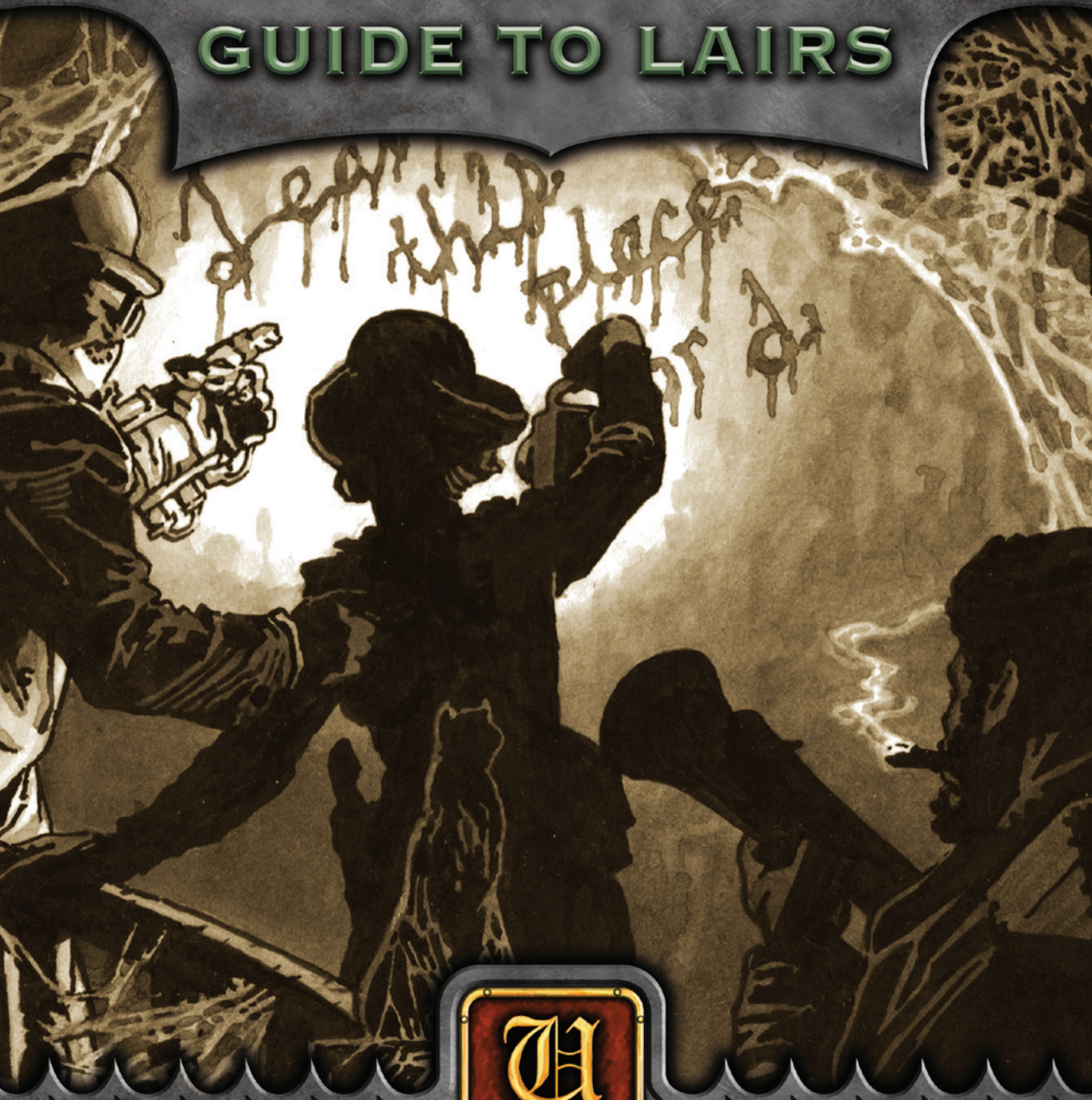


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LEAGUES OF  
**Gothic Horror**

**GUIDE TO LAIRS**



# Leagues of Gothic Horror

## Guide to Lairs

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First Published 2017

9

1 3 5 7 9 10 8 6 4 2

Printed in the USA

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# Leagues of Gothic Horror: Guide to Lairs

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# Chapter the First:

## The Nature of Lairs



*“Never go into the deep parts of the forest, for there are many dangers there, both dark and bright, and they will ensnare your soul.”*

—Robert Beatty, *Serafina and the Black Cloak*

Dark and brooding woods, where trails appear and disappear at will and the undergrowth grows suddenly thicker once a traveller has left the path. Abandoned castles, where those who sleep within suffer terrible nightmares of grasping hands emerging from darkness. Ancient battlefields, where those who tarry too long develop feelings of despair or belligerence.

To men of rational thought, such places can be explained away as peasant superstition, undetected miasma affecting the brain, and the power of imagination and suggestion. Those who live in or near these forbidding locales know that science cannot provide answers, for these are places abandoned by the light God.

These places are known among the Leagues of Adventure as lairs, and this supplement—reproduced from a lengthy lecture by the Ghost Club—provides Gamemasters with rules and advice for creating and using them.

### What is a Lair?

The dictionary definition of a lair is a place where a wild animal lives or a secret or private space in which a person seeks concealment or seclusion. Although we use the word “lair” in this supplement to describe places of darkness,

it does not automatically follow that a given location is home to some terrifying monster or sinister villain. A castle, for instance, can still be a lair without it housing a bloodthirsty vampire, deranged weird scientist, black magician, or vengeful apparition. This may at first seem odd, and even the Ghost Club has only recently taken to treating lairs as separate phenomena. Read on and all shall be revealed!

### Creation



From sprawling forests and mountain peaks to single rooms in a larger structure, all lairs are created by the same process.

### Origins

Whether caused by a single horrific incident such as a massacre or prolonged misery in the form of physical or mental torture, the power behind a lair is a lingering negative memory, a concentration of dark emotions that has seeped into the very fabric of reality.

In some cases, the creation process is a direct result of a lair’s long-term, and still present, inhabitant. Very rarely is this a conscious act of creation, though. For instance, centuries of savagery and cruelty by a vampire may cause his castle to develop into a lair, even if the vampire remains unaware of the change. In others, the negative event occurred long ago, existing today only as historical fact or as folklore.

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## Motivation

Although the text in later chapters may imply a degree of sentience behind a lair, globetrotters would be wayward in their thinking in considering them unique entities in the same way as one would an apparition. Indeed, even to consider them as an entity is erroneous.

While it is certainly true that a haunting spirit is often generated by a build up of negative energy, they have a fixed purpose and intelligence, even if the level of conscious thought is more akin to animalistic instincts. Lairs, on the other hand, have no personality or purpose—they simply exist and exert their negative influence on the mortal world.

Given that a lair has no distinct personality, it cannot be communicated with through the power of mediumship.

## Triggers

Many monsters are proactive in their deeds. That is, not only do they have a purpose for performing actions, but they are capable of planning contingencies for multiple possible events. A lair, by comparison, is entirely *reactive*. That is, it responds to events rather than initiating them.

A mountain pass renowned for the ferocity of its blizzards, for example, doesn't detect approaching travellers and think "I'd better summon a blizzard." Instead, the swirling snow is summoned when trespassers enter within the lair's sphere of influence. Even then, the lair is not compelled to act—it may decide to let the travellers pass unmolested.

Quite why the latter may happen as yet remains a mystery. It may be simply that any senses the lair possess are dim, and thus some trespassers go unnoticed. Since lairs lack intelligence and personality, the Leagues are convinced that the decision to react or not cannot in any way be considered a conscious one.

**Gamemaster's Note:** The decision when to active a lair's powers is entirely up to the individual Gamemaster. One might wish to assault the globetrotters as soon as they enter the confines of the lair. Another may elect to

wait, allowing the globetrotters to become convinced the lair is mere folklore or become complacent before tormenting them.

## Occupants

As noted above, a lair does not have to be occupied by a dastardly fiend in order to pose a threat—a forbidding forest lair does not need a werewolf lurking in the vegetation to make it a terrifying location to explore, for example.

Indeed, while some supernatural beings can exert limited power over their mundane lair (such as a vampire being able to twist the landscape and control the opening and closing of portals), they have absolutely no authority over a supernatural lair, even one they unwittingly created and have occupied for centuries.

In many circumstances a supernatural lair does aid its villainous occupant—they are, after all, both scions of evil. In others, the lair may be opposed to having someone or something present and actively work against the occupier, regardless of the darkness in its heart.

The worst, and fortunately rarest, cases are when continued exposure to a lair corrupts an innocent and transforms him or her into a tool of evil. Those who fall under the sway of a lair are referred to as *servitors*. Fortunately for these poor souls, removing them from the lair's influence often leads to a full recovery from the corruptive taint, though it can take many months.

## Categorization

Not all lairs are equal. Some cover large areas, while others are confined to a small space. Some are places where evil can draw on great power, whereas others offer little succor to creatures of the night. Some emit an aura of terror that can turn what would normally be a fright into a sanity-rendering ordeal, while others appear tranquil. In the same way as it classifies and categorizes monsters, so the Ghost Club insists on grading lairs.

Depending on their size and abilities, lairs

# The Nature of Lairs

are graded between Rank 1 (the lowest) and Rank 5 (the highest).

The system is far from perfect and even the League openly admits it is open to a great deal of subjectivity and speculation. For instance, a high Rank does not necessarily mean a more potent lair. One categorized as Rank 2 may be classified as such because it covers a large geographic area but exhibits relatively weak supernatural effects. Conversely, a single room of the same Rank wields a more potent arsenal of unearthly powers.

Although it has been only a few short years since the Ghost Club began investigating lairs as a unique topic, a terminology has already taken root. Rank 1 lairs are known as *dens*. Those of Rank 2 are called *pits*. Rank 3 lairs have come to be known as *sinks*. At Rank 4 they are referred to *sinkholes*, while at Rank 5 they are *abysses*.

## Investigation

Although the exact origin of a forest now considered by right-minded folk to be somewhere to avoid may be lost in the midst of time, the event that transformed it into a lair always lingers in history or folklore. Diligent academic research and friendly conversation with locals will often help shed at least a glimmer of light on the triggering event. More often than not, the fruits of investigation will also unlock other secrets, such as the apparent strength of the lair or the type of powers it can manifest.

Unfortunately, any record, whether written or oral, must be taken with a large pinch of salt. History is written by the victors and discourses written down long after the event may be subject to errors of memory, while folk tales have a habit of growing and mutating with each new generation. Thus, what might appear to be a particularly fell lair might, in reality, be relatively weak and insignificant. That said, every story, no matter how wild it might seem at first, contains a kernel of truth. The difficult part is finding it among the plethora of later additions to the legend and wild speculation.

Still, one must begin somewhere, and any knowledge is better than none at all.

## Classifying

Only through studying a specific lair and noting its particular potency can a true representation of the threat a lair poses be truly understood.

## Size

Determining a lair's size is the easiest aspect to quantify. Rarely do people who know of the lair extend its supernatural influence outside its true area of influence. When a peasant claims a castle is haunted, for instance, he is usually referring to the overall structure. Should he mean a specific room within the fortress, he is likely to specify which room.

Borders can be nebulous, though. Folklore may relate how the "the heart of forest" are best avoided, but it rarely gives exact measurements. Does "heart" mean a few square yards, or an area covering many acres? Even with prolonged and diligent investigation, a globetrotter may only be able to provide rough dimensions.

## Strength & Abilities

The true strength of a lair, and thus the danger it poses, can be determined only by the frequency and magnitude of its manifestations. This is, of course, entirely subjective, which makes classification prone to error. Regarding our blizzard-producing mountain pass, it is not easy to determine if the blizzard one encounters is at full force. As with many things, what one traveller experiences as a nightmarish situation may, to a seasoned polar explorer, seem relatively mild. Likewise, if a lair can rid itself of interlopers with only a fraction of its potential, then its true strength may never be determined.

The other constants one can be relatively sure of are the number and types of abilities a lair possesses. As always, direct exposure to these vile forces is better than hearsay, but investigation can at least prepare one for whatever ordeal lies ahead. After a period of continued exposure to weird effects, one finds the same threats being repeated over and over, thus providing one with a limit to the lair's abilities.

In some cases, separating natural events from

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a lair's supernatural abilities can prove tricky. Is the presence of a larger number of aggressive wolves simply nature or is it a manifestation of the lair's unholy influence over the wildlife? Is a pass renowned for blizzards actually a lair, or can the phenomenon be explained through science?

As far as the Ghost Club is concerned, it is better to overestimate the powers of a lair and prepare accordingly than underestimate and perish.

## Darkness & Madness

Such is the frequency of these two abilities that the Ghost Club considers them separate aspects worthy of investigation.

Unfortunately, a lair's darkness and madness ratings are hard to classify with any accuracy. Yes, creatures of darkness may be stronger in a lair, but exact strength can be difficult to quantify. After all, not all vampires share the exact same strengths. In order to form an accurate picture, the exact same opponent must be encountered in multiple locations and any noticeable differences in prowess noted.

Likewise, the human brain is a complex and mysterious organ, and little understood even by alienists. What causes a man to suffer a mental breakdown on one occasion may on another barely cause him to flinch. Being men and women of intellect, globetrotters can usually detect the subconscious aura of evil—shadows seem deeper, noises sound stranger, and they may whisper without even realizing they have lowered their voices.

Given they are formed of negative energy, it should come as no surprise that those sensitive to psychic phenomena (such as globetrotters with the Second Sight Talent) are able to detect lairs. This holds even when the lair is not manifesting an ability.

## Protection

Unfortunately for globetrotters, there is no one form of protection guaranteed to work against all lairs. Once one has investigated and cataloged the nature of a lair's abilities, one can at least decide which forms of protection are best.

In some cases, one must resort to weird science. For instance, a lair known to cause madness can have its malign influence diminished by wearing an Unflapilator. One prone to plunging visitors into darkness by extinguishing all sources of illumination cannot hope to stymie a globetrotter donning Nocturnal Vision Enhancement Goggles.

Mundane equipment should not be ignored when planning to investigate a lair. If the lair is known to produce inclement weather, then investing in a set of waterproof or insulated clothing may provide adequate protection. A lair may be able to shut and hold tight a door, but it can do little against a wood axe.

Except when dealing with monstrous inhabitants, or with mundane beasts under the lair's influence, weapons and armor are of little use. Weird science designed to interact with spirits is, of course, useless—we cannot stress enough that lairs are not apparitions.

## Destruction

While a lair is always a physical space or natural feature, it can rarely be defeated with violence or purged of wickedness with a simple Banish ritual. Were that so, the world would have fewer sinkholes of wickedness. In many cases, physical destruction of the apparent site produces no long-term relief. For instance, one might burn down a house renowned as a site of evil, but the aura of evil remains concentrated on that spot. Any structure raised there will, in short order, become a new lair.

Instead, the true source of the evil must be investigated, unearthed, and, where possible, disposed of. If the lair came about through centuries of black magic rituals being conducted on the site, for example, then building a church and sanctifying the ground (a lengthy process) may be required.

This is not to say that say wanton destruction cannot be effective. In this age of airships, clockwork automatons, and electric lighting, few people are likely to want to rebuild a mountain-top castle blasted to rubble. Thus, while the lair still exists, people would have no reason to venture near.

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*"It is old, and has many memories, and there are bad dreams for those who sleep unwisely. Be warned! Should sleep now or ever overcome you, or be like to do, then haste to your own chamber or to these rooms, for your rest will then be safe." —Bram Stoker, Dracula*

This chapter looks at how to create a lair, details the various overt and covert powers available to them, and provides some basic advice to Gamemasters.

## Building a Lair

Creating a lair is a simple process. Each one has a number of Lair points, which the Gamemaster spends on its size and special abilities.

### Category

As noted earlier, lairs are graded between Rank 1 and Rank 5. With regard game mechanics, Rank serves just one function—it determines the maximum number of Lair points the Gamemaster has available to purchase the lair's size and supernatural abilities. Much like spending Experience points on a character, once the lair is in play, Lair Points cannot be reassigned.

It may be tempting to assign every lair a large number of Lair points and load it up with supernatural abilities. It is far better to consider what the lair actually needs to fulfill its role in

the adventure and satisfy its background rather than simply create monstrous lair after monstrous lair. For the most part, lairs are nothing more than a background feature, a means of turning a boring ruined castle into something worthy of the globetrotters' presence.

Even with a small pool, a lair can be a hazardous place to explore. Whereas one with lots of points spent on it can produce large and powerful effects, those with smaller pools tend to be more subtle, slowing but surely asserting their insidious influence over trespassers.

Gamemasters should note that there is no direct comparison between the overall strength of a lair and globetrotters, nor is there intended to be. What proves a minor irritation for some groups will prove totally destructive to others. Since only the Gamemaster knows the strengths and weaknesses of the globetrotters in his campaign, providing balance is his or her responsibility.

Maximum Lair Points	Category
8 Lair points	1
16 Lair points	2
24 Lair points	3
32 Lair points	4
40 Lair points	5

### Size

As one might expect, Size describes the physical extent of a lair. Rather than detailing specific dimensions, the rating covers a loosely



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## Gamemaster Advice

As with villains, a lair without a background is just a collection of numbers and game mechanics. It not only lacks personality, it lacks soul. Although it has no points value, the background of the lair is what will draw the globetrotters into investigation. Thus, the Gamemaster should spend time deciding on the event, or series of events, that gave rise to the lair. Remember that unlike a villain, a lair has no motivation, no desires or wants—all it has is a creation event. The depth one chooses for a background depends on the individual Gamemaster and his group. In groups that favor investigation, one might create an onion-layered history, with one discovery leading to another, and another, until the full truth is known. Others may simply jot down a single line or two covering the basic facts.

defined area that is open to imaginative interpretation. Exact specifics are determined by the Gamemaster. As noted above, all lairs **must** have a Size rating.

**Sanctum:** The smallest Size possible, this level covers a single room or small suite of adjoining rooms in a larger building, or a very small independent building, such as a peasant's hovel.

The exact Size of a single room is left open to interpretation, and should be chosen based on the needs of the adventure. It may be a tiny study nestled atop a turret or a torture chamber of old with adjoining cells in a castle, or an expansive ballroom that dominates an entire floor of a noble's mansion.

This rating may also be used for other small features, such as a well or pool of water, a lone tree, a modestly-sized walled garden or hedge maze, a barrow mound, a single standing stone, or trilithon.

**Habitat:** A small habitat may be single large building (such as a castle or church) or a collection of smaller buildings in close proximity to each other (an abbey, farmstead, or hamlet). Large habitat covers monasteries and cathedrals,

which usually have multiple outbuildings, a collection of farmsteads within a mile or so of each other, and villages.

Other features that fall into this category are copses, hilltops, small lakes, stone circles, and graveyards (with or without accompanying church or chapel).

The rating can also be applied to features that are long but thin, such as roads and mountain passes. As a rule, a small habitat road should be no longer than five miles, while a large habitat road can extend to 50 miles. The section of road considered a lair need not start or end at a settlement—it can be just a stretch of road in the middle of nowhere.

**Domain:** Domains are the largest lairs and are always outdoors environments. Small ones cover such things as single mountains, neighboring hills, a battlefield, a stretch of river, or a small forest (or part of a larger woodland). While we suggest towns are not generated as lairs, Gamemasters who want to explore such a locale should treat them as small domains. As a guideline, the domain should cover no more than 100 square miles (10 miles per side).

Examples of large domains include a series of mountain peaks, a vast forest, a wide valley, an entire range of hills, rolling plains, or some combination of all four. In terms of square mileage, we recommend the lair be no larger than 1600 miles (i.e. 40 miles per side).

## Size Table

Size	Cost
Sanctum	2
Habitat, Small	4
Habitat, Large	6
Domain, Small	8
Domain, Large	10

## Supernatural Abilities

The fun part of creating a lair, at least for the Gamemaster, is purchasing supernatural abilities. Every power comes with a Lair point cost. In most cases these are variable, with higher costs representing more potent abilities.

# Diabolical Powers

The cost of each ability represents the maximum level of effect the lair can produce—a lair can always use its powers at a lower level if the Gamemaster chooses.

For instance, snuffing out gas lighting through the Alter Illumination power also affects coal fires, oil lamps, and candles. While the power is active, no affected source of illumination can be lit. Matches will not strike, wicks refuse to catch, and gas flows but does not ignite (potentially very dangerous if the globetrotters forget to turn it off).

## Frequency

This entry details how often a power may be activated. “Limitless” should not be taken to mean the ability should be used combat turn after combat turn or scene after scene. Instead, it means the ability is available whenever the story requires it. A lair should always activate an ability when it is dramatically appropriate, never simply because it can.

## Difficulties

Lairs have no Attribute ratings. Where a power requires globetrotters’ to make an Attribute roll to resist an effect, the base Difficulty is always 2. Higher Difficulties can be achieved through the expenditure of additional Lair points during the creation process, as noted under each power.

## List of Abilities

Detailed below are a number of sample lair powers. The list should not be considered exhaustive. Note that not all abilities are open to every lair—some require the lair to have a certain Size rating.

## Alter Illumination

**Prerequisite:** Size 1, 2, or 3 only

**Frequency:** Limitless

The lair can extinguish or activate artificial lighting. The maximum duration of this effect is one entire combat or scene.

## Cost

The base cost is for a single room, regardless of its physical dimensions. To affect an entire building, the lair must pay double the listed cost of the highest source of illumination it wishes to alter *and* be Size 2 or 3. The cost is tripled if it can affect an entire range of buildings. This also requires the lair to be Size 3.

For example, being able to extinguish one or more oil lamps in an abbey (a single building) would cost 4 points. If the lair also wished to plunge the abbey’s various outbuildings into darkness, it would have to pay 6 points.

Note that the area of effect is not confined solely to buildings. While it cannot dampen natural light, an outdoors lair can negate the light from sources of illumination brought within its reach.

Alter Illumination	Lair Pts
Candles or matches	1
Oil lamps or coal fires	2
Gas lighting	3
Electric or weird science lighting	4
Area of Effect	
One building (min. Size 2)	x 2
Collection of buildings (min. Size 3)	x 3

## Control Landscape

**Prerequisite:** Size 4

**Frequency:** Once per 24 hours

The lair can cause the landscape within its confines to exhibit hostility toward intruders.

Whenever the power is activated, the ground crumbles beneath a globetrotter’s feet, gusts of wind blow against her, branches slap at her eyes, brambles snag at clothing and scratch exposed skin, and every other feature of the environment works against her in multiple ways. As long as the subject remains within the selected environment, she suffers a penalty to all Skills and abilities.

Once activated, the ability lasts for the duration of one combat or until the end of the scene.

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## Cost

Control Landscape	Lair Pts
Minor: -2 penalty	2
Moderate: -4 penalty	4
Major: -8 penalty	8
Affects multiple persons in same activation	+2

## Control Portals

**Prerequisite:** Size 1, 2, or 3 only

**Frequency:** Limitless

More than one globetrotter exploring an old building has seen closed doors swing open without obvious outside force or slam closed behind him, or found a previously locked door not only unlocked, but now open. Witnessing this power often leads to the erroneous belief that the building must be haunted by an apparition.

A lair with this ability can open and close, and even lock and unlock, any and all doors and windows within its sphere of influence. The area affected determines the Lair point cost, rather than the specific number of portals. The lair is not required to affect all portals, nor different portals in the same way. By affecting an entire building, for example, it may elect to open two doors, close one, and close and lock three portals.

This power is instant and permanent. That is, a closed door does not spontaneously reopen after a set period of time has expired—a lair that wished to open a previously closed door would have to activate this ability a second time.

A locked door remains that way until released by the lair, the lock is picked, or the portal is smashed.

## Cost

Control Portals	Lair Pts
Single room or portal	1
Entire building (min. Size 2)	2
Structure with outbuildings or small community (min. Size 3)	4
Ability to lock or unlock	+1

## Control Weather

**Prerequisite:** Size 4

**Frequency:** Once per 24 hours

Normal weather is determined by geographical and atmospheric conditions. In a large lair, the weather seemingly has a mind of its own. The lair can command the clouds, cause or cease precipitation, raise or clear fog, rend the sky with brilliant lightning, increase and lower the temperature, and raise and calm winds.

As a guideline, any changes in the weather from prevailing conditions to those desired by the lair take an hour or two to come into effect. Once the duration expires, normal conditions return over the next hour or two. A lair can make these changes faster, but at a considerably higher Lair point cost.

The actual effects of the weather must be determined by the Gamemaster. Depending on ambient conditions, increased winds may lead to other effects, such as sandstorms or blizzards, or coastal flooding, not to mention structural damage for very high winds. Strong winds will hamper physical activity, either by increasing the Difficulty or giving characters a negative modifier.

Similarly, increased rainfall for a prolonged period may lead to wide scale floods, roads being washed away, and such like. Surfaces may become slippery, imposing penalties on physical actions, while rain may penalize Perception and ranged attack rolls.

A lair cannot create weather conditions inside a building, although ruined structures may not provide much relief for those seeking shelter.

## Cost

The maximum effects the lair can instigate are determined by the total of all Lair points spent. The specific effects are then chosen from the available ones. For instance, a lair with cloud, moderate precipitation, and gale force winds can use them in any combination.

Common sense should always be applied when applying costs. For instance, if the sky is clear then the lair must be able to generate

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cloud cover in order to use any precipitation effect. If the sky is already cloudy, then it can avoid this extra cost. Likewise, fog rarely lies for long in strong winds.

Control Weather	Lair Pts
<b>Maximum Duration</b>	
One hour	1
1-12 hours	3
13-24 hours	6
<b>Maximum Effect</b>	
Cloud, heavy or clear the skies	+1
Fog/mist, light	+1
Fog/mist, moderate	+2
Fog/mist, dense	+4
Lightning	+1
Precipitation, light	+1
Precipitation, moderate	+2
Precipitation, heavy	+4
Temperature (+/-)	+1
Wind, strong (25-30 mph)	+2
Wind, gale (39-46 mph)	+4
Wind, storm force (55-63 mph)	+6
Wind, hurricane (>74 mph)	+8
<b>Special</b>	
Sudden change (10 minutes)	+4

**Cloud:** During daylight hours, this turns the normal lighting conditions to diffused sunlight. At night, the visibility penalty is -4 during the moon's gibbous or full phases and -8 during its half, quarter, or new phases.

**Fog:** During the day, light fog gives a -1 visibility modifier, moderate fog a -2 penalty, and dense fog a -4 penalty. During the night, these modifiers increase to -2, -4, and -8 respectively.

**Temperature:** The cost is per +/- 10°F change, to a maximum of +/- 50°F.

## Control Wildlife

**Frequency:** Once per 24 hours  
For the most part, wild animals exhibit

fairly predictable behavior. Herbivores tend to run away from humans, and while predators may posture, they rarely attack humans unless provoked. When a lair chooses to exert its baleful influence, though, animals already within its borders become far more aggressive. This applies equally to domesticated animals and even those considered loyal to their master (such as pet cats and dogs).

The power only affects mundane animals with a Follower rating. It has absolutely no influence on humans, any creature with an Ally or Patron rating, or supernatural creatures such as werewolves.

The ability lasts for one entire combat or scene. During this time, they are completely in thrall to the lair. Whereas most animals would opt to flee if wounded, those the lair controls fight to the death. After the duration, the animals revert to their natural state. In most cases, they will flee as fast as possible.

## Cost

When purchasing this ability, the cost is equal to the total number of Follower levels the lair can command. For instance, a lair that spends 20 points could command 20 individual wolves (Follower 1), ten bears (Follower 2), or some combination of the two.

Control Wildlife	Lair Pts
Per point of Follower rating	2

## Corruption

**Frequency:** Limitless, but only once per week against a specific individual

The Ghost Club splits corruptive lairs into two separate types. First, there are those which exude a permanent air of corruption, and which make it easier for globetrotters to become corrupt through their own actions.

Second, there are lairs which can actively cause a globetrotter to become corrupt by subtly staining his soul with the fell taint of darkness. Some occult investigators have taken to prefixing *cancerous* to these lairs' category title. Thus, one might find a *cancerous pit* or *cancerous sinkhole*. Persons who dwell within

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the lair, while not necessarily evil, are invariably corrupt.

When this ability is activated, the victim must make a Willpower x 2 roll. For each success level by which the roll is failed, the victim gains one point of Corruption.

This ability has absolutely no effect on persons with five or more current points of Corruption—such individuals are already corrupted, and the lair can do nothing more to tarnish their souls.

## Cost

Corruption	Lair Pts
Base cost	4
Per point of increased Difficulty	+2
Affects multiple persons in same activation	+2



## Corruptive Aura

**Frequency:** Once per 24 hours

Cesspits of negative energy, certain lairs have the ability to corrupt mortals. Some achieve this nefarious end through influencing a mortal's personality (see Warp Personality below). Others widen the stain that comes from performing wicked acts.

A globetrotter *automatically* gains one point of Corruption the first time he enters a lair with this ability. No matter how much time elapses between visits, he gains no more automatic corruption.

A lair can activate this ability for an entire combat or scene. During that time, acts of necessary evil generate one point of Corruption. Acts of evil cause the perpetrator to gain 2 or 3 points, depending on the severity of the act. Acts of Evil are worth an automatic 5 points of Corruption.

## Cost

Corruptive Influence	Lair Pts
Base cost	4

## Dark Place

**Frequency:** Permanently active; night only

As there are nights when unholy creatures are more powerful, so there are places where their strength is increased. These are always associated with death, though the true cesspits of evil have the added taint of human suffering and misery.

A dark place provides major villains (as determined by the Gamemaster) with an additional pool of Style points on which they can draw. In order to benefit, the villain must be inside the boundary of the lair between the hours of sunset and sunrise—no benefits are gained by being there during daylight hours, even if the lair is indoors or sheltered from the sun by a canopy of trees. Note that this villain need not be the lair's creator or regular occupant—they simply have to enter its borders to tap into the negative energy.

Multiple villains present at the same time do not gain separate pools—they must share the total bonus Style points available.

# Diabolical Powers

Lesser minions, even if supernatural in origin, gain no direct benefits, though their dark master may freely spend his bonus Style points for them as he pleases.

The pool of Style points replenishes automatically at sunset. Leftover points from the previous day's pool are lost.

## Cost

The table below provides examples of the level of misery and suffering required to create a dark place of specific magnitude. These are suggestions only. A Gamemaster may decide that a battlefield on which there was a particularly brutal massacre is more infused with darkness than a conventional site of battle, for instance. He thus elects to spend two points on it, giving any villains there 4 bonus Style points to play with.

Dark Place	Lair Pts
<b>Minor:</b> Place commonly associated with death (e.g., graveyard or battlefield); 2 Style points	2
<b>Moderate:</b> Place strongly associated with misery and death (e.g., castle dungeon, a place of execution); 4 Style points	4
<b>Major:</b> Place strongly associated with the murder of innocents (e.g., Countess Bathory's castle); 6 Style points	8
<b>Extreme:</b> Place strongly associated with the torture and murder of innocents (e.g., Gilles de Rais' castle); 8 Style points	12
<b>Epic:</b> Centuries old abode of great evil (e.g., Castle Dracula); 10 Style points	16

## Eerie Atmosphere

**Frequency:** Permanently active; night only

Whether it is the weight of ages pressing down on the soul, a bad reputation that fills even the most learned mind with dread, the state of decay reflecting that even the grandest monument must eventually submit to the ravages of time, the claustrophobic darkness of

a forest at night, or some other factor, certain sites are spookier than others. Here one cannot help but glance at shadows, feel the hair on the back of one's neck rise, or utter a nervous laugh to try and calm one's jitters.

More often than not, the Eerie Atmosphere only manifests at night, once the veil of darkness creeps over the land. At the Gamemaster's discretion, truly sinister sites may retain a penalty during the daytime, albeit at a lower level.

Whereas Dark Places give supernatural creatures more Style points as they draw strength from the latent evil associated with a lair, this entry inflicts a penalty to globetrotters' Horror checks.

A negative modifier to Horror checks places the globetrotters at a serious disadvantage, especially if the lair is inhabited by a supernatural opponent with a Horror rating. While physical injuries can be patched up relatively quickly, mental trauma takes considerably longer to heal and the scars last longer.

## Cost

Eerie Atmosphere	Lair Pts
<b>Minor:</b> An old or sinister looking building with known dark legends attached, or with a naturally sinister atmosphere; -1 modifier	4
<b>Moderate:</b> An old and rarely inhabited site with known legends of terrible events attached. E.g. a typical abandoned haunted house; -2 modifier	8
<b>Major:</b> The haunt of a terrible evil that sane men know to avoid. E.g. Castle Dracula; -4 modifier	12

## Hostility

**Prerequisite:** Size 2

**Frequency:** Permanently active

Whether the lair is a single building or a valley dotted with small villages, globetrotters will find the local population exhibits a desire to avoid social interaction with the strangers.

At low levels, the heroes find the natives reluctant to enter into conversation. Some find

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excuses to be somewhere else, while others pretend not to understand the globetrotters (even if they speak the same language). At higher levels the locals border on xenophobia. Doors are slammed in the globetrotters' faces, people cross the street to avoid them and run away if hailed, pleas for help are ignored, and constant harassment of people may lead to the locals grabbing pitchforks and torches.

In all cases, the locals attempt to rob the strangers through elevating the prices of everything for rooms in inns to firearms (assuming businessmen will even deal with them, of course).

## Cost

Hostility	Lair Pts
<b>Minor:</b> -2 penalty to Social rolls; prices +50%	4
<b>Moderate:</b> -4 penalty to Social rolls; prices +100%	8
<b>Major:</b> -8 penalty to Social rolls; prices +200%	12

## Ignorance

**Prerequisite:** Size 2

**Frequency:** Permanently active

Having been brought up on tales of terror and stern warnings from elders, or having witnessed the supernatural power for themselves, most people living within proximity of a lair acknowledge its existence but are naturally reluctant to venture close.

Some lairs exert an influence over mortals that prevents them from even acknowledging a lair's existence. They plead ignorance of any strange occurrences and refuse to look at the lair directly. When foreign globetrotters come calling, the locals may claim they cannot understand their requests for information or directions, even if they speak the native language fluently.

A visual representation of this occurs in the classic movie *Dracula: Prince of Darkness*. A coachman not only refuses to take his passengers to Castle Dracula, he denies the castle even exists—despite it being clearly visible!

The lair inflicts a negative modifier to Social rolls when interacting with the locals about the lair. Half the penalty (rounded down) is applied to Investigation rolls involving written records. The higher the modifier, the fewer people have been tempted to investigate and detail information about the lair.

The power does not require those affected to live within the borders of their lair. In this case, its influence can spread many miles beyond its normal limits.

As a guideline, the lair affects superstitious locals far more than educated men (who tend to dismiss the supernatural out of hand). Thus, while a farmer may make an excuse to avoid talking about the lair, a professor may be happy to discuss the lair's known, but non-supernatural, history.

## Cost

Ignorance	Lair Pts
<b>Minor:</b> The locals are tight-lipped about the lair. Their tongues can be loosened, but it takes precious time. Social rolls have a -2 modifier.	2
<b>Moderate:</b> Getting the locals to acknowledge the lair is difficult, even with bribes. Social rolls have a -4 penalty.	4
<b>Major:</b> The locals are utterly terrified by the presence of the lair and do not discuss it even among themselves. Persistent requests for information may lead to open aggression or the community shunning the globetrotters. Social rolls have a -8 penalty.	6

## Ley Line

Either a ley line runs through some part of the lair, or the dead center of the lair is situated atop a ley line nexus. While the presence of magical energy provides no benefit to the lair, it does aid magicians visiting the site. Given the lair is a pit of negative force, those drawn to it tend to be black magicians or worshippers of dark deities.

# Diabolical Powers

## Cost

Ley Line	Lair Pts
Ley line	4
Ley line nexus	8

## Madness

**Prerequisite:** Size 1 or 2 only

**Frequency:** Once per week against a specific individual

Lairs with an Eerie Atmosphere rating are covered in a permanent shroud of darkness. Whether the lair is a ruin, a grand building, or an outdoor feature, even the hardest soul gives an involuntary shiver and looks over his shoulder, even if he does not know why. Any madness these sites induce, however, requires an outside circumstance, such as the presence of a monster or gruesome sight. By itself, the lair can do nothing to affect a mortal's sanity.

Other lairs—those with this ability—subtly gnaw away at trespassers' minds, malignly leading them down the twisting path to madness and causing them to doubt their own sanity. Jonathan Harker can attest to this vile effect, for he suffered from a bout of madness caused by prolonged captivity in Castle Dracula.

As well as a general air of negativity, the lair may torment the victim with strange but short-lived effects, such as corridors that appear to stretch into infinity, doors that open into different rooms each time, liquids that drip toward the ceiling when bottle stoppers are removed, portraits that change position, and so forth.

Rarely is the onset of madness sudden. In most cases, the intended victim must have been continuously present for at least three or four days before symptoms manifest. A Horror check is required when the ability activates.

## Cost

Madness	Lair Pts
Base cost	4
Per point of increased Difficulty	+2
Affects multiple persons in same activation	+2

## Manifestations

**Frequency:** Limitless

A lair with this ability is capable of generating illusory and minor physical manifestations. At its most basic, the manifestation causes papers to rustle, extinguishes a single candle with a sudden breeze (but no other source of illumination), or cause those affected to feel an invisible presence nearby.

By investing more Lair points, a harmless illusion can be created. Victims might hear footsteps outside their room or hear a knock at their door. They may see a person out of the corner of their eye or reflected behind them in a mirror, hear a voice (perhaps calling out their name), or detect a noxious aroma.

Finally, the lair can generate illusions capable of shredding sanity and sending victims screaming in terror. Witnesses to a blood-curdling illusion must make a Horror check.

## Cost

Manifestations	Lair Pts
<b>Minor:</b> Harmless minor effect	2
<b>Moderate:</b> Illusion, one sense	4
<b>Major:</b> Illusion, multiple senses	8
Horrific manifestation	+2
Per point of increased Difficulty	+2
Affects multiple persons in same activation	+2

## Nightmares

**Prerequisite:** Size 1, 2, or 3 only

**Frequency:** Once per 24 hours

Folklore is replete with tales of people who have suffered nightmares while sleeping in supposedly haunted or tainted sites. In many cases, the bad dreams do nothing more than disturb the visitor's sleep and leave them tired the next morning. Others have awoken in cold sweats, screaming in terror, or utterly insane.

Each night the lair invokes a nightmare, those affected must make a Willpower x 2 roll. Failure means the sleeper suffers 1N damage



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from sleep deprivation. The fatigue remains until the character rests or sleeps for eight hours plus the number of wounds he has suffered.

In place of troubling but relatively harmless dreams, the nightmares can be made truly horrifying. The sleeper makes a Horror check. As well as suffering fatigue, a failed roll means the visitor also loses Sanity.

## Cost

Nightmares	Lair Pts
Basic nightmare only	2
Nightmare requiring Horror check	6
Per point of increased Difficulty	+2
Affects multiple persons in same activation	+2

## One of Us

**Prerequisite:** Size 2

**Frequency:** Once per 24 hours against a specific individual

Those who choose to investigate a lair may find themselves not only unable, but actually unwilling, to leave it.

The chosen victims must make a Willpower x 2 roll. Failure means the lair inflicts an insidious grip on the unfortunate soul.

The victim forgets his previous life. In place of his old existence he now completely believes that he has always lived within the lair's confines. He forgets old friends (including Allies, Contacts, Followers, and Patrons), adopts a new name, and even invents a new background for himself to explain his presence.

Those resident within the lair's sphere of influence, either being born there or ensnared by this ability, immediately accept the newcomer as one of their own, subconsciously forging false memories of knowing him or her for many years.

A soldier or military officer may believe he is part of the local army. A noble may claim an abandoned lair as his ancestral home. In the case of lairs that are buildings, most victims simply adopt a new life as servants (in castles and mansions) or members of the local community (villages, monasteries, and so on).

Globetrotters with levels in Ally, Contact, Follower, or Patron don't lose those points while under the lair's influence. Instead, they create new ones at the same level.

The effect of this ability is permanent, at least as long as the victim remains within the lair. Unfortunately, victims possess no desire to leave their "home" under any circumstances, and no amount of verbal trickery, persuasion, or intimidation can force them to do otherwise. Victims can, of course, be physically dragged away from the lair, though they resist such base attempts with force.



# Diabolical Powers

## Recovery

Once across the lair's border, the victim's true memories gradually return.

Up to 24 hours of continuous exposure before leaving the lair causes the false memories to vanish after an hour or two. Spending an entire week in the lair requires 24 hours outside its confines before the alter ego is lost. A month of exposure requires a week away. Up to ten years requires one month per year. Spending a decade or more within the lair causes the change to become permanent.

Psychotherapy can speed up the rate of recovery. The Difficulty of the Alienism: Psychotherapy roll is 4 if the victim has been affected for a week, 5 after a month, and 6 for spending a year or more under the lair's influence. No character may benefit from more than one psychotherapy session per week.

Once cured, all knowledge of the false life is expunged, leaving the victim unaware as to what occurred while under the lair's influence. At the same time, others who accepted the new persona have it purged from their brains. Unless they knew the globetrotter's true personality before his enforced change, they treat him as a stranger the next time they meet.

## Cost

One of Us!	Lair Pts
Base cost	20
Per point of increased Difficulty	+2
Affects multiple persons in same activation	+2

## Restless Dead

**Frequency:** Once per 24 hours

No matter how much it is prayed for by the living, the dead do not always rest in peace. This is especially true in a lair possessing this unholy ability, for the negative energy suffusing the site can be transferred to the dead, providing them with a crude and profane semblance of life, albeit as slaves bound to the lair's dark impulses. Since lairs cannot formulate plans,

the walking dead are generally sent against intruders in a mass assault.

Corpses for the lair to animate must already be present—it does not summon them out of thin air. Any walking dead that move outside of the lair's borders immediately revert to their natural state—that is, inanimate corpses.

The lair can only raise mindless servitors, such as skeletons and zombies. The power to create intelligent undead—vampires, for example—is far beyond its capacity.

## Cost

When purchasing this ability, the cost is equal to the total number of Follower levels the lair can command.

Restless Dead	Lair Pts
Per Follower or Ally level of skeleton or zombie.	2

## Sickly

**Frequency:** Permanently active

The fell taint of the lair causes wounds to quickly fester and hampers doctors in their work. Diseases are more virulent, spreading quickly and proving more difficult to recover from. Poisons are unaffected.

Citizens who dwell within the lair's confines are likely to have plentiful scars, open sores, or suffer from constant coughs, watery eyes, and running noses. It is not just humans who suffer—the corruptive influence applies equally to animals, especially livestock.

## Cost

Sickly	Lair Pts
<b>Minor:</b> -1 penalty to Medicine rolls and Body rolls to resist or recover from disease	4
<b>Moderate:</b> -2 penalty to Medicine rolls and Body rolls to resist or recover from disease	8
<b>Major:</b> -4 penalty to Medicine rolls and Body rolls to resist or recover from disease	12

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<b>Extreme:</b> -8 penalty to Medicine rolls and Body rolls to resist or recover from disease	16
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Natural healing rates are doubled	10
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## Tainted

**Frequency:** Permanently active

The concentrated negative energy of the lair taints the surrounding landscape.

Buildings suffer from rising damp, paint peels away, and the air smells musty, no matter how good the ventilation. Fabrics succumb to mold or rapid decay. Plants and flowers are smothered by weeds or ravaged by blighted, trees are warped into sinister shapes, crops are stunted, and food tastes odd. Insects and spiders are bloated, and larger animals are deformed and die young. Food, even that preserved through salting, pickling, drying, or canning, spoils at an increased rate.

## Cost

Tainted	Lair Pts
<b>Minor:</b> At this level the taint is purely superficial, noticeable only to those with astute senses or who take time to study their surroundings. Fresh food spoils and rots at a slightly accelerated rate, lasting a few days less than normal. Preserved food takes several years to go off.	2
<b>Moderate:</b> The taint is noticeable to most globetrotters, with minor deformities and blight widespread. Fresh food lasts only half as long as normal and preserved goods are ruined after a month of continuous exposure.	4
<b>Major:</b> The lair exhibits a powerful effect on its surroundings that is hard to miss. Humans born in the lair's influence are very likely to have the Disfigured Flaw or a Physical one. The native flora & fauna is warped & twisted. Fresh food spoils in a day and even preserved goods perish within a week.	6

## Warp Personality

**Frequency:** Once per 24 hours against a specific individual

Experience has taught occult investigators that exposure to a lair can not only generate negative influences on their personality, but cause them to develop new character quirks.

By spending Lair points, a lair can induce a Mental or Social Flaw (and more rarely a Physical Flaw) in a mortal or supernatural creature within its confines. Each lair can generate only a single Flaw. This is chosen during the creation process and cannot be changed later. The Gamemaster should endeavor to have the Flaw match the lair's background.

For instance, a battlefield lair may induce Belligerent or Cowardice (if one side routed). A torture chamber may inflict interlopers with Callous, Masochism, or Sadism. Timid suits a manor house or castle in which servants were viciously beaten for being outspoken. For the purposes of this ability, being inflicted with Repulsive does not cause the victim to develop a disgusting habit. Instead, it inflicts a taint of wrongness that others subconsciously detect and shy away from.

Victims must pass a Willpower x 2 roll or gain the Flaw. So long as the victim remains within the lair, he retains the Flaw. Once away from its malign influence, the alteration to his personality gradually fades.

## Recovery

Up to 24 hours of continuous exposure before leaving the lair causes the Flaw to vanish after an hour or two. Spending an entire week in the lair requires 24 hours outside its confines before the Flaw goes. A month of exposure requires a week away. Up to ten years requires one month per year. Spending a decade or more within the lair causes the Flaw to become permanent.

Psychotherapy can speed up the rate of recovery. The Difficulty of the Alienism: Psychotherapy roll is 3 if the victim has been affected for a week, 4 after a month, and 5 for spending a year or more under the lair's influence. No character may benefit from more than one psychotherapy session per week.

# Diabolical Powers

## Cost

Warp Personality	Lair Pts
Base cost	10
Per point of increased Difficulty	+2
Affects multiple persons in same activation	+2

## Warp Landscape

**Prerequisite:** Size 2 and outdoors

**Frequency:** Limitless

The lair has limited power over the surrounding landscape and can subtly alter it to frustrate and confuse trespassers.

When the power is active, paths shift, vegetation conceals trails, light mists rise from the ground, firewood refuses to light or produces choking clouds of smoke, game is scarce, shelters leak or collapse, and such like. These combine to give a penalty to Survival rolls. The duration of the power is one entire combat or scene.

Note that the ability to summon mists is not the same as that for Control Weather—its only effect is to hamper Survival: Navigation and Survival: Tracking rolls.



## Cost

Warp Landscape	Lair Pts
<b>Minor:</b> -1 to Survival rolls	2
<b>Moderate:</b> -2 to Survival rolls	4
<b>Major:</b> -4 to Survival rolls	8
<b>Extreme:</b> -8 to Survival rolls	16

## Limitations

Not every lair with the same supernatural ability has to function in exactly the same way. By applying a limitation to how a power works, the lair not only becomes unique, it also pays a lower Lair point cost for the affected ability. As with abilities, limitations must be picked during the generation process. A power may have multiple limitations, but each limitation may be applied just once to a specific power.

Except where noted, the current Lair point cost of the affected power is halved for each limitation. No ability may cost less than one point. Round up all fractions.

For example, a power with a regular cost of 12 points costs just 6 points if the Gender-Specific limitation is applied. If the Trigger limitation is also applied, the cost is now reduced to 3. Since fractions round up, adding a third limitation (an unlikely occurrence, in all honesty) would reduce the cost to 2.

## Day or Night

The supernatural ability can be activated only during daylight hours or during the hours of darkness. For ease, daylight is defined as being between the moment the first part of the sun breaks the horizon and the instant the last part sinks below the horizon.

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## Gender-Specific

The ability affects either just men or just women. Transgender characters are affected by the gender they consider themselves to be.

## Infrequent

The power can be used only infrequently. A "Limitless" power can be activated just once per day. A power normally usable once per day is now only available once per week. Powers that can be used once per week increase to just once per month. Constantly active powers can have this limitation.

## Lunar Phase

The phase of the moon determines whether or not an ability can be activated. For simplicity, the phases of the moon are full, gibbous, half, crescent, and new.

A power that works during just a single phase, such as the full moon, can be used for only a few days each month—three days for new or full, and six for the others. The cost of the power is reduced by 75%.

The power can also be tied to whether the moon is waxing or waning. A limitation of waxing or waning cannot be stacked with a specific phase. The cost is reduced by half as normal.

## Short Duration

Only powers with a combat or scene duration may have this limitation. The ability lasts for just one minute (10 combat turns).

## Trigger

The supernatural ability requires a trigger before it comes into effect. This must be something specific, not just "entering a room." For instance, Nightmares may be triggered only if a globetrotter sleeps in a bed, rather than curling up on the couch or floor.

## Weak

Only abilities which require a roll against a

Difficulty rating may have this limitation. The base Difficulty is reduced to 1. The lair cannot spend points on increasing the Difficulty of that power.

## Optional Power

*Leagues of Gothic Horror* is concerned with a specific sub-genre of horror in which corruption and madness creep up gradually, and monsters are confined to the shadows for much of the adventure. The supernatural abilities listed above are designed to fit that specific atmosphere. For Gamemaster's wanting more fantastical horror, we present an optional powers.

## Control Flora

**Prerequisite:** Size 2

**Frequency:** Once per 24 hours

The lair can animate the flora within its confines. It cannot make trees uproot and walk or cause flora to grow to unusual size, but it can cause existing vines and long grass to ensnare victims and trees branches to lash out with bon-breaking force.

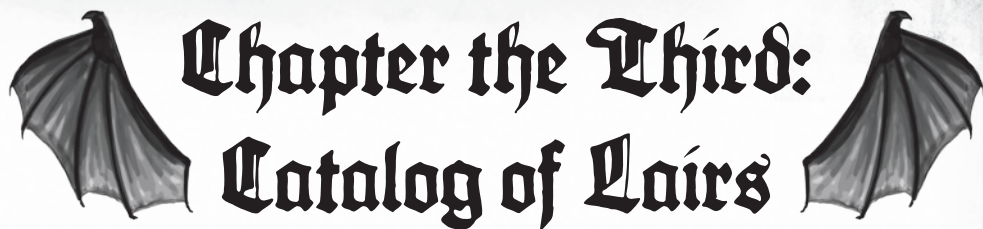
To ensnare globetrotters, the lair makes a touch attack using its dice pool (see Grapple in *Leagues of Adventure*). Resolve the grapple as normal, but opponents may make an opposed roll of Strength versus the lair's roll to attempt to break free.

When animating branches to swipe at intruders, the lair makes a standard attack roll using its full dice pool. Damage modifiers are already included in the dice total.

The duration of this ability is one entire combat or scene.

## Cost

Control Flora	Lair Pts
<b>Minor:</b> 6 dice pool	2
<b>Moderate:</b> 8 dice pool	4
<b>Major:</b> 10 dice pool	8
<b>Extreme:</b> 12 dice pool	10



# Chapter the Third: Catalog of Lairs

*"It was haunted; but real hauntings have nothing to do with ghosts finally; they have to do with the menace of memory."*—Anne Rice, *The Queen of the Damned*

This chapter details a number of supernatural lairs. Although we have given these sites names, Gamemasters should feel free to alter them, as well as their location, to fit the needs of their campaign.



## The Alcott House

**Rank:** 2 (16 Lair points spent)

**Size:** Large habitat (6)

**Supernatural Abilities:** Control Wildlife:  
Max. Follower rating 5 (10)

A large Georgian manor house with plentiful fields and a small copse forming the grounds, Alcott House would make a lovely family home, so long as one does not keep pets or dangerous livestock, that is.

Over the years the house has developed a bad reputation. One elderly female owner was blinded after being attacked by her cat. A farmer was crushed by cows, while another was trampled to death by his horse. In the worst known case, a small child and her nanny were savagely mauled to death by domesticated dogs before the hounds were shot by the master of the house. Animals, it seems, become extremely aggressive when within the confines of the estate.

In days or yore, Anglo-Saxon nobles would

amuse themselves and dispose of enemies by binding them and throwing them into a pit of hungry wolves. By a complete fluke, Alcott House was built atop the remains of one such pit. The pit itself lies deep beneath the house, buried in centuries of accumulated soil and the mansion itself.

**Upgrading:** Alcott House already presents a danger to globetrotters. While city folk may have a hard time believing it, livestock kill several farmers every year. Now imagine the homeowner keeping a pack of hunting dogs.

One of the best powers to add is Control Portals. Through this, the lair can trap a victim in a room or outbuilding and have any animals present attack. Nightmares is another solid option. Inhabitants suffer terrible dreams of being ripped apart by wolves.



## Bluebeard's Castle

**Rank:** 2 (9 Lair points spent)

**Size:** Small habitat (4)

**Supernatural Abilities:** Manifestation: Moderate with Horror check, single person, Difficulty 4, Limitation: Gender-Specific (Women only) (5)

Contrary to popular belief, the story of Bluebeard is not a mere folktale. Bluebeard was a rich but extremely ugly man, and possessed of a vicious temper and deep-seated sadistic tendencies. In the narrative, he allows his new wife full run of his home, save for one subterranean chamber, which she is forbidden to enter under any circumstances. Naturally,

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curiosity wins over the damsel and she dares to defy her husband. Within the chamber she discover the remains of Bluebeard's previous wives, whose corpses dangle from hooks in the ceiling. The tale ends in typical style, with Bluebeard getting his comeuppance and his wife inheriting his home and fortune.

Although the wife had the corpses buried and the chamber blessed by a priest, the stain of evil could not be removed so easily. Indeed, the taint spread from the single chamber to affect the entire castle. Many female occupants have been driven insane from repeated visions of rotting corpses hanging from the ceilings.

**Upgrading:** By adding a new power, men can also be affected by its inherent wickedness. In this instance, the lair uses Warp Personality (Difficulty 3) to inflict male guests with either the Short Temper or Sadism Flaw (pick one). This costs an additional 6 Lair points (usually 12, but halved since it only affects male globetrotters), bringing the total to 17 and elevating the lair to Rank 3.

## Kleindorf

**Rank:** 2 (10 Lair points spent)

**Size:** Large habitat (6)

**Supernatural Abilities:** Tainted, Moderate (4)

Famine does not discriminate by gender, race, or religion. Over time, even the wealthy, who can afford to stockpile food, succumb to gnawing hunger and, ultimately, death.

Between 1618 and 1648, the Thirty Years' War raged across much of northern and western Europe. Like plagues of locusts, hungry armies moved across the land, plundering crops to fill their own bellies and destroying others rather than allowing them to fall into enemy hands. Widespread famine led to countless deaths. In the small village of Kleindorf, around 75% of the population perished.

Eventually the war ended and life returned to normal. Kleindorf, though, continued to suffer. During the war, Catholic soldiers imprisoned the populace and made them watch as their homes were ransacked and their provisions consumed. When they moved on, the soldiers left the inhabitants chained together

to endure a slow death from hunger. Such was their misery and yearning for hunger that the land became tainted.

Unlike the normal Tainted supernatural ability, there are no deformities or blight in Kleindorf. Crops are stunted, livestock is emaciated, and food spoils quickly. The lair has a hunger that cannot be satisfied by conventional means. Since it has no mouth or internal organs, it instead devours the life-force of those living nearby. Many of the inhabitants have the Sickly or Skinny Flaws as a result.

The focus of the lair is the earthly remains of the doomed inhabitants of old. Having little energy, the few survivors disposed of the bodies in a mass grave, neglecting even to perform basic burial rites. Discovering the location of the grave, exhuming the remains, and providing them with a proper burial will, over several years, cause the lair to disappear.

**Upgrading:** At the Gamemaster's discretion, Kleindorf's supernatural woes can be augmented with the presence of one or more famines (see *Guide to Apparitions*).

## The Pignatelli Library

**Rank:** 2 (14 Lair points spent)

**Size:** Sanctum (2)

**Supernatural Abilities:** Corruption, one person, Difficulty 3 (6); Madness, one person, Difficulty 3 (6)

The aristocratic Pignatelli family has produced a number of scholars, playwrights, and artists. Much of the family fortune was spent amassing a magnificent library. One of the most prestigious private collections in Europe, it draws a constant stream of academics keen to plunder its tomes for knowledge. Alas, not all leave in the same mental state as when they entered.

During the early 18th century, the head of the family, Umberto, wrote several damnable books on demons (or Great Old Ones if you're using this with *Leagues of Cthulhu*). As Umberto descended ever deeper into madness, his deranged thoughts and crazed utterings were absorbed by the fabric of the library, in which he toiled day and night.

Academics who spend too long in the li-

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brary may be affected by the stain of evil. The Madness ability does not produce horrific illusions. Instead, prolonged exposure leads to a mental breakdown, ostensibly from overwork but actually from subliminal chanting. Dally too long amid the tomes, and one will be reduced to a gibbering wreck.

Those corrupted by the library succumb to the urge to research and dabble in black magic or eldritch lore, as applicable. Instead of gaining a Flaw chosen by the Gamemaster when they reach five Corruption points, they gain the Obsession: Black magic or Eldritch lore Flaw.

Ridding the library of the supernatural taint would require two things. First, every brick and piece of furniture would have to be destroyed. Second, the priceless collection would have to be incinerated. Dispersing the books would actually spread the taint, though the new lairs would be much weaker (Difficulty 2 for both supernatural powers).

**Upgrading:** The lair can be made more dangerous by adding Eerie Atmosphere, which makes the Madness ability more potent, and/or Nightmares. The latter may take the form of daydreams, or only affect visitors who actually fall asleep in the library (easy to do if one is researching late into the night).

## The Watchtower

**Rank:** 4 (30 Lair points spent)

**Size:** Small habitat (4)

**Supernatural Abilities:** Alter Illumination: oil lamps & coal fires, one room per activation (2); Eerie Atmosphere: -1 penalty (4); Nightmares, Horror check, Difficulty 3, multiple people (10); Manifestation: Moderate, Horror check, one person, Difficulty 4 (10)

*This lair is loosely based on the structure central to The Keep, by F. P. Wilson, one of the author's all-time favorite books.*

High in the Carpathian Mountains, overlooking a narrow pass, stands a small keep with a solitary tower. The locals, who know the structure only as “the watchtower,” scurry past at speed, refusing to be caught within sight of the structure when night begins to fall.

## Existing Sites

Between them, *Leagues of Adventure*, *Leagues of Gothic Horror*, and their various supplements detail hundreds of sites worthy of exploration by the globe-trotters. In place of creating a lair from scratch—fun though that is—you can transform these sites into supernatural lairs. Below are a few example stat blocks for existing sites.

### Isle of Demons

**Found in:** *Leagues of Gothic Horror Expansion*

**Rank:** 3 (18 Lair points spent)

**Size:** Small domain (8)

**Supernatural Abilities:** Warp Personality: Obsession (Cannibalism), one person, Difficulty 2 (10)

### Ghōia Forest

**Found in:** *Leagues of Gothic Horror*

**Rank:** 3 (22 Lair points spent)

**Size:** Small domain (8)

**Supernatural Abilities:** Dark Place: 2 Style points (2); Eerie Atmosphere: -1 penalty (4); Manifestations: Moderate (4); Tainted: Moderate (4)

### Scholomance

**Found in:** *Leagues of Gothic Horror Expansion*

**Rank:** 3 (24 Lair points spent)

**Size:** Small habitat (4)

**Supernatural Abilities:** Dark Place: 8 Style points (12); Eerie Atmosphere: -2 penalty (8)

As far as local folklore goes, the watchtower was once home to a barbaric *voivode* (warlord). An ally of Vlad III, more commonly known as the Impaler, he shared his superior's love of torture. What they do not know is that the warlord was a vampire.

The structure has been abandoned for centuries and yet remains in good condition. Locals say that several people attempted to make the



# Leagues of Gothic Horror: Guide to Lairs

fortress their home. Most left within a matter of days, citing nightmares and a strange presence. An unfortunate few departed as lunatics raving about a sinister presence. Animals avoid the site, for they are not immune to the sinister abilities it possesses.

Unbeknownst to the locals, the vampire still occupies the watchtower, at least in a manner of speaking. Slain by a knight who drove a wooden stake through his heart, the vampire's earthly remains lie in a tiny chamber concealed behind a false wall. The fiend is dead, but his spirit has not yet departed. Its evil has instead infused the fabric of the keep. In doing so, it lost whatever remained of its personality.

Those foolish enough to take refuge in the castle have all reported the same dreams—of being lost in an inky darkness, of seeing a hideous pale face looming at them, and of being clutched by withered, clawed hands. The only Manifestation the watchtower produces is that of an unholy unseen presence, and then only when the victim is in darkness.

**Upgrading:** If the Gamemaster decides that the vampiric occupant is still active, then the lair developed through the misery the original owner inflicted on captives rather than by absorbing his evil spirit. Alternately, the evil aura may have attracted a new vampire. Adding the Dark Place ability makes the fiend more powerful while within his domain.

## White Dragon Pass

**Rank:** 4 (27 Lair points spent)

**Size:** Large habitat (6)

**Supernatural Abilities:** Weather Control: 1-12 hours duration, heavy cloud, heavy precipitation (snow only), temperature  $-50^{\circ}\text{F}$ , storm force winds, sudden change (21)\*

\* *The precipitation cost is halved as the lair can only generate snow.*

The people who live on either side of the 18 mile-long mountain pass don't really believe a dragon lives there—at least not anymore. That said, when one of the frequent blizzards that plague the pass blows, they refer to it as “the dragon's breath.”

The pass is a lifeline for the communities

on either side. Other routes exist, but they add many days to the journey, and are favored only in winter, when normal snowfall makes using White Dragon Pass treacherous.

That said, it can be dangerous at any time of year, for even in high summer dark clouds can roll in with great speed. The temperature drops rapidly, and snow begins to fall in heavy clumps before being driven horizontally by storm force winds. Blowing relentlessly for hours on end, the blizzards have claimed many lives. Only in summer, when the thaw comes, do people risk climbing the pass to recover the bodies of lost friends and family.

Halfway along the pass stands the rime-crusted ruins of an ancient temple unknown to the outside world. No-one has visited it for centuries, for the superstitious natives believe it was once home to a powerful dragon and that its spirit still lingers there.

The origins of the lair lie far back in time. At some distant juncture, the priests who occupied the temple invoked a powerful ritual to bind a demon in the form of a white dragon, commanding it to raise a blizzard to destroy an invading army. The demon did as it was commanded, but, having witnessed the slow death of thousands of warriors, it refused to depart once the deed was done. Instead, it took up residence in the pass, blighting all those who tried to pass through its domain. The priests, so it is said, were devoured by the monster.

According to legend, the demon was eventually banished by a brave peasant hero or powerful magician (the tale varies). Alas, the fiend had been present for so long that part of its vile nature had infused the rocks.

**Upgrading:** A 12-hour blizzard accompanied by a drop in temperature of  $50^{\circ}\text{F}$  is a serious challenge to globetrotters trying to cross the pass or explore the temple.

A Gamemaster may, however, wish to add another effect, such as Madness. Mental breakdown might be explained by the constant roar of the wind, or perhaps unearthly piping that is somehow audible over the storm. Manifestation could generate the illusion of a colossal dragon. This would likely convince globetrotters they must battle a physical entity rather than survive a dark taint on the landscape.



# Bonus Appendix: Evil Relics

*“Never open the door to a lesser evil, for other and greater ones invariably slink in after it.”*  
—Baltasar Gracián, *The Art of Worldly Wisdom*

It is fair to say that some of the occult relics in *Leagues of Gothic Horror* are tainted with evil. The Assassin’s Dagger, for instance, only benefits the user when he attacks an unsuspecting opponent and curses him with a hashish addiction. A Hand of Glory requires an act of mutilation on a corpse. A Mask of Mictlantecuhli bestows both a yearning for human flesh and a callous streak on the wearer.

While such items *can* be used by globetrotters, they are very likely to lead to corruption. Creating undead, for instance, is always an evil act in *Leagues of Gothic Horror* simply because it goes against nature to restore life (or semblance of life) to those who have died. The taking of another human’s life is never done without tainting one’s soul.

Ultimately, whether using a relic constitutes an evil or Evil act depends on two criteria—any activation requirements and the purpose for which the relic is used. In some cases, using a relic may warrant two separate Corruption increases. A selection of new relics for which use or ownership might lead to corruption is presented below.

## Blood Chalice

### Artifact 3

Whether sizing up potential prey or showing their disdain for vampire hunters by

moving in society, some vampires like to be around other people. Invariably, the matter of drinking is going to arise at some point. One might be able to refuse a drink once or twice, but continued abstinence will eventually raise eyebrows and lead to gossip.

Although referred to as chalices, these vessels come take any form. They might be crystal glasses, sturdy mugs, or even dainty teacups. Whatever their form, all possess the same supernatural ability.

When a liquid is poured into the vessel, it transforms into human blood as it is sipped. This diabolical power allows the vampire to sate its infernal thirst while sipping wine, beer, or tea and making polite conversation.

Naturally, it is a little odd to bring one’s own drinking vessel to a party, but humans are prone to believe any reasonably plausible story. Of course, this poses no problem if the vampire deigns to entertain guests in its home (so long as it does not mix up the vessels, of course).

**Enhancements:** Transmutation: Liquid into blood (+6 Enhancements)

## Candle, Cursed

### Artifact 4

Appearing as ordinary candles, these foul relics alter the physical and mental wellbeing of nearby people.

Around ten minutes after being ignited, the candle induces a Flaw chosen when the candle is created on all persons within 10 feet of the

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device—this is large enough to encompass a modest sized room.

The magic lingers only for one minute. Anyone within the area of effect during that time is automatically affected—before and after that time, the Cursed Candle is a normal candle. While the time in which it can affect people is limited to one minute, the Flaw it induces lasts for one week.

Almost any Mental and Social Flaw can be worked into a candle. Physical Flaws such as Poor Vision and Sickly are also possible. Each candle may have only a single Flaw.

**Enhancements:** Increased Area of Effect: 10 ft. radius (+4 Enhancements), Increased Duration: One week (+4 Enhancements), Induce Flaw: Pick one (+2 Enhancements)

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

## Candle of Torturous Dreams

### Artifact 3

Even in houses fitted with the latest in gas or electrical lighting, it is not unusual to leave a candle burning in case one awakens in the middle of the night. Unfortunately for the victim of this insidious relic, the candle in question can be many hundreds of miles distant.

Candles of Torturous Dreams are constructed with a specific victim in mind. Effectiveness requires something personal to the victim to be incorporated into the wax. This may be a nail clipping, a strand of hair, or even a teardrop.

The candle must be lit at sunset. Left to its own devices, it burns until sunrise or the target awakens, whichever occurs first. In both cases, the candle is reduced to a useless nub of molten wax.

Should the intended victim sleep while the candle burns, they suffer a terrifying nightmare. They must make a Horror check at Difficulty 4. In addition to any Sanity loss, they suffer 1N damage from disturbed sleep. If for some reason the victim does not sleep, the candle is wasted.

**Enhancements:** Increased Range: 100 miles (+4 Enhancements), Nightmare: Difficulty 3 (+4 Enhancements)

**Limitations:** Special: One use (-2 Enhancements)

## Death Masque

### Artifact 4

For some wicked souls, merely disguising themselves as another individual is not enough—whatever the ultimate goal of their diabolical plan, they seek to become that person. One means of achieving this is through creating a Death Masque.

In order to create a Death Masque, the skin of the person the magician wishes to simulate must be cut from their face as a single piece. Usually this involves the victim's death. In instances where the victim is already dead, the skin must be removed and enchanted before decomposition ruins it.

When the grisly relic is donned, the user acquires the victim's appearance, with bones and muscles contorting, shrinking, or stretching to match the victim's size and shape. The process takes around a minute and is especially painful.

The victim's memories are retained (though Skills are not), but only Talents and Flaws that directly affect physical appearance are gained. For instance, the Attractive Talent and Disfigured Flaw both govern physical appearance, and are thus retained. If the victim had a physical Flaw that affected their appearance, such as One Arm, then that is also retained.

Physical attributes are unchanged. A beefy magician who assumes the identity of a callow youth keeps his Body and Strength ratings, even though he may appear puny, for instance.

The mask can be removed and donned as many times as the user desires, but after one month it crumbles to dust, rendering it useless.

**Enhancements:** Increased Duration: One month (+6 Enhancements), Special: Transform Appearance (+6 Enhancements)

**Limitations:** Flaw: Multiple Personalities (-2 Enhancements), Toxic: 1L (-2 Enhancements)

## Egyptian Funerary Linen

### Artifact 3

Once known to many priests, only a handful of Egyptian black magicians know the secret of making this enchanted linen.

## Appendix: Evil Relics

By itself, the linen, although soaked in various exotic oils and imbued with magical energy, has no overt abilities. When wrapped around a corpse that is then subjected to a Raise Dead ritual, the linen transforms the corpse into a living mummy. Fresh corpses wither during the ritual, with fluids evaporating and flesh desiccating. Unlike a normal zombie or skeleton, the creature remains active until destroyed, rather than becoming inanimate after 24 hours.

**Enhancements:** Special: Creates a living mummy (+6 Enhancements)

### Flensing Blade

#### Artifact 4

These gently curved, razor sharp blades are used to strip the skin off carcasses. To have any effect, the wicked blade must be used to remove the skin from a human corpse dead for no more than one hour. Carefully removing the skin of a creature takes one hour per point of Size. During this process, the blade imbues the skin with unholy energy.

When the skin is sewn onto a corpse like a second skin, an act that must be done within six hours, a magician gains a +4 bonus to invoke Raise Dead. A successful ritual animates the cadaver as a zombie under the command of its creator (who needn't be the same person who wielded the blade).

Unlike a normal zombie, the undead remains active until destroyed, rather than becoming inanimate after 24 hours.

**Enhancements:** Increased Duration: One week (+4 Enhancements), Skill: +4 Magic dice (+2 Enhancements), Talent: Skilled Assistant (+2 Enhancements)

### Frankenstein's Surgical Tools

#### Unique Artifact 2

Following the disappearance of Victor Frankenstein, his surgical tools were stolen from his abandoned laboratory. Imbued with the essence of the madman's surgical skill and obsession with creating life, they are a potent aid for those seeking to follow in Frankenstein's dark footsteps.

The tools provide a weird scientist surgeon

with a +8 bonus to Medicine rolls, but only when creating a biological living creation. Whoever uses the tools becomes obsessed with creating artificial life for the next week. During this time they resort to body snatching and even murder to acquire the raw materials they require for their experiments.

**Enhancements:** Skill: +8 Medicine dice (+3)\*, Talent: Skilled Assistant 3 (+6 Enhancements)

**Limitations:** Flaw: Obsession (-2 Enhancements), Increased Duration: One week (-4 Enhancements)

*\* Bonus applies only when using Medicine to create biological living creations.*

### Gauntlet of Exsanguination

#### Unique Artifact 3

The origin of this device is unclear. A woodcutting from the late 15th century depicts it in the hand of an unnamed Transylvanian warlord, but hints in occult tomes indicate it may have been constructed as far back as the heyday of the Roman Empire. Those who favor Roman origin claim, without facts to back them up, that it was created for a champion gladiator.

The gauntlet is unusual in that it is covered in hollow metal spikes. More unusual is that when donned, thin spikes on the inside puncture the wearer's skin. This inflicts short-lived agony and inflicts 1L damage.

Used to punch an opponent, the gauntlet inflicts 2L damage. For each two wounds inflicted in a single attack, the wearer automatically heals one point of damage as blood is sucked from the victim and pumped into the wearer's body. Nonlethal wounds are healed before lethal wounds.

**Enhancements:** Increased Damage: +1 (+1 Enhancement), Special: Heal injuries (+6 Enhancements)

**Limitations:** Toxic: 1L (-2 Enhancements)

### Grand Coffin

#### Artifact 4

In order to heal quickly, a vampire must rest in a coffin filled with soil from its home-

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land. Some coffins enable their undead occupant to heal at even faster rates. Most often a coffin gains this ability through prolonged use. In other cases, the coffin is imbued with profane power through dark and complex rituals in which at least one innocent human is sacrificed.

A vampire who rests in the coffin overnight gains a +2 bonus to its Body rating when recovering from lethal wounds. The soil lining the inside of the coffin crumbles to dust after the Body roll is made and must be replaced. This is rarely a problem if the vampire still haunts its homeland, but it can create problems if the bloodsucker has located elsewhere.

Mortals who occupy a Grand Coffin, perhaps in an attempt to ambush the vampire when it returns to its bed, quickly discover that the necromantic energy drains their life-force. For each combat turn they remain in the coffin, a mortal automatically suffers one point of lethal caustic damage. Vampires are well aware of this side-effect, and may attempt to force a troublesome mortal into the coffin.

Ambushing a sleeping vampire becomes more difficult if it rests in one of these coffins. Although the fiend slumbers, its senses are actually enhanced, allowing it to smell and hear approaching trespassers.

**Enhancements:** Increased Attribute: +2 Body (+2 Enhancements)\*, Increased Attribute: +4 Perception rating (+4 Enhancements), Toxic to the Living: 1L caustic (+4 Enhancements)

**Limitations:** Requires Special Fuel: Native soil (-2 Enhancements)

\* For healing only.

## Inquisitor's Instruments

### Artifact 1

The aim of the Inquisition was to extract confessions of heresy and witchcraft by any means. Most often, that involved sadistic torture. Through frequent use against innocent parties or purely to satisfy twisted desires, these of probes, thumbscrews, and other small instruments of torture have become thoroughly tainted.

Whether wielded by an amateur or a skilled

interrogator, these cruel instruments quickly loosen tight lips. It is impossible to be gentle with these tools—no matter how hard the interrogator tries, they rip, slice, and pierce flesh. Regardless of whether he speaks or not, the victim automatically suffers 1L damage after each torture session.

The torturer is not free of the instruments' foul taint. After each use, he or she gains the Sadism Flaw for the next week.

Instead of a set of tools, the Gamemaster can use the same statistics for a static instrument of torture, such as an iron maiden or rack, or even a pit and pendulum setup.

**Enhancements:** Skill: Intimidation: Torture 8 dice (+6 Enhancements), Toxic: 1L damage (+2 Enhancements)

**Limitations:** Flaw: Sadism (-2 Enhancements), Increased Duration: One week (-4 Enhancements)

## Judas Coin

### Artifact 1

Every Christian knows the story of Judas, the disciple who betrayed Jesus in return for thirty silver coins. The Gospel of Matthew tells that Judas returned the coins to the temple before committing suicide. The coins were then used to purchase Potter's Field.

Since then the coins have passed through numerous hands. Each person who has owned one of these accursed coins (of which just 30 exist) has developed a treacherous streak while the coin remains in his possession.

The exact type of coin used to bribe to Judas is not mentioned in any source. Not that it matters. As treacherous as Judas, the coins alter their type to fit the currency used by their current owner. Thus, a coin may be an English shilling, French franc, or American dollar.

**Enhancements:** Induce Flaw: Treacherous (+2 Enhancements)

## Knife of Scarring

### Unique Artifact 2

Few globetrotters with an interest in the occult have not heard of Elizabeth Báthory (see *Guide to Vampires*). A woman of intense van-

## Appendix: Evil Relics

ity, she would, among other things, slice open the faces of attractive young women and leave them horrifically scarred in a bid to ensure her beauty had no rivals. Her preferred tool when committing this barbaric act was a bejewelled dagger. Following her arrest, her personal items were confiscated, and the knife fell into the hands of others.

If a single attack with the dagger inflicts three or more wounds, or if the victim is reduced to zero Health or lower by damage from the weapon, the blade inflicts a deep and jagged wound that fails to heal without leaving a brutal scar. The victim permanently gains the Disfigured Flaw.

**Enhancements:** Increased Damage: +2L (+1 Enhancement)\*, Induce Flaw: Disfigured (+2 Enhancements)

\* Only against female targets with Charisma 3 or higher, or the Attractive Talent.

### Masks of the (Color) Death

#### Artifact 4

As mentioned in the *Gothic Horror Expansion*, there are multiple entities associated with the spread of disease. The White Death spreads tuberculosis, the Black Death bubonic plague, the Yellow Death yellow fever, Blue Death cholera, and the Red Death a hemorrhagic fever known only by the same name as the entity.

These masks resemble those worn by highwaymen of old and are colored to match the Death to which they are linked.

Whoever dons one of these masks becomes a carrier of the appropriate disease, but is himself totally immune to the contagion.

**Enhancements:** Special: Carrier of disease (+4 Enhancements), Special: Immune to specific disease (+4 Enhancements)

### Mirror of Narcissus

#### Unique Artifact 3

In Greek mythology, Narcissus fell in love with his own reflection, lost the will to live, and remained staring at himself until he died.

This ordinary looking mirror sits in a wooden frame held by two carved wooden

## New Monstrous Ability

### Remote Senses

**Prerequisites:** Refuge 0

The creature can see through the eyes, hear through the ears, and smell through the nose of any portrait and/or statue within its lair as if it were present in the same room. This allows the fiend to spy on intruders in its domain.

Using this ability requires concentration and counts as the creature's attack action each combat turn it utilizes the power.

The power is most suited to greater mummies and vampires.

## New Social Flaw

**Treacherous:** Whether it is to earn the respect of a more powerful figure, for financial gain, out of revenge, or to save his own life, the globetrotter has no qualms about metaphorically stabbing his friends in the back. The globetrotter earns a Style point whenever he betrays an ally for personal gain.

nymphs. Aside from its name, it has nothing to do with the tragic Greek youth. Its origin remains mysterious.

Few occult scholars have ever heard of it, and those that have are divided. Some claim it was made by Satan. Others say it is the handiwork of a doomed mortal who, like Narcissus, died gazing upon himself. In doing so, the mirror became corrupted.

Each time a person gazes into the mirror, they must make a Willpower x 2 roll (Difficulty 2) or gain a point of Corruption. Instead of gaining a Flaw chosen by the Gamemaster when they eventually reach a multiple of five Corruption points, they are cursed with the Vain Flaw.

**Enhancements:** Induce Corruption: Difficulty 2 (+6 Enhancements)

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## Powder of Traumatic Memory

### Artifact 3

Allegedly first created by Voodoo practitioners, this fine gray powder causes those who inhale it to momentarily recall traumatic memories from their past. Where such memories are mild, the chemicals alter and enhance the recollection.

Blown or thrown, the powder blankets an area of ten feet in diameter. All those inside must make a Difficulty 4 Body + Willpower roll or be stunned for a number of combat turns equal to the number of successes by which the roll failed. If the victim fails to score any successes, he also loses 1 point of Sanity.

A batch contains five uses. Each is good for a single use.

**Enhancements:** Area Effect: 5 feet radius (+2 Enhancements), Special: Induce traumatic memory, Difficulty 4 (+6 Enhancements)

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

## Shrunken Head

### Artifact 1

By severing the head from a living person then shrinking it through immersion in a boiling liquid infused with exotic herbs while enchanting it with magical energy, part of the victim's memories can be retained.

In game terms, the head retains one Skill it had in life, chosen when the relic is created. Available Skills are Academics, Anthropology, Empathy, Expeditions, Investigation, Linguistics, Magic, Medicine, and Science.

Although an inanimate object (in that it is not truly alive), the head can answer questions posed it. Anyone can commune with the head, not just its creator. Regardless of its gender or race, the gruesome relic speaks in a hollow monotone. The head uses either its innate dice pool or provides a +2 Teamwork bonus, as applicable.

An individual head can be compelled to respond for just one scene in any 24 hour period.

**Enhancements:** Skill: Pick one, 4 dice (+2 Enhancements)

## Summoner's Chalk

### Artifact 1

Summoning entities from other dimensions requires more than just chanting—arcane symbols are required to weaken the veil between realities and direct the creature to the summoner.

Crafted using exotic ingredients, these chalk sticks grant magicians a +2 bonus to invoke the Summon Horror ritual. Each additional stick used during the ritual adds a further +2 bonus.

A batch contains five sticks, each of which is good for a single casting of the ritual.

**Enhancements:** Skill: +2 Magic dice (+1 Enhancement)\*

\* *Bonus applies only to the Summon Horror ritual.*

## Vampire Fangs

### Artifact 3

Occult investigators have been known to pull the canines from a vampire's skull after death. In some instances they are taken as trophies. Usually they are taken to render the vampire toothless should it ever return from death. Few would consider ripping the fangs from a living vampire, and even fewer would have their canines replaced with those of the undead fiend.

Shoved into the bloody gaps left by having one's own canines removed, the fangs immediately imbed themselves into the jaw. So long as they remain in his mouth, the user gains enhanced strength and vigor. He can also use his teeth to inflict grievous injuries.

Augmenting oneself with a vampire's fangs naturally comes with consequences. The character gains a lust for human blood. He can ignore the blood lust for only a short while without becoming debilitated.

**Enhancements:** Increased Attribute: +2 Body (+4 Enhancements), Increased Attribute: +2 Strength (+4 Enhancements), Increased Damage: +2L (+1 Enhancement)\*

**Limitations:** Flaw: Addiction: Human blood (-2 Enhancements), Flaw: Gluttony (-2 Enhancements)

\* *Bite attack only.*

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Dark and brooding woods, where trails appear and disappear at will and the undergrowth grows suddenly thicker once a traveller has left the path. Abandoned castles, where those who sleep within suffer terrible nightmares of grasping hands emerging from darkness. Ancient battlefields, where those who tarry too long develop feelings of despair or belligerence.

These places are known among the Leagues of Adventure as lairs, and this supplement—reproduced from a lengthy lecture by the Ghost Club—provides Gamemasters with rules and advice for creating and using them.

Inside you'll find a range of devilish powers for turning ordinary sites into places of terror, sample lairs, and a bonus chapter with more occult relics.

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



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