iron Maiden, *Two Minutes to Midnight*

Grimm by name and grim by nature, Jeremiah was an 18th century Virginian tobacco plantation owner with a sour demeanor and a fierce temper. His extravagant lifestyle was made possible only by slaves; slaves he mercilessly whipped to within an inch of their lives for any perceived slight.

When a female slave refused his advances, he whipped the girl to death. Fully aware of what punishment awaited them, yet unable to stay their hands any longer, her compatriots turned on their master, beating him into submission before hanging him from a tree and flaying the skin from his back. Jeremiah's neighbors and the nearby townsfolk were appalled at the manner of his death, but few shed any tears at his passing.

Jeremiah's last words were a curse, a promise that his persecutors' descendants would suffer horrible fates. True to his word as a vengeful Southern gentleman, the ghost of Jeremiah has returned every generation to punish the living for the sins of their fathers. One member from each former slave family

involved in his death becomes the target for his wrath. The manner of their death is always the same—strangulation followed by a severe whipping.

The plantation house burned to the ground on the 13th anniversary of Jeremiah's death. Some folk say it was struck by lightning, the memory of Jeremiah's cruelty cleansed clean of sin by the righteous hand of the Lord. Another story tells that it was slaves who torched it after several of their number had been lynched and flayed by parties unknown. Some claim that Jeremiah himself was the arsonist, his vengeful spirit unable to tolerate others living in his former home.

Jeremiah Grimm

Patron 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1

Sir John Hamilton

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

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 5, Defense 8, Stun N/A, Health 8, Horror —

Skills: Con 6, Diplomacy 7, Intimidation 8, Performance 6

Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)

Resources: None

Powers: Lacerate (Whip 0L), Liquid, Manifestation, Odor (tobacco), Strangulation

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers), Intolerant: Racist (+1 Style point when his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

Weapons: None

"I would rather die than spend my remaining years dressed in the fashion of a Puritan."
—Sir John Hamilton

Pompous and vain, Sir John spent more time preening himself in front of a mirror than he did running his estates. A courtier to King Charles I of England, Sir John was captured by the Parliamentarians in 1639. He refused to recant his Royalist allegiance, an act of defiance that led to an encounter with the executioner's ax on October 17th, 1650.

Sir John's widow was permitted to bury his body in the grounds of his manor house, but his head was placed on a spike, a grisly reminder of the price of treason.

Unwilling to stand before his king in the afterlife without his attractive head on his shoulders, Sir John's soul became fettered to his manor. His ghost rose on the anniversary of his execution.

At first he did nothing more than pacing the empty corridors from dusk until dawn in search of his missing head. Three centuries is a long time, even for a ghost, and Sir John has grown more desperate. No longer content merely to look, he began to seek a replacement worthy of his bearing and vanity.

Armed with his spectral sword, he has killed several mortals, hacking the head from their corpse and placing it on his own shoulders before admiring himself in a mirror. Just before dawn, anguished cry echoes through the manor, for Sir John has failed to find a suitable substitute once again. None have yet met his high standards, but Sir John is nothing if not persistent.

Sir John's ancestral manor is still inhabited. Having learned of the history of unusual deaths, the current owners make it a rule never to be present on the one night a year when Sir John's headless ghost stalks the halls in search of a new head.

Gamemaster's Note: Sir John's lack of head does not impair his ability to see. He's a ghost, and they possess unearthly abilities.

Sir John will find peace if reunited with his head, which still exists somewhere in England.

He will also pass over if he decapitates a man with Charisma 3+ or the Attractive Talent (the necessary appearance), and Status 2+ (the necessary bearing).

Sir John Hamilton

Patron 1

Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1

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

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 7, Stun N/A, Health 7, Horror —

Skills: Gambling 8, Intimidation 8, Performance 8

Talents: Fearsome (Can temporarily frighten opponents within 10 feet when manifested)

Resources: Refuge: Equipment 1

Powers: Despair, Glimpse, Lacerate (Arming sword 2), Manifestation

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
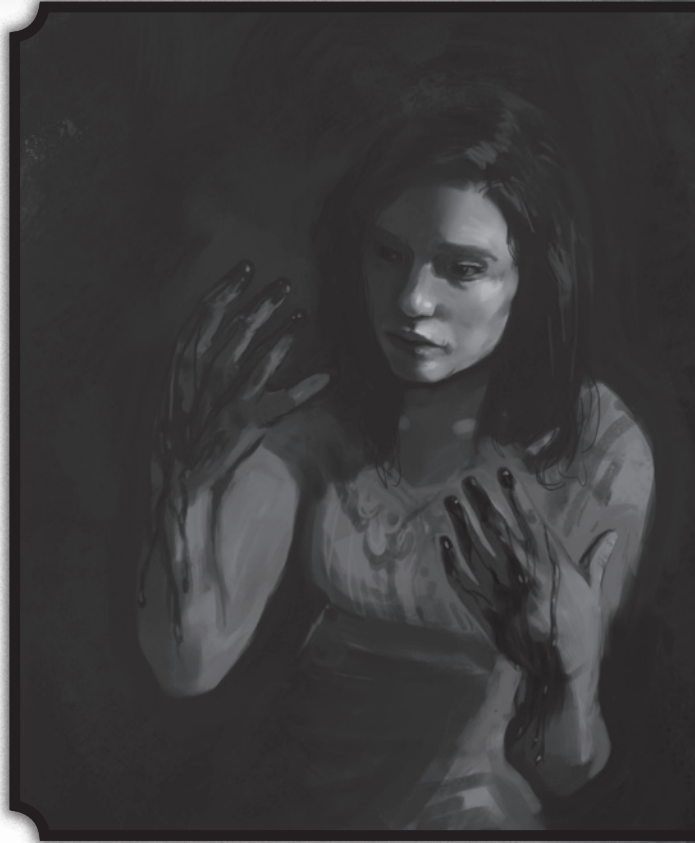
Weapons: None

Lady Macbeth

"Out, damned spot! out, I say!" —William Shakespeare, Macbeth.

Three witches foretold Macbeth's destiny, but they did not specify how this would be achieved. That his path was one of treachery and bloodshed was the work of his ambitious and manipulative wife.

Although she achieves her dream of becoming Queen of Scotland, her victory comes at a terrible price. Driven mad with guilt and hallucinating blood that cannot be washed out, her ultimate fate is foreshadowed by her sleepwalking scene in Shakespeare's play. Unable to live with her earlier actions, she takes her own life.

Lady Macbeth has been refused access to the afterlife. Had she not expressed her guilt before her suicide, she would surely have been condemned to Hell. In death, Lady Macbeth tries to make amends for her sins. She haunts those who have committed a secret crime, tormenting them until they break down in remorse and openly confess their guilt. Any story involving Lady Macbeth's apparition thus has two elements for the globetrotters to investigate—thwarting the haunting and uncovering the crime committed by her victim.

She is no guiding angel, beseeching others to cleanse their soul before damnation. Still wracked with guilt, and far from sane, she bombards her victims with horrific illusions and feelings of deep despair.

Despite haunting people, Lady Macbeth has no fetters, being free to wander as she will. When her work is complete, she seeks out another victim. She has suffered life as a ghost for nigh on 900 years, but the great powers alone know how long her penance will last.

Historical Note: Macbeth ruled Scotland

from 1040-1057 AD, though he was far from the power-mad tyrant unjustly portrayed by Shakespeare. Little is known about his wife, Gruoch.

Lady Macbeth

Patron 2
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 2
Primary Attributes: Body 0, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 6
Secondary Attributes: Size 0, Move 6, Perception 9, Initiative 6, Defense 9, Stun N/A, Health 9, Horror —
Skills: Con 7, Diplomacy 7, Empathy 7, Intimidation 7, Performance 7
Talents: Captivate (Can temporarily entrance opponents within 10 feet when manifested), Fearsome (Can temporarily frighten opponents within 10 feet when manifested), Time Sense

Resources: None
Powers: Despair, Illusions (blood stains that cannot be removed, bloody corpses, floating daggers), Lacerate (spectral dagger), Liquid (blood), Manifestation, Nightmare
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Mad Ghost

Lunatics have not always been treated well. For many centuries asylums were little more than prisons, places where the mad could be kept out of sight, rather than hospitals seeking to treat diseases of the mind. Conditions were filthy, inmates were shackled day and night, and mistreatment was common. Some even charged visitors for the privilege of watching the inmates in their abject misery. Surrounded by despair and tormented by the moans and wails of the most seriously ill, those incarcerated for minor ailments would often succumb to traumatic insanity. Times have changed, but for some, reform came to late.

The Majestic Hotel was built on the site of a lunatic asylum. This has proven most unfortunate for the owner, the staff, and guests, for the tormented souls of those condemned to spend their lives locked in the asylum still linger.

There is only one specter, a gestalt entity comprised of dozens, possibly hundreds, of insane souls. Although it torments the living, it is not truly evil and has no agenda—it is utterly insane, unable to cross over to the next world only because it lacks the understanding to do so.

The entity cannot manifest a visible form, though an unlucky mortal might catch a fleeting glimpse of an individual's image in a reflective surface. Those who have stayed in the hotel overnight frequently report disturbing noises. These range from pitiful sobs to incoherent cries and wails of anguish to angry shouts. The hotel is modern, well appointed, and brightly lit, but many find the atmosphere weighs heavily on their soul. Few troubled by the ghost can be tempted to stay for another night.

The Mad Ghost

Patron 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 3, Intelligence 1, Willpower 6
Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 4, Defense 9, Stun N/A, Health 9, Horror —
Skills: Empathy 6, Intimidation 8
Talents: None
Resources: Refuge: Equipment 2
Powers: Blackout, Despair, Glimpse, Illusion, Nightmare, Noise
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

The Mirror Man

Have you seen the Mirror Man, the Mirror Man, the Mirror Man?

Have you seen the Mirror Man? He'll take your soul away. —Traditional

Stories of the Mirror Man are found across the globe and stretching back into the mists of time. Nothing is known about his past. Some occultists claim he is a ghost, others that he is one of many similar spirits. Some have dared to suggest the Mirror Man may be a demon.

Despite his name, the Mirror Man can be summoned by standing close to a reflective surface, staring into it, and thrice saying his name. A brief glimpse of an indistinct but horrific form heralds his answering the call. What happens next is the truly terrifying part.

A pair of corporeal yet translucent, abnormally long (5 feet), and inhumanly strong arms break through the reflective surface and attempt to grasp the mortal. Run this as a standard grapple maneuver. For each success in excess of double the target's Strength, the Mirror Man pulls the victim one foot toward the reflective surface. The contest continues until either the victim is pulled into the mirror or he escapes.

Victims who lose the contest are pulled into the Mirror Man's world. Here they remain, a prisoner in a nightmarish realm (left for the Gamemaster's devious imagination to describe) until someone else beats the Mirror Man and demands the captive's release.

Those who manage to escape the grapple without assistance are rewarded. This is the reason why foolish mortals tempt fate by summoning him. The Mirror Man grants one free Level in a Resource of the victor's choosing. Whether the reward is granted instantly or requires time depends on its nature. A desire to own property or accumulate wealth can come quickly—the globetrotter is bequeathed what he desires in a will. A noble title (Status) is not bestowed overnight, however. The Gamemaster should instead arrange for appropriate circumstances to present themselves. Perhaps the globetrotter catches the eye of a

young aristocrat, or is invited to take part in a perilous adventure, the successful outcome of which earns him a knighthood.

Nothing is ever free. Whatever the reward, it should come at a price. In the case of Refuge or Wealth, the person who dies is a parent or beloved sibling. Status may involve a loveless marriage or people whispering behind the globetrotter's back that he didn't deserve his reward.

The Mirror Man

Patron 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1
Primary Attributes: Body 0, Dexterity 2, Strength 3, Charisma 3, Intelligence 3, Will-power 4
Secondary Attributes: Size 0, Move 2, Perception 8, Initiative 5, Defense 7, Stun N/A, Health 10, Horror —

Skills: Brawl 11, Con 8, Diplomacy 6, Intimidation 5
Talents: Skill Aptitude (+2 Brawl rating), Strong (+1 Strength rating; applies to corporeal form only)
Resources: None
Powers: Corporeal Manifestation (special), Glimpse, Lure, Speech
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: Grapple 11N

The Phantom Critic

*Life's but a walking shadow, a poor player
That struts and frets his hour upon the stage
And then is heard no more: it is a tale
Told by an idiot, full of sound and fury,
Signifying nothing.* —William Shakespeare, *Macbeth*

The Royal Theater is the fifth playhouse to stand on the same site. While the actors who walk the boards wax lyrically about an ancient specter casting a long shadow over productions, records concerning ghostly activities date back no further than 50 years.

The origin of the spirit depends on who you ask to recount the tale. One version holds that he (a general assumption) was an actor. Something of a perfectionist, and never one to lower his standards simply to appease the unwashed and uneducated masses, he haunts the theater where he once plied his craft, venting his anger on actors who fluff their lines or who refuse to perform with the necessary gravitas their role demands.

A second version holds that he was a theater critic. He was stabbed to death in the theater during an altercation with an actor whose talents he had slighted in writing. Having little love of actors, he vents his spite on those who think themselves leading men and ladies.

The specter, who has no name, is largely harmless, though his activities can be terrifying for those on the receiving end. For the most part he sticks to moving scenery and tugging at clothing, writing belittling comments on walls,

booing loudly, shouting out prompts or correcting misspoken lines, and pushing actors around the stage.

More often than not, victims are unaware they are target of a haunting spirit, placing the blame for any physical mishaps on their peers or stagehands and jeers on an unappreciative audience member. Likewise, the public puts any stumbles or toppled scenery down to a poor production.

On the rare occasions he is truly offended by a less than stellar production or an actor's lack of talent, his victims may be pushed off the stage, struck by flying objects, or even have their clothes set alight.

The Phantom Critic

Patron 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 4
Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 7, Stun N/A, Health 7, Horror —
Skills: Academics: Literature 6, Art: Writing 6 (*Plays* 7), Empathy 6, Intimidation 5, Performance 6 (*Acting* 7)
Talents: None
Resources: Refuge: Equipment 1
Powers: Firestarter, Liquid, Noise, Shove, Telekinesis
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

The Pied Piper

Out came the children running:
All the little boys and girls,
With rosy cheeks and flaxen curls,
And sparkling eyes and teeth like pearls,
Tripping and skipping, ran merrily after
The wonderful music with shouting and
laughter.
    —Robert Browning, *The Pied Piper of Hamelin*

Few are those who do not know the tale of the Pied Piper of Hamelin. The story as told in prose and verse is remiss in one important detail, however.

After the citizens of Hamelin refused to pay the piper for luring away the plague of rats, he threatened revenge. God-fearing the citizens might have been, but this did not stop them murdering the ratcatcher as he left town. The green-clothed musician who returned soon after to steal the village's children was not a creature of flesh and blood, but the Piper's vengeful spirit.

The Piper's existence as a ghost is the result of a pact with the Devil. As he lay dying, the Piper prayed for life. It was the Devil who chose to respond. The deal was simple—the Devil would grant the Pied Piper a new physical body if he kidnapped wicked children and lured them into Hell before they had the op-

portunity to repent of their sins. How many children the contract stated is not recorded, but 666,666 (sometimes 666,666,666) is often quoted by those few scholars who know the true story.

Not yet prepared to die, and with a heart filled with thoughts of revenge, the Piper agreed. His first victims were the children of Hamelin, whose souls were tainted with the sins of their fathers, but there have been many others since.

Times have changed and the Piper has moved with them. He manifests in the modern age as a well-dressed gentleman clad entirely in green, a thin flute never far from his lips. One clear sign that he is nearby is the presence of more rats than would be normal for the environment, for the spectral child snatcher has a strange affinity with them.

Children entranced by his haunting melo-

dies are led to a quiet spot, whereupon a portal to Hell opens. They are led inside, never to be seen again.

On still nights, when the eerie sound of pipes drifts through open windows, parents warn their children to say their prayers or fall into the clutches of the Devil's Piper.

The Pied Piper

Patron 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1
Primary Attributes: Body 0, Dexterity 2, Strength 3, Charisma 4, Intelligence 2, Willpower 4
Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 4, Defense 6, Stun N/A, Health 8, Horror —
Skills: Con 9, Intimidation 8 (*Threats 9*), Performance 9 (*Pipes 10*)
Talents: Captivate (Can temporarily entrance opponents within 10 feet when manifested); Additional power
Resources: None
Powers: Animal Control (rats only), Lacerate (victims attacked by ghostly rats), Lure*, Manifestation, Noise
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

* The Pied Piper uses his Performance: Pipes in Place of Charisma x 2. The ability only affects children, but lasts for a number of hours equal to the number of extra successes.

Ramose

As for all men who shall enter this my tomb... impure... there will be judgment... an end shall be made for him... I shall seize his neck like a bird... I shall cast the fear of myself into him. —inscription in the tomb of Khentika Ikhekhi.

Ramose ("Born of Ra") spent his life faithfully serving his god and his divine pharaoh. On his death, the priest's years of selfless obedience were rewarded with a fine, if small

tomb decorated with spells that would sustain his spirit and filled with the material trappings he would require in the next world.

Pharaohs were born, died, and ascended into the heavens as divine spirits. Egypt's power waxed, waned, and finally collapsed. New religions arose in neighboring lands, driving the vestiges of the old faith into the shadows. Ra, the sun god, entered the underworld and emerged victorious many thousands of times. Throughout this time, Ramose's spirit remained in his tomb, passing into the world of the living only occasionally to witness the transformation of Egypt as the tide of history swept relentlessly over his beloved homeland.

When the people finally forgot the old ways, the ritual offerings ceased. Once vibrant and powerful, Ramose's spirit began a slow decline. He had little concern for the future, for the many spells that adorned his sarcophagus and tomb would prevent him from diminishing altogether.

Last year, Ramose's peaceful existence was rudely disturbed. Strangely dressed men speaking an unknown tongue broke through the ancient stones that had sealed his tomb from the world of the living for millennia. That the thieves and vagabonds helped themselves to his grave goods was an insult, but their removal of his mummified remains was desecration of the highest order.

Ramose's spirit is now reborn each day at the site of his withered corpse, a city of unusual architecture and unimaginable numbers of people, a city far from the cool waters of the Nile and blistering sands of the desert.

Despite having witnessed the passing of millennia, time is now the ancient Egyptian's enemy. With his mummy distant from its tomb, Ramose can no longer draw on the spiritual energy he requires to sustain his existence. Each time Ra sinks into the Stygian depths, Ramose feels his remaining strength diminishing.

Ramose cannot speak the local language and he lacks the spiritual energy to manifest a visible form. Attempts at communicating through spectral writing (in his native tongue) have been ignored or dismissed as hoaxes perpetrated by bored students. Although not wicked by nature, Ramose knows he has little

choice but to take more drastic action. Maybe the cold hand of death will encourage the defilers to return his mummy to Egypt and allow him to spend the rest of eternity in peace.

Ramose

Patron 0
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 0, Dexterity 1, Strength 2, Charisma 2, Intelligence 3, Willpower 4
Secondary Attributes: Size 0, Move 3, Perception 7, Initiative 4, Defense 5, Stun N/A, Health 6, Horror —
Skills: Academics: Religion 6, Empathy 5, Intimidation 5, Linguistics 5
Talents/Resources: None; Ramose has an additional power
Powers: Firestarter, Liquid, Odor (scents associated with mummification only), Strangulation
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

The Somersby Witch

"I hate witches. Humans had the right idea, burning them at the stake". —Charlaine Harris, *Dead to the World*

The 15th to 18th centuries were a time of hysteria and fear. Thousands were burned at the stake, victims of the witch-hunt fervor sweeping the land. Once such poor soul was Anne Gainsby, a peasant girl from the sleepy village of Somersby.

Anne was no servant of Satan or practitioner of the old faith. Her only sin was to be born a woman. That she was a skilled herbalist who chose to live alone on the edge of the village, with only a cat for company, was enough to seal her fate.

Put to torture, she endured agony without uttering a single word. She remained silent when offered the chance to confess her sins. Not a sound passed her lips as the flames ig-

tim fright, but it is only the beginning. Flames begin to engulf the figure and its appearance changes to that of a blackened corpse. Still silent, Anne raises an accusatory finger at her victim, who then bursts into flames.

The Somersby Witch

Patron 1
Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 1
Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 3, Intelligence 2, Willpower 5
Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 5, Defense 8, Stun N/A, Health 8, Horror —
Skills: Empathy 7, Intimidation 8
Talents/Resources: None; has an additional power
Powers: Blackout, Firestarter, Float, Lacerate, Manifestation, Odor
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)
Weapons: None

Final Word

There you have it, gentle reader—a sourcebook, a toolkit if you will, for haunting spirits. No doubt there will be some topic that you would like us to have explored in more detail. Much has been written on the phenomenon of ghosts, and much of it is contradictory. We have detailed what we consider the more important or informative aspects.

One thing we cannot do is generate the spooky atmosphere ghost stories demand. You have the game mechanics, you have a variety of ghosts with which to torment the characters (and hopefully give the players a fright), but describing the creeping chill that runs up the characters' spine, the flickering candles threatening to plunge their world into darkness, the eerie groans that echo through the night, and the sanity-shattering visible form of the specter manifest is down to you now.

Don't worry about those noises you hear in the dark of night—they are just your imagination. Sweet dreams!

nited her clothing and melted her flesh. Only in the instant before death claimed her did she speak, and then only to say seven words—"Your children will suffer for your sins."

Anne's specter has returned every 18 years (her age at the time of her death) on the anniversary of her death to enact revenge. She haunts only those descended from her persecutors, those who cheered as the pyre licked at her flesh, those who refused to testify in her defense. Each visitation, she selects just one victim.

Her visitation always follows the same pattern. First, her victims are plunged into darkness and the smell of acrid smoke and burning flesh fills the air. She then materializes, appearing as she did in life, a fair maiden in simple clothes, her cat (which was burned alongside her) trailing behind her.

This alone is enough to give her chosen vic-

Beyond the veil of mortal sight lies a world of entities that do far more than just go bump in the night!

For every person alive today, a score or more have gone before him. Little wonder then that stories of ghosts date back to the earliest days of civilization.

This sourcebook is a detailed guide to ghosts and other haunting spirits for the Ubiquity roleplaying system.

Contents include an overview of mankind's view of ghosts throughout time, the nature of spooks and what causes them to materialize, guidelines for creating haunted houses, a list of diabolical ghostly powers for customizing apparitions, a bestiary of common haunts, and a number of unique specters.

Leagues of Gothic Horror is a Horror roleplaying game from Triple Ace Games.

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