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LEAGUES OF  
**Gothic Horror**

**GUIDE TO  
VAMPIRES**



# Leagues of Gothic Horror

## Guide to Vampires

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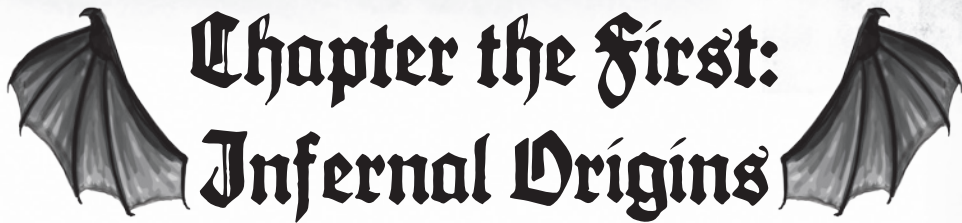
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# Leagues of Gothic Horror: Guide to Vampires

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# Chapter the First: Infernal Origins

*"For, let me tell you, he is known everywhere that men have been. In old Greece, in old Rome; he flourish in Germany all over, in France, in India, even in the Chernosee; and in China, so far from us in all ways, there even is he, and the peoples fear him at this day. He have follow the wake of the berserker Icelander, the devil-begotten Hun, the Slav, the Saxon, the Magyar." —Bram Stoker, Dracula*

In terms of antiquity, vampires are second only to haunting spirits. While the word "vampire" may not exist in every culture, most all peoples have some sort of bloodsucking entity in their mythology.

## Prehistory

We shall never know for certain how long the vampire has plagued mankind. In an age without writing, our distant ancestors painted images on cave and rock walls. Among the myriad hunting scenes are found a plethora of strange figures, but to associate these with vampires is speculative at best.

Perhaps the vampire had not yet come into existence, though given its widespread notoriety this seems unlikely. Still, it begs the question, did vampires have a single source, a progenitor of the entire species?

It is worth noting that some occult scholars, especially Professor Marcus Rein-Hagen of St. Olaf College, Minnesota—considered by many to be a leading authority on vampires in

Western Europe—believe the Biblical Cain was the first vampire. There is no hard evidence supporting this theory, despite its popularity in some circles.

## Dawn of Civilization

Like civilization as a whole, the known story of vampires begins in the Middle East—more specifically, in the ancient land of Mesopotamia. The vampires of Sumeria, and later Babylon and Assyria, were not creatures of flesh and blood that rose from their graves to torment the living, though, but rather demons from the netherworld or the spirits of mortals who had not received proper burial rites.

Assyria holds the honor of being the first nation to have created writing concerning vampires, a fact passed to the Western world only in 1866, when *Cuneiform Inscription of Western Asia* was published. Babylon, meanwhile, had the earliest depiction of a vampire in art.

The image, discovered on a cylinder seal, clearly shows a prostrate man being straddled by some hellish woman. Standing beside her is another man, this one armed with a wooden stake. The cylinder reveals two important facts. First, in the earliest days vampirelike entities were invariably portrayed as female. Second, staking a vampire through the heart has long been recognized as a method of destruction of these vile creatures.

Although many of the great literary epics of



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India were written down many centuries later, the oral tradition from which they stem alludes to *vetalas*. Although spirits, they possessed cadavers and skulked around charnel grounds. *Pisbachus*, another malevolent spirit, were said to feast on the vital energies of mortals and drive those they possessed insane.

At some point during this era the ancient Hebrew scribes began writing the books of the Torah, which would later form the Christian Old Testament. These religious texts make it abundantly clear that the consumption of blood is a sin. As Genesis 9:4 states, "But flesh with the life thereof, which is the blood thereof, shall ye not eat."

This is repeated again in Leviticus 17:14, which states "For it is the life of all flesh; the blood of it is for the life thereof: therefore I said unto the children of Israel, Ye shall eat the blood of no manner of flesh: for the life of all flesh is the blood thereof: whosoever eateth it shall be cut off."

Lilith, a figure found in Babylonian stories

and later in Hebrew texts, also displays vampire-like qualities. Either a female demon or the first wife of Adam, she is a harlot who lies with men and then drains them of their blood, and attacks sleeping infants. Note the similarities between her nature and the figure shown on the cylinder seal. Such was the fear she instilled that mothers would hang protective amulets over their babies' beds—perhaps the first anti-vampire wards. Many depictions portray her with the taloned feet of a bird of prey and wings.

## Classical World

As the old empires withered away to be were replaced with new ones, so vampires spread further afield.

Among those known to the Greeks and Romans were Empusa, a demigoddess who drank the blood of young men while they slept; Lamia, a mortal mistress of Zeus transformed into a monster by Hera and cursed to devour children, and the striges, an owl that drank the blood of children. As can be seen, vampires remained mostly female.

Empusa features in the *Life of Apollonius of Tyana*, by Philostratus. Centuries later, the English poet John Keats used this ancient tale as the basis for his poem *Lamia*.

As a side note, owls play a double role in the Classical Age. The owl was a symbol of Athena, an association that led to it being seen as a creature of wisdom. The notion of the "wise owl" still remains strong in Western Europe, even to this day. Oddly, though, the strix (singular of striges) is described as using its long beak to drink human blood. In Rome, Pliny the Elder (23-79) described how the entire city had to be ritually cleansed over a number of years after an owl, a creature the Romans saw as a nocturnal monster and harbinger of evil flew into the Senate.

Despite beginning the Classical age as spirits, it was toward the end of this era that vampires began to make



# Infernal Origins

a gradual evolution from spiritual entities to creatures of flesh, and also to become associated with witchcraft (again, note the link to females). This is clearly evident in Lucius Apuleius' (c. 124-c. 170) work *The Golden Ass*, in a story concerning Socrates.

Captured by a witch and her equally wicked sister, Socrates suffers having his blood sucked out. Despite this ordeal he escapes, his wound staunched with a sponge. Later, while drinking from a stream, the makeshift bandage falls away. Socrates then slumps to the ground, no longer fresh and vital, but a withered creature of skin and bone.

## Medieval World

Whether they were carried in the minds of Roman soldiers or had always existed in the shadows, word of vampires began to slowly emerge in Europe. It would be in later centuries, however, that vampires truly emerged into public consciousness.

Eastern Europe, with its brooding mountains and dark forests, became the spiritual home of the bloodsucker. In 12th century Hungary, a pagan shaman revealed to his inquisitors that there existed a demon known as "Izcacus." The name translates as "blood-drinker," and the fiend could be summoned to defeat a pagan's enemies.

This is backed up by the *Word of Saint Grigoriy*, an ecclesiastical work that states the pagans of the east worshipped "upyri." Scholars remain divided on the origin and meaning of the word. One theory is it is a corruption of a Turkish word, *ubyr*, which means "witch." Others hold it stems from a Slovak word that means "someone who bites." Either way, it is clearly a malevolent thing.

While vampires remained unknown in much of Western Europe, their existence was known to Crusaders battling in the Levant. An apocryphal story tells how a vampire adopted the guise of the Patriarch of Jerusalem. In order to spare them from any blame, the Knights Hospitaller hired a Muslim Assassin to end the creature's unholy life.

Around the same time, revenants were first

## Historical Vampires

The following historical persons portrayed behavior that, in *Leagues of Gothic Horror*, allows them to be labelled historical vampires. They are presented for Gamemasters who want to use them in their campaigns.

**Antoine Leger (????-1824):** Not content with raping a young girl, Leger ate her heart and drank her blood. Following his capture, he admitted to murdering many girls by similar means. Not content with severing his head by guillotine, the French authorities thrust a stake through his heart and buried him beside a crossroad in an unmarked grave.

**Clara Geisslerin (1499-1567):** Accused of witchcraft, Geisslerin admitted under torture to sexual activity with demons and drinking the blood of 60 children. She died under torture.

**François Bertrand (1823-78):** A sergeant in the French army, Bertrand suffered from necrophillic impulses. He served a year in prison for exhuming corpses, dissecting them, and engaging in solo sexual activity over the remains.

**Vincenzo Verzeni (1849-1918):** A farmer's son, Verzinin begins to display abnormal behavior at the age of 18. By 1872, he had killed several people in the same manner—biting their necks and tearing out their internal organs. Arrested and placed in a lunatic asylum, the alienist Cesare Lombroso (1835-1909) labelled Verzeni "a sexual sadist, vampire, devourer of human flesh."

Historically, Verzini tried to hang himself in 1874. He recovered and went on to serve 30 years for his crimes. In *Leagues of Gothic Horror*, his captors may believe his suicide successful and, unaware he is a vampire, bury him. The grave does not hold the fiend for long, however.

reported in England. Although not specifically referred to as drinking blood, their rise from the grave after death and ability to remain fresh in the grave had many of the hallmarks of vampire lore.

This is virtually all that is known of vampires in Western Europe during this time. It was as if



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the vampire, having emerged into the flickering candlelight of a new world, promptly chose to return to the shadows in the east they knew well.

A few centuries later in Eastern Europe, nobles such as Countess Elizabeth Báthory and Vlad III Dracul would enter vampire folklore—the former for bathing in the blood of virgins, and the latter for his bloodthirsty excesses.

## Early Modern Age

Scientific reasoning had dawned the Age of Enlightenment, yet did nothing to quell belief in vampires, especially in Eastern Europe.

During the early 18th century, vampire panics gripped Prussia and the Habsburg Monarchy. Scholars publicly refuted the existence of bloodsucking supernatural creatures, proclaiming that supposed incidents were nothing more than rabies or the result of premature burials. Their words did little to calm the superstitious peasants.

Dom Augustine Calmet, a prominent French theologian, wrote an in-depth analysis of vampires in 1746. Unfortunately, his thoughts left the matter of whether or not vampires existed as rather ambiguous. While some readers argued Calmet has dispelled the myth of vampires, others interpreted his work as proving their existence.

Such was the fear, that in 1749 the Catholic Church was forced to issue a statement concerning the incorruptible nature of some saints' earthly bodies. The Church made it clear such instances were of divine origin and vampires were nothing but figments of overworked imaginations. At the same time, or so some modern occult scholars hold, the Church was conducting a secret war against all manner of creatures of the night.

In 1755, Maria Theresa, Holy Roman Empress, Queen of Hungary, and Archduchess of Austria, dispatched Gerard van Swieten (1700-72), her personal physician, to Moravia in Bohemia. Van Swieten's official stance was vampires were born of barbaric ignorance. Odd, then, that he was escorted by a company of soldiers who spent much of their time scouring the woods of the region.

His report into vampires, a truly scientific work, claimed that stories of corpses that did not rot in the grave were true, but were the work of delays in the fermentation process and lack of oxygen. Based on this, Empress Maria Theraea declared vampires nonexistent and outlawed the exhumation and mutilation of corpses. It did little good.

Throughout this era and into the modern age, people continued to believe wholeheartedly in vampires. There are numerous instances of graves being opened following spates of sudden deaths, only for the interred to appear as they did in life. Inevitably, the corpses were dragged from their resting places, beheaded, and impaled through the heart with a wooden or iron stake. Whether one believes in vampires or not, the mysterious deaths ceased soon after.

Many readers will undoubtedly cast their eyes to the peasants of Eastern Europe with regard to this, but they should also look across the Atlantic Ocean—the New England vampire panic started in the early 19th century and continued in fits and starts until around 1892, when it petered out.

## Modern Era

A new world has dawned, but it is one in which the vampire is at home. During the second cholera pandemic (1829-49), unfortunate citizens in Slavic countries were burned alive by their neighbors, who feared they were vampires. The same thing occurred again during the third pandemic (1852-80).

Although the word "vampyre" had entered the English lexicon as far back as 1734, its appearance in literature stems from the dawn of this great age, with *The Vampyre*, by John Polidori (1819) and the epic, if torrid, story of *Varney the Vampyre* (1847).

As far as most Britains are concerned, the birth of vampire lore begins only in 1897, when Bram Stoker publishes his acclaimed work *Dracula*. Of course, the Leagues of Adventure with an occult bent had known of *Dracula* for several years, the incident having taken place in 1893. Whatever his origin, the vampire was now firmly rooted in public consciousness.

# Chapter the Second:

## The Nature of the Damned

*“When they become such, there comes with the change the curse of immortality; they cannot die, but must go on age after age adding new victims and multiplying the evils of the world; for all that die from the preying of the Un-Dead becomes themselves Un-Dead, and prey on their kind. And so the circle goes on ever widening, like as the ripples from a stone thrown in the water.” —Bram Stoker, Dracula*

Having looked at the gradual evolution of vampires in mythology, we now turn our attention to the beasts themselves. In this chapter the budding vampire hunter will learn how these fiends come to be, ways by which a vampire can be recognized, methods of protecting oneself from their depredations, and the means by which the vampire might be destroyed.

### Creation

Of all the night horrors that plague our world, vampires are perhaps the most complex and least understood. Cast aside any preconceived notions, for they are as varied as shapes of snowflakes.

### Origins

Inexperienced vampire hunters may hold to the belief that the only way to become one of the undead is to be bitten by one. Let us be clear that while this is a guaranteed method,

that it is the only method is utter nonsense. In many circumstances, a vampire is created even before it dies, as we shall discover shortly.

The Ghost Club, in association with its peer Leagues, has divided a vampire’s origins into three distinct categories. Within each category are various specific methods.

### Predisposition

Arguably the most unfortunate vampires are those who through no fault of their own are predisposed, but not destined, to rise from the dead because of the circumstances surrounding their birth. Let us state again that possessing one or more of these predispositions is not a guarantee of undead status. If such were true, the world would be awash with them. No, possession of one of more of these merely increases the likelihood.

The moment of birth can have a bearing on one’s status after death. Those born of nights of the new or full moon; with teeth, an extra nipple, a red birthmark, a red caul, or excessive hair are, in some cultures, seen as likely suspects for future undead status. Being conceived on a holy day is another sign, though naturally it is very difficult for one to be aware of this fact.

Other factors include being weaned too early or suckling too late in life, being the seventh son of a seventh son (although such individuals are often attributed other supernatural powers), and one’s mother failing to consume sufficient salt during her pregnancy.



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## Acts in Life

The second category concerns acts performed in life. First among these is suicide, an act which condemns the soul to eternal torment. The practise of magic, especially black magic, is said to have a similar effect.

Other known methods include eating any part of a sheep killed by a wolf, leading an immoral life, and, for priests, giving mass while in a state of mortal sin. It might be argued that the first method is a warning to avoid such carcasses because they may harbor disease, while the second is surely a means of dissuading ladies from taking up unsavory professions, such as prostitution or becoming a barmaid.

At this point vampire and werewolf lore collide. In some cultures, it is believed that being a werewolf in life condemns one to eternal existence as a vampire after death. Despite its popularity, there has yet been no evidence of slain werewolves (and the Leagues have killed many) returning to suck blood.

## Death or Post-Death

The final category involves death and events that occur after death. It should not require further explanation that the latter category is entirely out of the hands of the unfortunate victim. This does not make the vampire any less evil, though.

Superstitions concerning corpses before burial are many and varied. To have a shadow fall across the deceased, a cat to leap over the corpse, or to pass a candle over the cadaver are portents of doom.

The method of death can also play a factor. To die of drowning is said to create a vampire, as is death by violence or murder. Such things should be considered as possible methods of detecting a vampire before it rises, but not every person who dies by these means needs to be sought out and beheaded.

As mentioned earlier, the most common method is being slain by a vampire. More specifically, having one's blood drained. This vile act is known as the "vampire's kiss." A corpse drained of blood by a vampire is guaranteed to rise as one of the undead within three nights

(often sooner). While they must dine on human blood to preserve their own existence, they are feral beasts, closer to cunning animals than intelligent hunters.

In order to become a true vampire, as defined by the League's Council of London in 1866, is for the vampire to share its blood with the mortal *before* draining him or her dry. Infused with the unholy essence of the vampire before death, the victim will rise as an intelligent creature of the night.

Drinking a vampire's blood need not be voluntary. A fiend may force a mortal to consume its black ichor, thus condemning him to a life of vampirism. Alas, more than one globetrotter has suffered such a vile fate as punishment for daring to interfere in the plans of a vampire.

## Motives

At the lowest end of the scale, vampires have only one motivation—to survive. The thirst for blood, while rarely reducing the bloodsucker to the status of a ravenous beast, is especially strong. Combined with their often limited intellect, it is all the vampire can concentrate on.

Higher status vampires have more varied motivations. Their lust for blood is little different to a mortal's need for food and drink, and with centuries of life ahead they can make grand plans. A few possible motivations are described below.

## Escape

Commonly found only in newborn vampires, but possible in a creature whose true nature has been discovered by his mortal neighbors, the vampire seeks to return to the shadows and fade from living memory. Often hunted from country to country, the vampire can ill-afford to merely rest up in some secluded location for decades.

## Faith

Vampires have no faith in the greater powers of light, but nothing prevents them from

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worshipping one of the powers of darkness. Often, but not always, the vampire serves as the head of a cult. Many of its congregation are mortals. Of these, some follow our ancestral tradition; others because they hope to receive the vampire's kiss.

## Greed

With centuries of existence ahead, it seems only fitting that a vampire would want to live in luxury. Given that all vampires eventually stagnate and slide into decay, this motivation is primarily found among younger members of the species.

## Love

What greater power is there than love? This Motivation is primarily found in vampires who deeply loved another while mortal, only to have their soulmate cruelly snatched away by disease, murder, or the ravages of time.

Sooner or later, the vampire will come across a mortal who resembles his lost love both in spirit and appearance. From then on, the fiend becomes fixated on making his victim his immortal bride.

## Power

Vampires wield considerable abilities, and thus it seems only fitting that they should rule over mortals. Such desire burns strongest in the youngest vampires, those who have yet to realize that their existence is a curse and not a blessing. Even the youngest fiend knows that he cannot sit on the proverbial throne, but must be satisfied with standing in the shadows behind it, subtly pulling strings so as not to attract attention.

## Revenge

Live long enough and you will make enemies. Live for centuries and likely one of your opponents will strike at someone or something you love. Whether his ancestral home was burned to the ground by monster hunters, his beloved bride was pierced through the heart

## No Redemption?

Looking through the Motivations, you'll notice that we have not included Charity, Hope, Justice, Redemption, or other "good" Motivations. *Leagues of Gothic Horror* holds to a very specific genre, one that does not include "sparkly" vampires, vampires with souls, or vampires that see mortals as anything other than potential prey.

Gamemasters can, of course, do whatever they wish with these rules, but in all future *Leagues of Gothic Horror* supplements vampires will be portrayed as nothing but the blood-hungry monsters they are.

and crumbled to dust, or simply his cozy existence has been terminated by nosy mortals, the vampire craves a bloody and brutal revenge.

Simply slaying the mortal is not enough. No, the vampire is a patient and cruel hunter. Like a cat with a mouse, he prefers to play before dining. Instead of striking directly against the transgressor, he targets their loved ones. Eventually he will feed, but not before he has had his sport.

On the other hand, a free-willed vampire may desire revenge against the one who created it. Such creatures should not be considered to have any noble intentions—they remain unholy beasts that must be destroyed.

## Truth & Wisdom

Due to their similarity, these two Motivations are given a single entry. With time firmly on their side, some younger vampires devote their existence to unlocking life's hidden truths. Never altruistic, they do so only because it satisfies a burning curiosity. Among older vampires, the Motivations are less common.

Having slid into stagnation, few elders have the inclination to bother learning anything new or unlocking mysteries. Those that do inevitably turn their attention to what possible fate may await them should they die. One "common" mystery vampires have yet to



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unlock is whether they are truly immortal or merely measuring their lifespan in centuries as opposed to decades.

## Hierarchy

Talk of hereditary vampire lineages is prominent among some vampire hunters, but there is little to no evidence to back up this claim. Certainly some vampires do have brides and minions. Often referred to as a house or household, these groups should not be confused with the idea of a noble house, with lines of ancestors and the passing on of titles and status. Rather, they are more akin to a grand house, where there is a master (the vampire), his family (brides or consorts), and servants (mortal minions and vampire thralls).

The notion of a vampire hierarchy certainly

exists, but only as an artificial construct within vampire hunting circles. The various titles assigned to these fiends are a means of judging their power, rather than a true representation of any actual noble titles or status among their fellow bloodsuckers.

## Servants

The lowliest creatures associated with vampires are mortals who have volunteered their services. Traditionally, there are two types.

The first, and arguably at the bottom of the ladder, are madmen. Often with little understanding of the true nature of their master, they serve only in the hope of being noticed and rewarded. In this regard, they are much like a dog seeking its master's approval. Often driven to insanity by witnessing the vampire feeding, many see their chosen master not as a feudal overlord, but as a veritable deity.

One should never equate insanity with stupidity. While their plans may not be grand or complex, these minions are capable of exceptional cunning.

The lust for blood is commonplace, although they generally sup on small animals or attack children. As of 1893, the Ghost Club begins to refer to these unfortunate individuals as "Renfields."

The second type are sane servants. Unlike the madmen, who harbor a secret longing to become a vampire (a dream very few ever achieve), the sane servants have no such ambitions. Depending on circumstances, they may serve out of fear of what will happen if they betray their master, as paid henchmen who remain loyal so long as the gold flows into their pockets, or out of longstanding loyalty. Count Dracula's Szgany gypsies are a prime example of the latter.

**Game Mechanics:** Servants are always mortals. Most are Followers or Allies, though nothing prevents one from being a Patron.

## Converts

Those that have tasted a vampire's blood but have yet to be drained of their own, or victims of a vampire that have yet to rise from the dead as one, are known as converts. The



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title is applied regardless of whether or not the status was voluntary or forced. In order that it is clear about which type a hunter is speaking, the former are usually referred to as Stage 1 converts and the latter as Stage 2 converts.

From the moment it first tastes a vampire's blood, a Stage 1 convert undergoes a gradual transformation, becoming more like a vampire in its behavior and attitude. The victim loses their appetite, a condition that may prove fatal if they do not eat for an extended period, adopts a nocturnal lifestyle, and begins to see humans as inferiors. Neither human nor vampire, she may snarl in rage and bare her teeth, and even attempt to bite the living.

Such creatures are not yet damned. Should their master be destroyed before the final transformation, then the taint of vampirism is cleansed from their body, if not their soul. This is not a true cure for the malady, as the victim is yet to become a fully-fledged vampire.

Stage 1 converts saved in this manner may never be fully rid of the taint of undeath. They may suffer continuing nightmares, maintain an appetite for raw meat, or succumb to insanity. Alienism may rid them of this lasting stain, but the process would be long and arduous for all concerned.

## Thralls

While most people use the term vampire to refer to any bloodsucker, within the Leagues it holds a very specific meaning.

The lowest rank of the damned are known as thralls rather than vampires. The title can be misleading, for these creatures are not always in bondage to their creator. Rather, the term applies to their bondage to the terrible thirst for blood that drives all vampires.

Whatever intelligence they possessed in life is replaced with an animal cunning. Incapable of infiltrating society, they lurk on its edges, skulking through slums and graveyards in search of their next meal. They are capable of speech, but do so only to lure prey into their clutches. Unlike true vampires, these creatures never grow in power as they age. Lacking any ambition, their eternity is one of sating their constant hunger.

Thralls feed often, and with little regard to how much blood they drain. Invariably, they leave a trail of bloodless corpses in their wake. Fortunately, they are incapable of siring new vampires. Were such possible, the world would undoubtedly be overrun by bloodsucking fiends within a matter of years.

The unfortunate Lucy Westenra, a victim of Count Dracula, returned to unlife as a thrall. Referred to by the children she stalked as a "bloofer lady," a contraction of "beautiful lady," she displayed little desire except to feed.

**Game Mechanics:** Thralls retain whatever Attributes, Skills, and Talents they had in life, save for Intelligence, which is automatically lowered to 1. Incapable of conducting grand plans, and having little desire for material goods or status, virtually all have the Survival Motivation.

Depending on their status in life, they might be Allies, Followers, or Patrons. Whatever their former status, few should be higher than Level 1. Their level never increases with age or experience.

In terms of vampiric abilities, these wretched creatures automatically gain the Decapitation/Piercing the Heart, Garlic Aversion, Power of the Lord, and Sunlight Weakness drawbacks, and the Regeneration power.

## Brides & Consorts

The next step up the ladder, brides and consorts differ from thralls in that they are possessed of true intelligence rather than feral cunning. Ironically, they are only ever found enthralled to their creator. They are never equals, but rather are held in check through a mixture of fear and admiration.

Like thralls, they exhibit no increase in power with age. Thus, they are not true vampires in the Leagues' sense of the word. How one becomes a bride or consort as opposed to becoming a near-mindless thrall as yet remains a mystery to the Leagues of Adventure.

Given that vampires watch beautiful things wither and die around them with great regularity, it should be no surprise that brides and consorts are invariably attractive. Through their immortality, their master can surround



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himself with imperishable beauty for eternity, or until he tires of their constant presence.

**Game Mechanics:** Brides and consorts should be created as Patron 0 or Patron 1 vampires. While they receive an appropriate number of vampire powers during their creation (see **Chapter 4**), age does not increase their power.

Despite their intelligence, brides and consorts lack any ambition except to feed. As a result, most have the Survival Motivation. The Duty Motivation is possible, though in this instance it relates solely to loyalty to its master.

## Vampire

The Leagues define a true vampire as one that increases its power the longer it lives. In order to hold this status, the creator vampire must allow his victim to sup his tainted blood before converting them to vampirism. Without this vile liquid coursing through their veins, victims of the vampire's kiss are destined to rise as thralls or brides.

Contrary to what is portrayed in literature, there is no such thing as a standard vampire. Their physical attributes are as they were in life. For instance, an attractive woman transformed into a vampire remains beautiful, while one with rippling muscles does not lose his impressive physique. If anything, these dominant traits are only enhanced by their new existence.

**Game Mechanics:** Young vampires should be created as Patron 0 if they have lived for less than a century, or Patron 1 if they are into their second century as an undead.

## Vampire Nobles

A vampire noble is simply one that has survived unlife for two or three centuries. Having avoided a second death for so long, the creature has mastered many powers, and is thus a dangerous foe even to a party of monster hunters.

The name "vampire nobles" is not used to the exclusion of other titles. Among the ranks of the Golden Circle, for instance, these long-lived fiends are referred to as "elder vampires."

While more fitting, it has yet to appeal to Western European vampire hunters, who are part of the class system that rules their lands.

**Game Mechanics:** Vampire nobles have lived for several centuries and have mastered several unholy powers. They should be created as Patron 2 or 3 characters.

## Vampire Lord

The highest rank is bestowed on vampires that have four centuries or more of unhallowed existence behind them. Terrible in their power, they are akin to forces of nature. Even if a vampire hunter believes he knows all of a vampire lord's abilities, he should be especially wary of engaging them in open conflict—these fiends did not live to old age by being foolish.

Again, the title is one preferred by Western Europe Leagues. In the east, they are more commonly known as "ancient vampires."

**Game Mechanics:** Vampire lords have survived for a minimum of four centuries. These terrible lords of the night should be created as Patron 4 or 5 characters.

## Stagnation

It is oft said that one can tire of too much of a good thing. For vampires, the good thing is existence. Mortals lead short lives. In the eyes of an old vampire, they appear much like vermin, feverishly scurrying around for a little while before dropping dead within a few proverbial heartbeats. If he is lucky, a mortal will achieve one or two goals before death welcomes him into its cold embrace. Not so the vampire.

At first, a vampire experiences the passage of time much like a mortal. Slowly but surely, that perception changes, until seasons come and go in the blink of an eye and years tick by like minutes. Undoubtedly a vampire may achieve much during its long existence, but there comes a moment when the weight of time begins to press down on its black soul.

The fiends first experience a loss of drive. Beside feeding, there is little to hold their interest anymore. Pet projects and grand schemes

# The Nature of the Damned

slip from their mind, to be replaced with years spent aimlessly gazing out into the night.

As time ticks further along, the vampire may begin to forget who it is. Not who it was, for that has likely occurred already, but a loss of individualism. Like the rising of the sun, the vampire has become merely an aspect of the eternal cycle of life. It rises, it feeds, it sleeps. Given suitable time, the vampire may no longer comprehend the world as does an intelligent being. Like an animal, it knows what it must do, but it has no knowledge of the self.

Such a fate does not await every aged vampire. Those that can dream up new goals can delay, possibly even negate, the effects for decades or centuries. It is also possible for a vampire to snap out of its mental torpor when a new goal presents itself.

Dracula, a vampire with at least 400 years of existence tucked into his belt, had slid into such a state of existence. It was only as the world shrunk with the advent of new technology that he learned of the vibrant cities that lay beyond the borders of his tiny realm. Fuelled by the desire for fresh blood and new experiences, he hatched his plan to spread vampirism throughout the city of London.

## Cure

Vampirism has been likened to a disease by learned scholars such as Abraham Van Helsing. Such may be true, but unlike any conventional disease, the application of medicine can do nothing to alleviate the symptoms, yet alone cure the affliction. Rather than being a disease of the flesh or mind, vampirism is a disease of the soul.

The only way a vampire can end its torment is death. Even the oldest bloodsucker, one with the weariest heart, cares not to end its life, though. Existence as a vampire may be terrible, and it might endure for centuries, but surely a worse fate, a fate destined to last for eternity, ultimately awaits these vile fiends.

## Death

While we can only speculate on the meta-

physical aspect of death, we can speak with certainty concerning what happens to the physical body. To date, three separate phenomena have been recorded.

First, the vampire may spontaneously burst into flames. The conflagration is short-lived, but is powerful enough to turn flesh and bone to ash. Oddly, the flame generates no heat discernible to mortals, nor does it scorch surrounding objects. Second, the vampire may undergo extremely rapid aging. Regardless of its age as a vampire, the creature passes beyond conventional aging and crumbles to dust. Third, the vampire returns to the appearance it had in life. The latter can be disastrous for monster hunters, who may be accused of murder if the vampire's death is witnessed.

Unfortunately, until its death, there is no method of foretelling how a vampire will react to staking or decapitation.





# Leagues of Gothic Horror: Guide to Vampires

## Identification

Certain vampires may be detected by obvious signs. Not so the common vampire, also known as the Carpathian, Transylvanian, or Western vampire. Save for the most wretched of their kind, these creatures do not stalk the night in funerary shrouds—not do they wear formal evening dress. The vampire is a cunning beast, one quite capable of passing itself as a mortal (to some degree).

## Methods of Detection

It cannot be hammered home enough into novice vampires hunters that the creatures they hunt are, for the greater part, unique individuals. What works in the identification of one fiend may not work on others.

Hence, the hunter must be aware of multiple methods of detection and employ as many as possible to ensure he has rightfully detected a bloodsucker rather than some unfortunate victim of circumstance.

## Garlic

It is commonly held that garlic acts as a deterrent to vampires. We do not recommend that globetrotters attend social functions daubed in garlic extract or wearing a garland of bulbs around their necks. Not only is it poor manners, but any vampire worth his salt will realize that you are aware of his presence. Equally, the thrusting of raw garlic under the nose of a suspected vampire lurking in society is considered bad form, even among the lower classes. Aversion to garlic alone cannot identify a vampire—save for the French, many people recoil from its strong odor.

We shall take a moment here to discuss appetite. After even a short while without solid food, the stomach begins to shrink. Unless he has recently been transformed, a vampire's stomach has shrunk to the point where it can no longer accommodate solid food. Any attempt to feign eating results in instant regurgitation, along with an amount of congealed

blood. The same applies to the ingestion of fluids other than blood.

Even if a vampire can hold down conventional food, it proffers him nothing—his undead body gains no nutritional benefit. Quite often the food or drink tastes only of ashes, for nothing compares, in the vampire's mind, to the salty taste of human blood.

## Holy Items

The use of crucifixes, holy water, and holy wafers are time-honored methods of causing a vampire to reveal itself. Due to its ubiquitousness in Western culture, the wearing of a cross rarely attracts undue attention in public. Confronted with such items, a vampire likely recoils, in much the same way as a human withdraws from a snake. If touching a blessed object to a suspect's exposed skin causes a noticeable burn then one can be sure that one is facing a vampire.

Alas, not every vampire fears the power of the Lord. This is especially true of foreign vampires, in whose culture Christianity has little impact. While it is possible to sport religious items from various faiths in the hope of securing protection, the icon itself is utterly powerless—its strength comes solely from the faith of the wielder, and few, if any, globetrotters have sufficient belief in any religion but their own for the token to be effective.

## No Reflection or Shadow

As with all things relating to vampires, a lack of reflection is only true in certain individuals. The most popular as to why vampires do not always have a reflection is that mirrors reflect not just the physical body, but also the soul. If vampires have a soul, it is a thing of utter darkness, so foul that the world wants nothing to do with it. Similarly, the shadow is believed to be an image of the soul. Without a soul, a vampire has no shadow.

Mirrors have another use with regard vampires. Vampires do not require air to survive and thus do not breathe. While the rising and falling of the chest is difficult to discern by day, a slumbering vampire will be completely

# The Nature of the Damned

dormant. More telling, holding a mirror over its nose and mouth produces absolutely no condensation.

A house without mirrors is certainly suspicious, but it is hardly positive proof by itself. The resident may dislike his appearance, shun mirrors as symbols of vanity, or similarly not give a hoot about his appearance. Of course, if he does not cast a reflection when presented with a mirror he is almost certainly one of the undead.

## Physical Appearance

With regard to physical appearance, there are many pitfalls to identifying a vampire. Red eyes may simply be an indicator of lack of sleep. Long nails can be attributed to poor personal standards of presentation. A paleness to the skin may be a symptom of disease, the natural color of a member of high society who refrains from taking too much sun, or anemia unrelated to any vampire. Bad breath, while commonplace among vampires, is hardly a crime among mortals, and is, alas, all too prevalent in certain levels of society.

Unless a suspect smiles broadly or one is a dentist, the presence of enlarged canines may go unnoticed. Anyway, most vampires have apparently normal teeth, their fangs extending only when they are preparing to feed or fight. Indeed, in all but a few cases, a vampire appears fully human, indistinguishable at a glance from any other person. This innocuous power is one of its greatest strengths.

## Sleeps in a Coffin

Prevalent among Western vampires is the need to pass the hours of daylight in the confines of a coffin. In order for the fiend to get a good day's rest, the coffin must be filled with grave dirt from its homeland. Should this not be possible, the vampire with the Regeneration power rolls only its Body rating each evening, not Body x 2 as normal.

It is fair to say that normal people do not use a coffin as a bed. However, one must always be prepared that the slumbering occupant may be an eccentric mortal.

## Sunlight

Sunlight is a known bane of vampires, for as creatures of utter darkness they cannot abide its searing light. It thus follows that no vampire can walk abroad during the hours of daylight without bursting into flames.

This is true for the great majority, but there are a small few vampires who are quite capable of strolling around unprotected on a sunny day. While it does not physically harm them, the power of the sun does weaken them. Since they are at their near-weakest (their weakest moment is when resting in their coffin), vampires tend to be more alert to possible threats.

Even if your suspect remains indoors during the day, there may be a perfectly rational explanation for his odd behavior, such as porphyria or his being an eccentric recluse.

## Other Signs

As one might expect, there are many other indicators that may hint at a vampire. Unfortunately, some of these abilities can be mimicked by mortals. Transforming into mist or animal or the ability to summon animals are not givens, as some sorcerers are capable of such feats. Equally, magicians have been known to control the weather and raise the dead. In a similar vein, a hypnotic stare or the ability to read minds may be the work of a mentalist rather than an unholy bloodsucker.

Strength, agility, or speed beyond the human maximum are often a clear indicator that one is dealing with something supernatural, though not necessarily a vampire. No mortal has yet proven capable of crawling up sheer surfaces like a spider, though.

Assuming one can get close to listen to a subject's chest, one should not be surprised to find a beating heart. Vampires may be dead, but blood still pumps through their veins. Impaling through the heart not only prevents this from occurring, but the continued presence of the stake prevents the vampire from gaining sustenance from drinking blood or using stolen blood to fuel its body. It is for the latter reason that a stake must never be removed from a vampire's remains.



# Leagues of Gothic Horror: Guide to Vampires

## Investigation

We know that many monster hunters prefer to be in the field, but time spent in a library or talking to potential witnesses can be invaluable. Unless it has confined its activities to a very small and remote area, as Dracula did, a vampire of sufficient age leaves a mark on the pages of history.

An arrogant vampire, especially one with a noble heritage, might leave its name unchanged. Most, though, either retain only their familial name out of pride, or use an alias. Such is the arrogance of all vampires that certain aliases are obvious to anyone with the brains to connect the dots. Count Dracula, as an example, has been known to travel under the assumed name of Alucard.

What cannot be altered is a vampire's appearance. Since they do not age, one can check the image of a suspected vampire against old paintings and wood carvings. Due to hereditary familial physical traits, a match does not guarantee one is dealing with a vampire. It is, however, worthy of further investigation.

One should take care when delving into the background of individuals, especially if they hold high standing in society. Undead fiend or not, invasion of privacy is often taken as an affront to honor and reputation.

Although it can be harder to achieve when dealing with a suspected foreign vampire, there is nothing to lose in checking a copy of a suspect's birth certificate. Such information is rarely available to public perusal, but a small bribe or pulling social rank often suffices to allow a brief examination.

## Categorizing

The final step in identification of a vampire is to categorize its position in the hierarchy, for only by doing so will the hunter be fully aware of the threat he faces.

In the case of very young vampires, specifically those recently created, this is an easy task. Whether thrall, bride, or true vampire, the fiend possesses only limited supernatural abilities and powers. During the first few hunts, the

vampire will act largely on instinct and out of hunger, limiting its tactical reasoning.

In instances when a vampire has been successfully identified by means of a portrait or historical evidence, simple mathematics will give a hunter an approximate age for the vampire, and allow him to make a deduction as to its status. When in doubt, always err on the side of caution and assume the creature is a century older than facts might suggest.

Sadly, these two circumstances will be exceptions rather than the norm. When faced with ignorance, the hunter has little option but to witness the vampire in action. This can be a very hard time, for he may have to allow the creature to feast several times before gaining any insight into the array of powers it wields.

Even then, true accuracy is unlikely. A vampire's power is not determined by its abilities, but by the number it possesses. Whatever its age, any vampire, even a thrall, is capable of altering its dimensions, controlling animals, mesmerizing mortals, transforming into mist or beast, raising the dead, or performing feats of superhuman strength. Witnessing, or being on the receiving end, of one or two powers allows a hunter to create a baseline, but not paint a full picture.

Witnesses can prove useful in adding to one's knowledge. Presented with talk of superhuman strength, glowing eyes, men becoming wolves, and such like, the police would assume a witness to be a drunkard or a lunatic. Not so the vampire hunter, who should accept such talk not as flights of fancy but as hard fact. On no account should a globetrotter ever mention the word vampire to a witness—such things tend to lead to panic. Even worse is to suggest the name to any police investigating a spate of mysterious deaths, unless one enjoys wearing a straitjacket.

Be sympathetic to the witness, buy him or her a drink or meal, and let them tell their story in their own words. Mentioning other known powers of vampires is often detrimental. Eager to please his audience, the witness may agree that he saw whatever the questioner suggests.

Even by employing every method at his disposal, the hunter's odds of discerning a vampire's every power before confronting it are almost zero.

# The Nature of the Damned

## Protection

Once one has successfully identified a vampire, it is time to take action. Before leaping into battle, the monster hunter should first ensure he has adequate protection. As has been proven time and time again, failure to do so inevitably results in the overconfident hunter becoming the terrified prey.

Being cautious is not a flaw when it comes to hunting vampires—one should always assume that the vampire is stronger, smarter, and faster than he might appear.

Weird science has developed precious few means of protecting oneself against a vampire. An Unflapilator is always handy when dealing with any supernatural threat, though it does not provide any physical protection. Against its physical attacks, one should consider investing in Ballistic Deflection Plates. Not only are they effective against creatures such as werewolves, but they can be concealed in conventional clothing. A leather neck guard is an essential piece of equipment. It is far from a foolproof means of preventing oneself from being bitten, but any protection is better than none.

Many conventional protective methods are known through folklore, but none are ensured to work against every vampire.

As has already been discussed, blessed items and garlic are the most traditional. Presented forcefully, a cross or similar item will prevent a vampire from attacking you, and possibly even allow you to drive the fiend back. Garlic is not sufficient to keep a vampire at bay, but it may interfere with its focus, slightly weakening its physical and mental assaults.

In some legends, a cross painted on doors and windows in tar will prevent a vampire from gaining access to a building. This method should be taken with a pinch of salt—it likely dates back to earlier pandemics of plague, when crosses were used not as protection, but to mark houses of the infected.

More common among Asian vampires than their European cousins is a strange obsessive compulsion. Seeds, grain, or even coins scattered on the ground cause the vampire to begin counting or collecting them, distracting

it from its intended purpose. Likewise, some vampires have exhibited a tendency to untie knots when presented with them. A fishing net is especially useful for this purpose.

Consuming food and drink are also popular, if unproven, defenses. Eating blood bread—bread made using congealed animal blood—is believed to prevent a vampire from feasting on you, as is filling one's mouth with salt or consecrated host.

## Destruction

The ultimate goal of the vampire hunter is to destroy his foe. There are only a few means by which this may be achieved and not all work on every bloodsucker. We suggest a hunter starts with the commonest methods. Should these fail, he must resort to less known methods.





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A stake thrust through the heart and/or decapitation are the traditional methods of dispatching a vampire. Despite some vampire hunters having a preferred wood, any wood will suffice for this purpose. The ideal time to stake a vampire is while he sleeps, for until the sun rises he is utterly helpless. In circumstances when the vampire is active, we strongly suggest the use of a Gas Powered Automatic Crossbow. Not only does this weapon allow for five shots before reloading, it allows the firer to remain at a safe distance from the fiend. Unfortunately, beheading currently remains something that must be done up close.

Be aware that other methods of impalement have been known to work. One fiend proved resistant to wooden stakes, but was successfully slain after a blessed sword was rammed through its heart.

Sunlight is a powerful weapon, but one the

vampire naturally seeks to avoid. Distracting a vampire long enough for it to be caught in sunlight requires brain over brawn—vampires do not tire from physical exertion.

The hunter should also be aware that sunlight is not an instant death. When the sun is weak, such as on cloudy days, filtered through filthy windows, or redirected by mirrors, it may take as much as a minute of exposure to end the fiend's unnatural life. Arming oneself with a Sunglobe and/or Sunshot Rounds (see p. 30) gives a hunter the power of the sun at any time of day. Of course, a few vampires are utterly immune to sunlight, in which case neither of these weapons is an effective means of destruction.

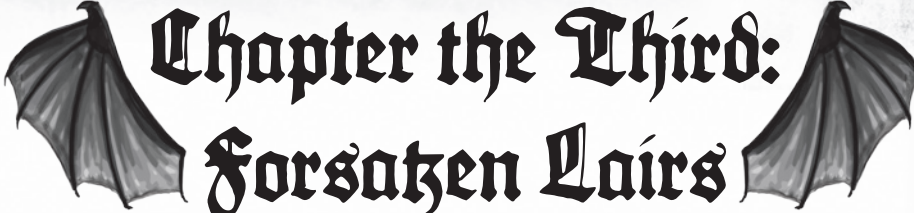
Few creatures are capable of surviving incineration and the vampire is no exception. Unlike bandaged-wrapped mummies, vampires are not especially flammable. Dowsing your opponent in an accelerant before setting him alight is strongly recommend. For those with access to weird science weaponry, Conflagration Grenades and Incendiary Delivery Systems (see *Weird Science Compendium*) negate the need for such prior action.

Immersion in water has been proven to destroy some vampires. Alas, the fiends are well aware of their weakness and take great pains to avoid streams and rivers. Forcing the vampire into a bath of holy water is effective, but acquiring the necessary quantity would be a lengthy and painstaking business.

Should all of these methods fail, then the hunter is up against a unique fiend. Among the many lesser known methods are things such as breaking its spine (as opposed to staking), stealing the vampire's left sock and dumping it in a river, cutting out its heart and boiling it in oil, wine, or vinegar, and using certain animals, such as dogs or white wolves. Magic can be effective both in protecting oneself against, and destroying, a vampire, but magicians are rare creatures and few know the necessary rituals.

Regardless of which method must be employed, it is essential the vampire not be allowed to flee the scene while wounded. Unlike a human, whose injuries might take days, weeks, or even months to heal, the vampire can repair itself to full strength in a matter of days, if not hours.





# Chapter the Third: Forsaken Lairs

*"At Purfleet, on a by-road, I came across just such a place as seemed to be required, and where was displayed a dilapidated notice that the place was for sale. It is surrounded by a high wall, of ancient structure, built of heavy stones, and has not been repaired for a large number of years. The closed gates are of heavy old oak and iron, all eaten with rust."*  
—Bram Stoker, *Dracula*

Regardless of their social class in life, most vampires are eventually drawn to decay. Counts Dracula and Orlok both occupy castles, but these are not grand houses in good working order, nor do they have halls replete with bright tapestries showing scenes of old, shiny suits of armor from bygone days, or even warming fires. Their homes are ruins, battered by the elements and eroded by the ceaseless passage of time. What vibrant splendor there once was has long given way to decay.

Time wears heavily on even a vampire's soul. Despite being a part of history, as the years accumulate into centuries they might forget small details. Given enough time, they might even forget how they came to be in their undead state. For some vampires, tapestries and armor are reminders that they are not natural creatures, possessing as they do a form of immortality, and witnessing time flicker by at what seems an increased rate.

This is not to say they have cast aside all such things. When Jonathan Harker dined in Dracula's castle, the table service was gold and beautifully wrought. Harker's bedroom

furnishings were centuries old yet still fine enough for the solicitor to comment on their luxuriousness. Perhaps the Count stored these things away so as not to be reminded of his mortal life, unpacking them only to appear more human to his guest. Conversely, he might have maintained them precisely to remind himself that there was a time when he did not confine his activities to the shadows.

It would be grossly unfair to say that all vampires favor decay in which to make their lair. Some are fascinated with the trappings of wealth and high society. It is a trait commonly found among younger vampires, those whose souls have yet to be burdened by centuries of shadowy existence, but it is not one exclusive to them.

Regardless of their preferred habitat, their unnatural nature draws rats, spiders, and insects into the lair. Unless they take pains to ride themselves of these uninvited guests, the pests' presence may ultimately reveal the vampire's existence to experienced monster hunters.

One thing you will not find in any vampire's lair is a mirror. Not only do they serve no purpose to a creature with no reflection, but they are a reminder that it is no longer mortal. Vampires may, however, keep portraits of themselves on the walls, if only as a reminder of what they look like.



## **I am the Land!**

No matter the physical nature or location of his lair, a vampire can develop a supernatural



# Leagues of Gothic Horror: Guide to Vampires

link that goes beyond merely being the occupier of a building or the owner of land.

Arguably, vampires have little use for Refuge: Equipment. One might maintain a well-stocked torture chamber (Intimidation), a large library (Academics), or alchemical laboratory (Science: Chemistry), but such fiends are the exception rather than the norm. In place of Refuge: Equipment, a vampire can take Refuge: Domain.

This Resource gives the vampire a strong bond to its home, greatly increasing its unholy powers. Vampires that have inhabited the same Refuge for centuries can be extremely powerful creatures, and should not be underestimated. Globetrotters should not confuse size with potency—a vampire that has inhabited a townhouse for centuries is likely to be far more potent at home than one who has recently taken up residence in a sprawling castle in the middle of a large estate.

Instead of a bonus to one Skill, the fiend gains bonuses to certain special abilities while within its home. These are listed below. Two important

things should be noted. First, the vampire must possess one or more of these powers in order to benefit—the Resource does not grant him additional vampiric abilities. Second, the bonus applies to *all* these abilities—the vampire does not have to pick just one.

## Enhanced Vampiric Abilities

**Animal Summoning:** The vampire's Charisma is increased by the Refuge: Domain bonus, allowing it to summon a greater number of wolves.

**Control Animal:** Animals within the Refuge are more susceptible to the vampire's influence. The vampire adds the Refuge: Domain bonus to its Charisma + Willpower roll.

**Fear:** The vampire adds the Refuge: Domain bonus to its Charisma + Willpower roll.

**Independent Shadow:** The vampire's Willpower is increased by the Refuge: Domain bonus for the purposes of calculating how far the shadow may move from its master.

**Manipulate:** The vampire adds the Refuge: Domain bonus to its Willpower x 2 roll.

**Mesmerize:** The vampire adds the Refuge: Domain bonus to its Charisma + Willpower roll.

**Raise the Dead:** The vampire adds the Refuge: Domain bonus to its Willpower x 2 roll.

**Shadow Control:** The vampire adds the Refuge: Domain bonus to its Willpower x 2 roll.

**Sleep:** The vampire adds the Refuge: Domain bonus to its Charisma + Willpower roll, but only against targets currently within its Refuge.

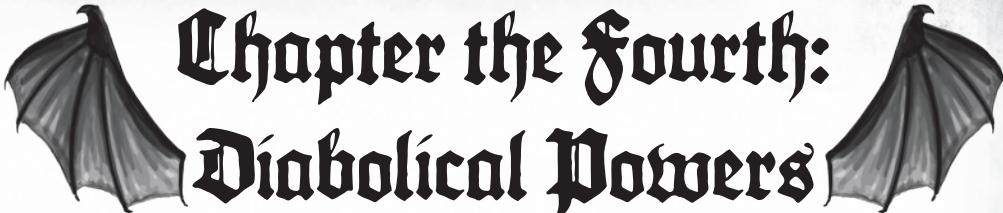
**Throw Voice:** The vampire adds the Refuge: Domain bonus to its Charisma + Willpower roll, but only against targets currently within its Refuge.

**Twist Personality:** The vampire adds the Refuge: Domain bonus to its Con roll.

**Warp Landscape:** The vampire's Charisma is increased by the Refuge: Domain bonus, making it more difficult to navigate through its domain.

**Weather Control:** So long as the fiend is within sight of its home, and is only affecting the weather with an area of effect equal in size to a small town or large city, it adds any Refuge: Domain bonus to its roll.





# Chapter the Fourth: Diabolical Powers

*"This vampire which is amongst us is of himself so strong in person as twenty men; he is of cunning more than mortal, for his cunning be the growth of ages; he have still the aids of necromancy, which is, as his etymology imply, the divination by the dead, and all the dead that be can come nigh to are for him at command;..."* —Bram Stoker, *Dracula*

Contrary to popular folklore, there is no such thing as a "standard" vampire. This chapter discusses the varied powers, and weaknesses, attributed to vampires.



## Common Abilities

Although they display a wide variety of powers, all Western vampires truly share just five common abilities.

### Appetite

Vampires do not require food and water to survive. They must, however, regularly partake of blood to ensure their continued survival. A vampire suffers a nonlethal wound each night it fails to consume at least one pint of human blood or two pints of animal blood. This damage cannot be healed by any means until the vampire has sated its appetite fully.

Fortunately for the vampire, lack of blood does not cause death. Should deprivation cause it to fall below zero Health, it automatically remains conscious but becomes exhausted. This

allows it to remain active, though in a weakened state. Should its Health drop to  $-5$  because of deprivation, it falls into torpor, a coma from which it cannot awaken until an outside agent feeds it a pint of blood. At this time its Health improves to  $-4$ . While in torpor, the vampire is only distantly aware of its surroundings.

### Immortality

Vampires are immortal, in that they do not suffer the ravages of age. Indeed, aging ceases at the instant of the transformation from mortal to fiend. Thus, while its experience grows, a child turned into a vampire remains forever locked in a child's body.

Whatever a vampire's apparent age, immortality is both a boon and a bane. For vampires that prefer to dwell among humans, never aging eventually raises eyebrows and unwanted questions.

### Immunity

A vampire may walk and talk and feign other motions of life, but its flesh is dead, preserved in an unholy state by its regular imbibing of blood. As a result of its necrotic state, vampires do not suffer the ravages of disease (although they can be carriers of infection), nor do conventional poisons cause them any harm.

Weird science may yet be able to produce a toxin or disease deadly to vampires, but this would first require healthy vampire specimens to use as laboratory rats.



# Leagues of Gothic Horror: Guide to Vampires

## Blood

For the purposes of a vampire's feeding, creatures are deemed to have pints of blood equal to double their Body score. This is then modified by their Size (to a minimum of one pint).

Realistically, there is little variation in the amount of blood in a human body. However, these rules make the assumption that the blood of a fit and healthy person is more nutritious than the life fluid of one who has a frail constitution.

## Regeneration

In Gothic Horror tradition, vampires heal injuries quickly, but only when they sleep in coffins filled with earth from their homeland. When a vampire rests in such a manner it makes a reflexive Body x 2 roll each dusk. Every success removes one level of lethal damage caused by drowning, fire, or holy objects.

## Sire

Anyone slain by a vampire returns as a lowly thrall within three days of burial. Such fiends are incapable of personal growth, no matter how long they live. No matter their previous Ally, Follower, or Patron rating, they exist now as Patron 0 vampires.

They retain their mortal Attributes, Skills, and Talents, save for Intelligence, which is lowered to 1—these fiends are naught but nocturnal, feral hunters. They have the same additional common abilities as vampires except for Sire. As with all vampires, they gain a free vampire ability due to their Patron 0 status (see below).

A true vampire, one capable of increasing in experience, is created only if the vampire allows its victim to drink of its own blood before death.

## Other Abilities

While similar abilities have been detected in scores of vampires, they are as individual as any human. Unlike with mortals, vampires

pervert the laws of nature, growing more powerful as they age, rather than becoming infirm.

For each level in Ally, Follower, or Patron the vampire has, including Level 0, it may take one of the special abilities below. This bonus ability is in addition to its regular Talent/Resource improvement.

Note that in some cases the special ability is itself a Talent. This allows a vampire to effectively gain two Talents for each additional level if it so desires.

In instances where an ability described below shares the same game mechanics as a Talent, even if it has a different name to the Talent in question, the ability stacks with that Talent when applicable. For instance, a vampire that has both Preternatural Reflexes and Quick Reflexes would effectively have Quick Reflexes 2, giving it a total of +4 to its Initiative rating.

Study has found no correlation in abilities between master and thrall. That is, the manifestation of specific powers appears to be an individual choice, rather than following "hereditary" lines.

## Other Abilities List

In addition to the existing powers, six new supernatural abilities are presented below—Independent Shadow, Levitate, Mimic Voice, Sleep, Throw Voice, Weather Control.

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

## Alter Dimensions

The vampire can alter its dimensions at will in order to pass through extremely narrow gaps. No roll is required.

Note that this ability does not physically alter the vampire's size, nor can it be used in combat to avoid blows—it merely allows the vampire to slip through tiny gaps without impediment. (Lucy Westenra does this in *Dracula* in order to enter her tomb, but is foiled when

# Diabolical Powers

Van Helsing plasters the doorway to create an airtight seal.)

## Animal Summoning

The vampire can summon a single swarm of bats or rats or a number of individual wolves equal to his Charisma rating once per night. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to the vampire for the remainder of the combat or scene, after which they depart.

## Back from the Dead

Even if the vampire is staked, beheaded, and its mouth stuffed with holy wafers, the creature can be brought back from its second death. The wafers and stake must be removed, the head placed next to the body, and the blood of a human sacrifice poured over the remains. The vampire returns to its unlife at 0 Health, leaving it severely weakened.

Total incineration and then dissolving the ashes in holy water is the only way to permanently slay the fiend (and even that may not be guaranteed to work).

## Blood Bond

The vampire has a mental link to anyone it has previously bitten. This functions as the Telepathy Talent.

## Carrier

Although it is immune to the ravages of disease, the vampire is a carrier. Pick one disease from camp fever, cholera, or smallpox from *Leagues of Adventure*. If you have the *All for One* supplement, *Richelieu's Guide to Healthcare*, you can also select from bubonic plague, consumption, hepatitis, malaria, and pneumonic plagues. The vampire displays no symptoms of the chosen malady.

No matter how much time is spent in his company, merely being in close proximity to the vampire does not risk infection. Whatever infection it carries, the germ lives only in the

vampire's fluids. Anyone bitten by the fiend must make a Body roll to avoid infection.

## Control Animal

The vampire can exert its will over animals, even those it has not summoned. This functions as the Control Animal ritual, except the vampire makes a Charisma + Willpower roll in place of Magic.

## Daywalker

Not all vampires are creatures solely of the night. Count Dracula, for one, could move around in sunlight, though he was noticeably weaker. Vampires resistant to sunlight suffer a 2-point reduction to all physical attributes and cannot use any of their special abilities while in sunlight.





# Leagues of Gothic Horror: Guide to Vampires

## Fear

The vampire can generate terrifying, realistic illusions. This functions as the Fear ritual, except the vampire makes a Charisma + Willpower roll in place of Magic.

## Fire Immunity

The vampire is impervious to normal fire, but is still subject to damage from truly intense sources of heat, such as being immersed in lava.

## Flight

Though rare among Western vampires (most of whom must change into the form of a bat to take to the air), flight is a power often attributed to bloodsuckers of the Far East. The vampire can fly at a speed equal to its base Move rating. It may Run as well.

## Independent Shadow

The vampire's shadow can function as an independent entity. The shadow has no ability to communicate, although the vampire can see and hear as if it were in its shadow's place. The shadow has the same Move rating as the vampire, but cannot run. The shadow may move a maximum distance from the vampire equal to the creature's Willpower rating x 10 feet.

Interaction with the physical world is very limited. The shadow has an effective Strength 1 for things such as snuffing out candles, opening or closing bolts on doors, knocking over or picking up light objects, and such like.

## Keen Sense

Vampires are renowned for their preternatural senses, especially sight and hearing. This ability functions as the Talent of the same name.

## Levitate

While it cannot fly, the vampire can levitate at a speed equal to its Move rating. While levitating, the vampire is immune to the effects of even the strongest winds. It can, however,

allow itself to be blown along, thus providing lateral movement.

## Lord and Master

*Prerequisite:* Refuge 0.

The vampire is the true lord and master of his lair. With a casual wave of his hand he can open and close doors, lock and unlock portals, light and extinguish candles, and such like, though the objects being manipulated must be in his line of sight.

## Manipulate

*Prerequisite:* Mesmerize.

This functions as the Mind Control Talent, but can only ever be used against one subject at a time. If the vampire has previously bitten the subject, he gains a +2 bonus to his Willpower roll.

## Mesmerize

Through exerting their will, often accompanied by a hard stare, a vampire can temporarily mesmerize others. This functions as per the Captivate Talent, except the vampire makes a Charisma + Willpower roll in place of Performance.

## Mimic Voice

By making a Con: Tricks roll, the vampire can mimic any voice it has heard before. The more successes the fiend rolls, the more accurate the deception.

The vampire is not confined to repeating words it has heard parrot fashion. Simply by hearing a word or two from the person it is trying to mimic, the vampire can reproduce their voice to engage in conversation, quote Shakespeare, and lure people to their death.

## Night Vision

As creatures of the night, many vampires suffer reduced penalties for operating in darkness. This ability functions as the Blind Fight Talent.

# Diabolical Powers

## Preternatural Reflexes

Whereas zombies are slow and sluggish, some vampires have superior reflexes. This functions as per the Quick Reflexes Talent.

## Raise the Dead

The vampire is a master of necromancy. It can cast the Raise Dead ritual, but makes a Willpower x 2 roll in place of Magic.

The animated dead do not return to their inanimate state after one day, but the maximum number of zombies that may be animated at any one time is equal to the vampire's Charisma rating.

## Read Mind

By making an Empathy roll, the vampire can read the mind of one individual within a short distance. A Simple or Complete Success allows only emotions to be discerned. Major Success grants the vampire access to surface thoughts. An Exceptional Success lets it access the victim's sub-conscious thoughts, while an Amazing Success reveals the subjects deepest memories.

## Shadow Control

The vampire has mastery over darkness. This power does not create an area of darkness—it merely intensifies existing shadows. The vampire makes a Willpower x 2 roll. Each success gives it +1 to Stealth rolls for the next hour. Entering an area of bright illumination, such as that created by a streetlight, temporarily negates the bonus.

## Shadow Walker

There are numerous ways of safeguarding oneself from the privations of a vampire when indoors. One can seal all the windows and doors to make them airtight (though admittedly this is only a temporary solution and should not be attempted in a small room). Alternatively, placing garlic or crosses on windows or doorways can frustrate the bloodsucker.

Alas, some vampires can circumvent these protections by using shadows as easily as a mortal would a door. So long as it can hide its entire form in the gloom, the vampire can teleport between shadows as easily as walking between one room and an adjoining one. The greater its age, the further the vampire can travel in a single hop, as shown below.

Patron Level	Range
Level 0	10 feet
Level 1	100 feet
Level 2	1 mile
Level 3	10 miles
Level 4	100 miles
Level 5	1000 miles

## Shape Change, Greater

*Prerequisite:* Shape Change, Lesser.

The vampire can transform into mist or a cross between animal and man by taking an attack action.

The former allows the vampire to pass through small gaps, as well as granting it immunity to physical attacks. It is unaffected by wind in this form.

The latter raises the creature's Horror rating to 5 but is very strenuous—it can be done only once per calendar month.

Either effect lasts for the remainder of combat or until the end of the scene.

## Shape Change, Lesser

The vampire may transform into a bat, rat, or wolf. This requires an attack action. While in this form, he gains all the physical benefits of his new form while leaving his mental abilities unchanged. In game terms, the caster gains the physical Attributes and special abilities of the animal, but retains his own mental Attributes and Skills.

However, the animal cannot speak. It can manipulate tools if it has appropriate digits. In addition, he retains the Talents, Resources, and Flaws from both his forms. The effect lasts for the remainder of combat or until the end of the scene.



# Leagues of Gothic Horror: Guide to Vampires

## Sleep

By exerting its will, the vampire can cause mortals to fall asleep. This functions as the Sleep ritual, except the vampire uses its Charisma+ Willpower in place of Magic.

## Stench

This power is both a boon and a bane. A charnel stench hangs heavily over the vampire, causing all who come near to it to gag. Any living creature within 15 feet of the vampire suffers a -2 penalty to all rolls so long as it remains in range. Even backing away has a lingering effect—the stench pervades the nostrils for 7 - Willpower rating combat turns after retreating from its area of effect.

There are ways to block this, of course. Nose plugs or a scarf soaked in vinegar, for example, negate the vile stench.



While it produces no negative effects for those who smell it at a distance, the stench carries downwind, the range depending on the strength of the breeze. Unless a stronger scent masks their fetid odor, vampires with this ability suffer a -2 penalty to Stealth rolls.

## Supernatural Fury

*Prerequisite:* Supernatural Speed

A vampire with this ability is a dire enemy, for not only can it move at speeds far beyond that capable by humans, but it can unleash a fury that can rend a mortal limb from limb in the blink of an eye. The fiend receives a second attack action each combat turn.

A vampire that is exhausted or disabled may still take his free attack action in addition to picking a single attack, defend, or move action. These vampires are especially dangerous, for even when gravely wounded they are capable of continuing the fight.

## Supernatural Speed

*Prerequisite:* Unnatural Speed

A vampire with this ability is capable of truly superhuman speed. Each combat turn, it receives a second move action.

A vampire that is exhausted or disabled may still take his free move action in addition to picking a single attack, defend, or move action. These vampires are especially hard to kill, for even when gravely wounded they are capable of extracting themselves from danger.

## Superhuman Strength

A vampire's strength normally increases with its age through means of its increased Patron level. Some possess the strength of many men. This ability may only be taken if the vampire's Strength is already at its normal maximum. Each time this ability is taken it adds +1 to the fiend's Strength rating, ignoring all limits imposed by its Size.

## Throw Voice

The vampire can throw its voice great dis-

# Diabolical Powers

tances. The vampire makes a Willpower x 2 roll and applies the magic modifier for range. This ability can be combined with Mimic Voice.

## Twist Personality

*Prerequisite:* Read Mind.

Through understanding the mortal mind and extending his will, the vampire can warp a subject's personality through subtle manipulation. The vampire must spend a minimum of one hour conversing with his subject about any topic. He then makes a Con roll.

If he rolls more successes than the victim's Willpower, the victim gains an appropriate Flaw for a number of days equal to the vampire's extra successes. If he rolls more than twice the victim's Willpower rating, the change is permanent (though psychotherapy may eventually reverse it at the Gamemaster's discretion).

## Unnatural Speed

Although it cannot move faster than the human eye, a vampire with this ability can move at superior speeds. This ability functions as per the Swift Talent.

## Wall Walking

The vampire can crawl up walls or across ceilings at half its Move rating. It may Run, but at half its normal Run Move.

## Warp Landscape

*Prerequisite:* Refuge 0.

Vampires with a permanent lair in which they have resided for more than a century (including time spent alive) can exert power over the landscape.

By altering paths, summoning mists, or causing vegetation to conceal trails, the fiend causes all Survival: Navigation rolls made within five miles of the lair times the vampire's Willpower rating to suffer a penalty equal to the vampire's Charisma rating. Within a town or city, those seeking the vampire's lair take frequent wrong turns or walk past the building without realizing its significance.

The vampire can switch off this ability as a free action if it actually desires visitors.

## Weather Control

The vampire has the ability to control the weather. This ability functions as the Control Weather ritual, except the vampire uses Charisma + Willpower in place of Magic.



In the same way that there is no such thing as a standard vampire when it comes to abilities, so the same is true with weaknesses. Many Western vampires *do* share common weaknesses, but this is not a guarantee. Thus, the Gamemaster is free to choose whatever weaknesses he desires—that one or more vampires be slain by a stake through the heart or hacking off its head does not mean every bloodsucker can be slain in these gory manners.

Note that while vampires avoid mirrors, they are neither pained nor troubled by them—the lack of reflection merely reveals their unholy nature.

## Blood Lust

The sight of fresh blood has a varied effect on vampires. Some unconsciously twitch or widen their eyes at the thought of feeding, take a step toward their potential meal, or lick their lips in anticipation. Others do not bat an eyelid, being able to control their hunger to some extent. For others, the sight of a mere drop of blood is enough to generate a terrible blood lust.

Vampires cursed with this weakness immediately drop all mortal facades and attack the unfortunate victim. Given that the fiend has revealed its unholy appetite, it gains a Style point from its Thirst for Blood Flow.

In combat, the vampire follows a set pattern. It must immediately feed on an unconscious person or more than a pint of spilled blood (an easy meal). If no such circumstances exist, it must attack the most wounded opponent before others, even if other enemies are stronger. Otherwise it is free to act as it desires.



# Leagues of Gothic Horror: Guide to Vampires

The vampire can try to break this pattern and take whatever action it desires, but it requires a reflexive Willpower roll (Difficulty 3). The roll must be made each combat turn the circumstances prevail.

## Decapitation/Piercing the Heart

The quickest way to kill a vampire is to sever its head or pierce its heart with a wooden stake. This requires a Called Shot against a vital area. If the damage from a single attack exceeds the vampire's Body rating, the fiend is instantly slain, otherwise the attack has no effect.

## Garlic Aversion

A vampire suffers a -2 penalty to all rolls to affect a person wearing a garland of fresh garlic bulbs. Garlic can also be used to ward entrances, vampires being unable to cross an unbroken line of garlic through conventional means.

## Invitation

It has been reported that some vampires cannot enter a private building without first being invited by the rightful owner. Unfortunately, vampires have many ways of persuading others to grant them an invite. Note that a vampire noble may be the rightful owner of a settlement. In such cases, the creature has full access to every building.

## Nets, Grain, and/or Seeds

For most vampires, a sprinkling of seeds on the ground or a hanging net is beneath their notice. For others, it is a weakness.

Those affected by this weakness must make a Willpower roll (Difficulty 4) when presented with such items or immediately begin counting the seeds or untying the knots. While distracted, the vampire may defend itself, but may not take other actions. A Willpower roll is permitted each combat turn.

## No Reflection

The vampire casts no reflection in mirrors

or other reflective surfaces. Similarly, it cannot be caught on film unless one is using Etheric Glass Plates.

## Power of the Lord

A cross, crucifix, or holy wafer (and paraphernalia of other religions at the Gamemaster's discretion) can be used to make a Touch Attack against a vampire. Such objects cause 0L damage. These holy objects can also be used to keep a vampire at bay, but only if the wielder is a true believer in the faith—merely waving a holy object around as no effect.

Presenting such an object to the vampire requires an attack action. In order to close within five feet of the wielder, the vampire must make an opposed Willpower test. If it rolls more successes than the wielder, the night fiend is unfazed and may act as normal. Otherwise, it can advance no closer, nor can it use any of its other abilities against the wielder. Of course, a vampire armed with a gun could still shoot the holder of the offending object.

Alternatively, a cross can be used to force a vampire to move where the wielder wishes. As an attack action, the mortal makes an opposed Willpower test against the vampire. If he rolls more success than the bloodsucker, he may force it back five feet in a direction of his choice.

Note that this cannot be used to force a vampire to step into fire, sunlight, or running water. When the vampire is caught between the cross and doom, it remains in place, cringing and whimpering like a cornered beast.

## Running Water

Vampires with an aversion to running water cannot cross even the thinnest natural stream, save by bridge, boat, or being carried.

Any vampire with this weakness submersed in running water suffers 4L damage each round. All other vampires suffer 2L damage. This is caustic area of effect damage and thus ignores both Active and Passive Defense.

## Signs of Evil

Many, but not all, vampires have bad breath,

# Diabolical Powers

long nails, bloodshot eyes, and excessive hair on their hands (and sometimes the palms). Only the latter is a surefire way to detect a vampire, though, as normal humans may suffer from any or all of the above indicators.

## Sunlight Weakness

A vampire exposed to sunlight suffers damage each round until it finds deep shadows. Reflected sunlight inflicts 2L damage, weak direct sunlight 4L, and bright direct sunlight 8L damage each round of exposure. Unless it is naked, the creature may resist only with its Passive Defense. Naked vampires treat this as a caustic area effect attack and receive no Defense.

## Unnatural Aura

Animals do not openly attack the vampire, but they react to his presence. Carnivores typically react with displays of aggression, while herbivores seek to flee in terror.

As he grows older, so his aura grows more unnatural—milk curdles in his presence, flowers and grass wither at his passing, and humans, with their limited senses, begin to sense there is something unwholesome about the stranger.

## New Occult Books

### Dissertatio de Cadaveribus Sanguisugia

**Language:** Latin; **Author:** Johann Christian Stock; **Publication:** 1732; **Complexity:** 2; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Drain Life

Stock was a leading expert of his day on the undead. This 27-page tome, as evidenced by its title (“Dissertation on the Bloodsucking Dead”), focuses exclusively on undead. Unfortunately, his work contains many grave errors, such as attributing a vampire’s blood draining ability to magic.

### Dissertatio de Vampyris

**Language:** Latin; **Author:** Johann Zopfius

## Religious Characters

As noted in the text, wielding a holy symbol against a vampire requires the mortal to be a true believer. Unless the globetrotter is an atheist, this is assumed to be the case. Do holy men have any special bonus?

Being a clergyman does not automatically make one holier than other globetrotters. Whether he is a clergyman or not, a globetrotter who has the Fanatical Flaw with regard his religion gains a +2 bonus to Willpower rolls when wielding a holy symbol against a vampire.

Using this rule, such a globetrotter would gain a Style point if his devotion is insufficient to thwart the vampire as he suffers a temporary crisis of faith. Since a globetrotter with a low Willpower could exploit this circumstance to gain a stack of Style points, we suggest he can benefit no more than once per encounter.

Repeated failure may eventually lead to a loss of faith and the removal of the Fanatical Flaw.

& Francis van Dalen; **Publication:** 1733; **Complexity:** 3; **Horror:** 3; **Tradition:** Ceremonial; **Contents:** Bless Weapon

The “Dissertation on Vampires” is a pseudo-scientific work, combining folklore and medical studies. Although it wrongly links vampirism to a contagious disease, it does provide a beneficial ritual for those who know the arcane arts.

## New Weird Science

### Blood Transfusion Engine

#### Artifact 4

**Leagues:** Ghost Club, Ministry of Unusual Affairs, Society for the Advancement of Science and Technology

Blood loss is not only restricted to a vampire’s attacks—almost any physical trauma can result in losing blood. Conventional blood



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transfusions are considered a risky procedure and of dubious scientific value. Fortunately, weird science has produced a machine that works extremely well.

The device comprises a small box similar in size to a Gladstone bag. From it lead two needle-tipped rubber tubes. One is inserted into the arm of a donor and the other into the patient. Once activated, the machine gently drains blood from the donor and pumps it into the recipient.

In game terms, for each pint a donor provides, the patient automatically heals one point of nonlethal damage, or converts a point of lethal damage into nonlethal so long as his injury involved substantial blood loss. For instance, the device would work on a gunshot wound, but provide no benefit from a broken leg (unless the latter involved a ruptured artery as well). Regardless of how many donors are available, a patient may receive no more than twice his Body rating number of pints in a 24 hour period. Furthermore, blood must be provided within 24 hours of the injury occurring to have any effect.

A donor who provides one pint of blood suffers 1N damage from fatigue. A second pint causes him to suffer an additional 1L damage. Any more than this leaves him too weak to function effectively for 24 hours. In game terms, he is exhausted.

**Enhancements:** Special: Automatic Healing (+8 Enhancements)

**Limitations:** Exhausting: 1N (-1 Enhancements)

## Sun Globe

### Artifact 3

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

The gods alone know what mad inventor first dreamed up the method of capturing the scorching power of the sun into a weapon.

Roughly the size of a baseball and made of thin glass (Defense 2, Structure 1), a Sun Globe contains two compartments, each holding a measured dose of a volatile chemical.

Launched as a thrown weapon, the Sun

Globe has a range of 5 feet. When the globe is smashed, the chemicals mix in a violent reaction. The result is a flash of light with the intensity and purity of direct sunlight. The flash is so bright that it inflicts 8L damage on any vampires within five feet of the impact. As with natural sunlight, the vampire can resist only with its Passive Defense. Vampires with the Daywalker power are immune to the effects of a Sun Globe.

**Enhancements:** Area of Effect: 5 ft. (+2 Enhancements), Increased Damage: +8 (+8 Enhancements)

**Limitations:** Reduced Duration: 6 Seconds (-4 Enhancements)

## Sunshot Rounds

### Artifact 0

**Leagues:** Ghost Club, Ministry of Unusual Affairs, Vengeants' Guild

Perhaps the biggest drawback when fighting vampires is that both decapitation and impaling require one to get up close and personal. For those who prefer to let fly with bullets, weird science has a solution.

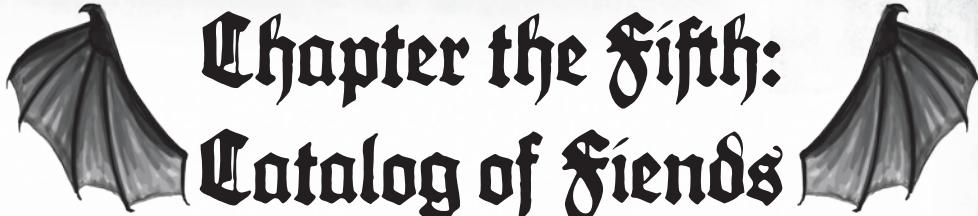
Sunshot Rounds are cast from pure gold that has been melted in a solar furnace. During the process, a very specific quantity of garlic oil must be added—too little, and the bullets will have no effect; too much, and the process will be ruined.

Sunshot Rounds inflict normal damage on vampires, even those with the Daywalker ability. Unfortunately, gold is not an ideal material for molding bullets. First, the bullets are unstable in flight. This reduces the firearm's range by one category. (i.e. a weapon with a normal range of 100 ft. is now effective at 50 ft.) Second, the gold remains relatively soft. This reduces the firearm's damage by one point.

Each batch produces five bullets. During the manufacturing process, the inventor must state for which type of weapon the bullets are designed—rounds for a heavy revolver won't fit a light revolver, for instance. Each bullet is good for a single use.

**Enhancements:** Special: Can harm vampires (+4 Enhancements)

**Limitations:** Reduced Damage: -1L (-1 Enhancement), Reduced Range: One step (-2 Enhancements)



# Chapter the Fifth: Catalog of Fiends

*But first, on earth as vampire sent,  
Thy corpse shall from its tomb be rent:  
Then ghastly haunt thy native place,  
And suck the blood of all thy race;*  
—Lord Byron, *The Giaour*

The sample statistics below represent various types of vampire from around the globe. The vampires are divided into two categories—Western Vampires, the stereotypical vampire of European cinema and literature, and Other Vampires, which include unusual European species, as well as vampires found further afield.



## Western Vampires

Also known among monster hunters and occult scholars as a Carpathian or Transylvanian vampire to differentiate it from other blood-suckers, these fiends are what most people think of when they hear the word vampire.

### Vampire, Common

True vampires are powerful creatures and should always be built as Patrons. As they age they grow more formidable. A newly awakened vampire is a Patron 0. As a rule of thumb, for each century of unlife the vampire increases its Patron rank one level, to a maximum of Patron 5. The Gamemaster may, of course, create more powerful younger vampires as he desires.

The vampire below is a stock villain, a

creature intent only on its continuing existence. Nothing prevents a vampire from being a former scholar, aristocrat, soldier, artist, or scientist. As such, Skills and Talents should be altered by the Gamemaster to suit the individual nature of the villain.

In the same vein, not every vampire needs every vampire power or weakness listed below. Mixing up these traits keeps players on their toes and, when the old stake through the heart fails, it leaves their characters exposed to fear of the unknown.

### Vampire, Common

**Patron 1**

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

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

**Skills:** Athletics 6, Brawl 6, Con 4 (*Seduction* 5), Intimidation 5 (*Staredown* 6), Stealth 5

**Talents:** Fearsome (Can temporarily frighten foes), Iron Jaw (+1 Stun rating)

**Resources:** None

**Vampire Powers\*\*:** Regeneration (Body x 2 roll each day to heal wounds)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Garlic Aversion (–2 to all rolls to affect someone wearing garlic), Power of the Lord



# Leagues of Gothic Horror: Guide to Vampires

(Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaw:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature or causes it problems)

**Weapons:** Bite 6L\*\*\*, Punch 6N

*\* Vampires are immune to lethal and nonlethal damage except from drowning, fire, holy objects, or sunlight. Vampires are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*\*\* The vampire may pick two powers from the list starting on p. 22*

*\*\*\* If the vampire scores 3+ successes on its bite attack, it has latched onto its victim's neck. Until the vampire ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.*

## Bride or Consort

A bride is a female vampire. The male equivalent of a bride is called a consort. More specifically, the title is used to refer to the enthralled concubines of a fully fledged vampire. Brides are typically newly created, and thus lack most of a vampire's supernatural powers. Unlike true vampires, they never increase in power with age.

Such is the unearthly beauty of these hell-women (brides being far more common than consorts) that men find it very hard to commit harm upon one, a weakness the bride is only too quick to exploit.

Brides and consorts have the same asterisked notes as common vampires.

## Bride or Consort

**Patron 1**

**Archetype:** *Undead*; **Motivation:** *Survival*; **Style:** 1

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

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

**Skills:** Athletics 4, Brawl 5, Con 7 (*Seduction*

8), Intimidation 6, Performance 8 (*Singing* 9), Stealth 5

**Talents:** Attractive (+1 Charisma when dealing with people), Captivate (Temporarily entrance victims)

**Vampire Powers\*\*:** Regeneration (Body x 2 roll each day to heal wounds)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Garlic Aversion (-2 to all rolls to affect someone wearing garlic), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Resources:** None

**Flaw:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature of causes it problems)

**Weapons:** Bite 6L\*\*\*, Punch 6N

## Thrall

Thralls are created when a vampire drains a victim of blood without first sharing its own blood. They are near mindless creatures, acting on instinct rather than deductive thought. Thralls gain no additional levels or powers as they age.

Initially, thralls possess the same Skills as in life. In most cases, these are of little use in its new undead state. As the thrall ages, these abilities are slowly lost, with Skills more vital to its long-term survival taking their place.

Thralls have the same asterisked notes as common vampires.

## Thrall

**Follower 2**

**Archetype:** *Undead*; **Motivation:** *Survival*; **Style:** 1

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

**Secondary Attributes:** Size 0, Move 7, Perception 4, Initiative 4, Defense 6, Stun 3, Health 6, Horror 4

**Skills:** Athletics 6, Brawl 6, Intimidation 6, Stealth 6, Survival 5

**Talents:** Fearsome (Can temporarily frighten foes), Strong (+1 Strength rating)

# Catalog of Fiends

**Resources:** None

**Vampire Powers\*\*:** Regeneration (Body x 2 roll each day to heal wounds)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Garlic Aversion (-2 to all rolls to affect someone wearing garlic), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 6L, Punch 6N

## Other Vampires

Although the Western vampire is the species most often encountered by globetrotters, and around which this supplement is based, the world is home to dozens of other types of undead bloodsucker. Presented below are a few of the more interesting or unusual ones.

Many possess unique powers not found in Western vampires. As such, they do not always follow the rule that vampires gain one additional ability for each level in Ally, Follower, or Patron. Unless otherwise stated, they do not grow more powerful with age.

## Asanbosam

Not even Africa is free of the vampire. Lurking within the deep forests of Sub-Saharan West Africa is the *asanbosam*. Although it feeds on blood, the *asanbosam* has none of the traditional powers or weaknesses associated with European vampires. Natives do not believe the creature is immortal. Not only can it be slain by conventional weapons, but there are male, female, and infant *asanbosams*.

Roughly human in appearance, save for its large eyes, long arms tipped in iron claws, and lengthy feet which end in hooklike iron claws, the *asanbosam* lurks in the foliage of trees. An opportunistic hunter, it hunts by dangling its legs toward the ground. When prey comes in range, it grabs them with its hooked feet and hauls them into the branches to be devoured.

## Asanbosam

**Follower 2**

**Archetype:** *Undead*; **Motivation:** *Survival*; **Style:** 1

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

**Secondary Attributes:** Size 0, Move 7, Perception 4, Initiative 4, Defense 6, Stun 3, Health 6, Horror 4

**Skills:** Athletics 7, Brawl 7 (*Grapple 8*), Intimidation 8, Stealth 6 (*Hiding 7*)

**Talents:** Fearsome 2 (Can temporarily frighten foes)

**Resources:** None

**Vampire Powers:** None

**Vampire Weaknesses:** None

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Iron Teeth 8L, Iron Claws 8L





# Leagues of Gothic Horror: Guide to Vampires

## Phobias

For those using the Sanity system, listed below are a number of new phobias related to vampires, as well as relevant duplicates from *Leagues of Gothic Horror*, which are repeated here for ease.

- \* Agrophobia (sexual abuse)
- \* Aichmophobia (sharp or pointed objects)
- \* Amycophobia (being scratched)
- \* Chirotophobia (bats)
- \* Coimetrophobia (cemeteries)
- \* Entomophobia (insects)
- \* Erotophobia (sexual love)
- \* Erythrophobia (the color red)
- \* Halitophobia (bad breath)
- \* Haphophobia (being touched)
- \* Hypnophobia (sleep)
- \* Murophobia (mice or rats)
- \* Necrophobia (the dead)
- \* Nyctophobia (darkness)
- \* Ophthalmophobia (being stared at)
- \* Sanguivoriphobia (vampires)
- \* Spectrophobia (mirrors)
- \* Taphophobia (graves)

## Aswang

A relative of the *penanggalan* (see p. 42), the Filipino *aswang* leads a double life. A master of infiltrating society, by day the creature appears as a normal human woman. Often it is attractive, but this is not always the case. It can breed with mortals, expresses emotions, and has no fear of religious objects. Naturally, it is utterly immune to the effects of sunlight.

Once the sun sets, though, the true *aswang* reveals itself. Losing any beauty, the vampire becomes ugly and hag-like. Capable of flight, it takes to the air in search of its preferred prey—children. An adult mortal who has, for whatever reason, become the prey of an *aswang* has much to fear, for they are renowned as swift and silent hunters.

Rather than bite its victims, the *aswang* uses its hollow, and exceptionally long and thin, tongue. Rarely does it enter a house. Instead, it sits on the roof and lowers its tongue onto its slumbering target.

Not content with being a vampire, the *aswang* is also a shapeshifter. When people are nearby, or when it wishes to hide from pursuers, the fiend transforms into an ordinary looking bat, bird, cat, or dog.

While in its true form, the *aswang* is vulnerable to decapitation, avoids garlic, can be harmed or kept at bay by religious objects, and has an intense phobia of the crack of whips.

At the breaking of dawn, the *aswang* assumes its human form once more and continues its seemingly mundane life. Its human guise is rarely exceptional—most are shy and shun any occupation that might draw attention. As such, only the *aswang's* monstrous statistics are given below.

## Aswang

**Ally 2**

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 8 (Fly 8), Perception 5, Initiative 6, Defense 7, Stun 3, Health 6\*, Horror 4

**Skills:** Brawl 6, Intimidation 6 (*Staredown* 7), Stealth 8 (*Sneaking* 9)

**Talents:** Fearsome (Can temporarily frighten foes), Swift (+2 Move rating)

**Resources:** None

**Vampire Powers:** Flight (Can fly at its Move rating), Lesser Shape Change (bat, bird, cat, or dog)

**Vampire Weaknesses:** Decapitation (Instantly slain if damage exceeds its Body rating), Garlic Aversion (-2 to all rolls to affect someone wearing garlic), Power of the Lord (Susceptible to holy objects)

**Flaws:** Phobia: Whips (-2 to rolls while object is present; +1 Style point whenever its fear gets the better of it), Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Tongue 6L\*\*, Punch 6N

\* *Vampires are immune to lethal and nonlethal damage except from fire or holy objects. Vampires are subject to knockback, knock-*

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down, and stun from any form of damage, even if it inflicts no actual injury.

**\*\*** If the vampire scores 3+ successes on its bite attack, it has latched onto its victim's neck. Until the vampire ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.

**Tongue:** An *aswang's* sharp-tipped tongue can extend to a length of 10 feet.

### Child of Judas

The story of Judas Iscariot, the great betrayer, is well known in the Christian world. Differing versions of his ultimate fate exist, although they all end either with his death or a curse to walk the surface of the world until the End of Days. Few Biblical scholars believe in vampires, and those who do have not bothered to consider that Judas, having made a pact with Satan, may have risen as a bloodsucker.

Whether Judas still walks abroad is unknown. His spiritual descendants certainly do. Distinguishable by their red hair, they stalk the lands of Bulgaria and Romania.

The process for becoming a Child of Judas is remarkably simple. First, the candidate must commit suicide. Hanging is commonplace, but any method suffices. As Satan comes to claim his soul, the deceased must make a bargain with the lord of Hell—the souls of others in return for eternal life. The deal concluded, the deceased returns as a vampire the next dusk.

To allow a Child of Judas to bite you is exceptionally dangerous. While other vampires can consume blood quickly, these black-hearted fiends can drain a victim dry in a single gulp. Instead of ragged throats or two small holes, the wound leaves an XXX mark. This symbolizes the 30 pieces of silver Judas accepted for betraying Christ.

### Child of Judas

**Ally** 2

**Archetype:** *Undead*; **Motivation:** *Survival*; **Style:** 1

**Primary Attributes:** Body 0, Dexterity 3, Strength 2, Charisma 1, Intelligence 1, Willpower 8

**Secondary Attributes:** Size 0, Move 5, Perception 9, Initiative 4, Defense 11, Stun N/A, Health 8, Horror 4

**Skills:** Athletics 6, Brawl 6, Intimidation 8, Stealth 6, Survival 4

**Talents:** Fearsome 2 (Can temporarily frighten foes)

**Resources:** None

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), No Reflection (Casts no reflection in mirrors), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)





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**Flaw:** Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

**Weapons:** Bite 6L, Punch 6N

**Suck Dry:** Each combat turn a Child of Judas maintains its bite, including the first, the victim must make opposed Body x 2 roll against the vampire's Melee. If the Child wins, the victim is sucked dry of blood and instantly slain. If the victim wins, he suffers no damage and has managed to delay his death for a few more seconds.

## Churel

Colloquially the same word for a "witch", the *churel* is native to India and Southern Asia. Only women who died giving birth, while pregnant, or during their monthly menstruation return as *churels*.

They are disgustingly ugly creatures, with low-hanging breasts, long pointed teeth, unnaturally thick lips, a tongue the blue-black of decaying flesh, and unkempt hair. Viewed from the front, her skin appears white. From the back, however, it is black. To disguise their form, *churels* wear headdresses and veils.

Having died in a ritually impure state, *churels* haunt sites associated with disease and impurity—battlefields, graveyards, slums, and toilets. Similarly, death in the biological process of creating life makes them hateful of all living creatures, but especially men. Hated most of all are her kinfolk, for they failed to care for her in life.

Rather than feasting all at once, a *churel* prefers to drag victims back to its lair, imprisoning them while it sups daily on their blood. Some legends describe them as also feeding on semen, or keeping victims as sex slaves until they grow old and withered from the exertion of pleasing the vile hag.

Like many non-Western vampires, the *churel* has no fear of sunlight. Neither do the bright rays of the sun cause it to enter a weakened state. It has no special immunity to damage, and thus prefers to flee when outnumbered or facing a superior opponent. This it finds relatively easy, for the *churel* can run at speeds in excess of most humans.

## Churel

**Ally 2**

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 8, Perception 5, Initiative 4, Defense 5, Stun 3, Health 6, Horror 4

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

**Talents:** Fearsome (Can temporarily frighten foes), Swift (+2 Move rating)

**Resources:** None

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Grain & Seeds (Willpower x 2 roll when presented with such items or immediately begin counting them), Power of the Lord (Susceptible to Hindu holy objects)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 7L, Punch 7N

## Estríe

A demon in mortal guise, the *estrie* is found only in Jewish folklore. It is popularly held that the *estries* were created at sunset before the first Sabbath before creation. Because of this, they are not bound by the laws of nature and are capable of changing their shape.

Despite being demonic in origin, *estries* have no fear of religious objects, nor does sunlight pain them. Such is their contempt for religion that they can enter religious places without any discomfort. Indeed, save for not aging, the *estrie* is very much a mortal creature and can be slain through conventional means. Decapitation is the swiftest method.

*Etries* possess few supernatural powers. They can fly, but only if their hair is unbound and allowed to flow freely. Like many vampires they can regenerate the most grievous wounds with astonishing speed, though the *estrie* has an unusual weakness—in order to heal rapidly, it

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must first drink the blood of the one who caused it harm or steal bread and salt from their house.

A distant cousin of the succubus, the female *estrie* can feed only on men and women she has first seduced.

## Estrie

**Ally** 2

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 5, Perception 4, Initiative 4, Defense 5, Stun 3, Health 7, Horror —

**Skills:** Athletics 5, Brawl 6, Con 7 (*Seduction* 8), Empathy 6 (*Emotions* 7), Intimidation 6

**Talents:** Attractive (+1 Charisma when dealing with people), Robust (+2 Health rating)

**Resources:** None

**Vampire Powers:** Flight (Can fly at its Move rating), Regeneration (see below), Shape Change (any normal animal)

**Vampire Weaknesses:** Decapitation (Instantly slain if damage exceeds its Body rating)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 6L\*, Punch 6N

\* *If the vampire scores 3+ successes on its bite attack, it has latched onto its victim's neck. Until the vampire ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.*

**Regeneration:** An *estrie* dealt a lethal wound by a human cannot use its Regeneration ability until it has first tasted that person's blood or stolen a quantity of bread and salt from his house.

## Hannya

In life, a *hannya* was a beautiful Japanese woman. Due to some terrible event she lost her sanity, allowing a demon to take possession of her body. In place of its former beauty, the *hannya* transforms into a hideous crone.

The image of the *hannya* is sometimes used as a mask in Japanese *Nob* theater. Traditionally, it has a red or white face, large red eyes, a wide mouth filled with sharp teeth, long black hair, and two small horns protruding from its forehead.

## Hannya

**Ally** 2

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 6, Perception 5, Initiative 4, Defense 6, Stun 4, Health 7, Horror 4

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

**Talents:** Fearsome 2 (Can temporarily frighten opponents)





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**Resources:** None

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** No Reflection (Casts no reflection in mirrors), Power of the Lord (Susceptible to Buddhist or Shinto holy objects)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 7L, Punch 7N

**Immunity:** A *bannya* is immune to all forms of damage save from others of its kind. Donning a *bannya Nob* mask blessed by a Buddhist monk or Shinto priest imbues the wearer with an empathic spirit, allowing him or her to harm the *bannya* using any conventional weapon.

## Hopping

Known in Chinese as *jiangshi*, hopping vampires are reanimated corpses. Their name

comes from their peculiar method of movement, for they perform two-footed hops instead of walking. This is due to their inability to bend their limbs or torso. They are capable of leaping prodigious distances from a standing start.

While a small few appear as they did in life, being reanimated shortly after death, most are horrifying to behold. In all cases, though, their skin has a greenish-white tinge, long, white hair adorns their head, and their limbs are locked stiff at the joints. Hopping vampires have no capacity for communication.

Despite their name, hopping vampires do not actually drink blood. Instead, they draw the *qi*, or life force, from creatures they slay. Through constant feeding, a hopping vampire grows more powerful. In game terms, they follow the usual aging rule.

## Hopping Vampire

**Ally** 2

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 5\*, Perception 5, Initiative 3, Defense 6, Stun 4, Health 8\*\*, Horror 4

**Skills:** Athletics 6 (*Jumping* 7), Brawl 6, Intimidation 6 (*Staredown* 7), Stealth 5

**Talents:** Jump (Jumping distance is doubled), Parry (Can parry as a reflexive action)

**Resources:** None

**Flaw:** Bestial (Cannot communicate or use tools)

**Weapons:** Claws 7L

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

\*\* *Hopping vampires are immune to lethal and nonlethal damage except from fire and sticky rice. They are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

**Breath Sense:** Hopping vampires, while able to avoid inanimate objects through some



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supernatural sense, can only detect mortals if they are breathing. In combat, a globetrotter may hold his breath for one turn per success on a reflexive Body roll.

**Infection:** Anyone who suffers wounds from a hopping vampire's claws must make a Body x 2 roll against the number of wounds inflicted. Failure means the victim becomes infected with vampirism. The victim remains unchanged until he stops moving, at which time his blood congeals and he dies (regardless of his wound status)! Within moments, the victim reanimates as a hopping vampire. The traditional cure involves force feeding the victim a mixture of sticky rice and snake oil blended by a Taoist priest.

**Rice Paper:** One way to stop a hopping vampire dead in its tracks (pardon the pun) is to attach a piece of yellow paper inscribed with a spell (generally the reverse form of Raise Dead) to its forehead. This requires a Called Shot to a vital area. Should the paper be removed, whether by deliberate intent or accident (such as a strong gust of wind), the creature reawakens instantly.

**Sticky Rice:** Hopping vampires suffer 2L automatic damage when moving across sticky rice. As a thrown weapon, a handful inflicts 2L damage.

## Lamiaí

Taking its name from the mythological queen Lamia, the *lamiai* (plural *lamiae*) is native to mainland Greece. These unnatural fiends are always female. For four contiguous months, they appear as attractive women. At the start of the next four-month period, they shed their skin from the waist down, replacing their legs with the body of a snake. The cycle then repeats. In human guise, *lamiae* can be detected by their forked tongue, inability to blink, and filthy appearance.

Unlike other vampires, they shun living among their prey, even when in human form. Their preferred haunts are caves and damp places, for they cannot cope with extremes of temperature or humidity.

These hellish fiends lack any of the standard

weaknesses associated with vampires. They are gluttonous and dull-witted creatures.

## Lamiaí

**Ally** 2

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 6, Perception 4 (8), Initiative 4, Defense 6, Stun 3, Health 8, Horror n/a (human form) or 4 (half-serpent form)

**Skills:** Brawl 6, Con 5, Intimidation 5, Stealth 5, Survival 5

**Talents:** Keen Sense (+4 Perception when using their nose), Robust (+2 Health rating)

**Resources:** None

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** None

**Flaws:** Gluttonous (+1 Style point whenever its appetite causes it problems), Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 6L, Punch 6N

**Shape Change:** One per week, a *lamiai* can transform into a beautiful woman. In this guise it has Charisma 5 and Con 8. It may maintain this appearance for a maximum of 24 hours.

## Loogaroo

By day, this Caribbean vampire appears to be nothing more than a harmless, reclusive old woman or man dressed in rags. As the sun sets, the crone's pact with Satan comes into force. After peeling off and hiding its skin, it takes to the night sky in the form of a ball of fire or burning sulfur.

Able to slip effortlessly through the smallest gap, the *loogaroo* enters people's homes while they are sleeping and sucks blood from any exposed limbs. Victims drained entirely of blood either die and rise as a *loogaroo* or its entire innards will be drained away, leaving the killer to



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inherit and makes use of its skin. Since a *loogaroo*'s skin is its only weakness, the more skins it possesses the greater chance it has of keeping at least one secreted away from vampire hunters. In much the same way as hunters of Western vampires must ensure they have destroyed all of a vampire's coffins to prevent it resting peacefully, so those intent on destroying a *loogaroo* must track down all of its caches of skin.

Unusually, the vampire does not drain blood in order to sate its appetite. Instead, the blood is traded with the infernal powers for more magical rituals. While the *loogaroo* does not increase its overall statistics with age, it can develop many more rituals.

The statistics below are for the *loogaroo*'s vampiric form.

## Loogaroo

Ally 2

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 0 (Fly 5), Perception 6, Initiative 5, Defense 7, Stun 4, Health 8\*, Horror 3

**Skills:** Brawl 7, Intimidation 5, Magic: Black Magic 9

**Talents:** Magical Aptitude (Can cast rituals)

**Resources:** None

**Rituals:** Control Animal, Drain Life, Empower, Fear, Raise Dead

**Vampire Powers:** Alter Dimensions (Can squeeze through any gap), Flight (Can fly at its Move rating)

**Vampire Weaknesses:** Grain & Seeds (Willpower x 2 roll when presented with such items or immediately begin counting them)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 7L

\* *Immune to lethal and nonlethal damage from all means except as noted. They are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

**Powerful Magic:** A *loogaroo* suffers no penalties for not being able to gesticulate or speak while in fireball form.

**Salt:** The only way to destroy a *loogaroo* is to locate its discarded skin and cover it in a thick layer of salt (at least 4 pounds worth). This causes the skin to shrivel. Unable to don its skin with the coming of dawn, the vampire is destroyed.

## Lugat

Resident only in Albania, *lugats* have an appearance so terrifying that it can drive men to madness or induce heart failure. Although it does not harm them, *lugats* strongly dislike the sun. By day, they rest in places where sunlight cannot reach, such as caves, old wells, or within crumbling ruins.

*Lugats* have no need to sleep. During daylight hours, they peer from the shadows they

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inhabit, always attentive for potential meals. When one is spied, they use their mental powers to draw their victim into their clutches.

## Lugat

**Ally 2**

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

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

**Skills:** Athletics 7, Brawl 7, Intimidation 9, Stealth 5

**Talents:** Fearsome 2 (Can temporarily frighten opponents)

**Resources:** None

**Vampire Powers:** Flight (Can fly at Move rating), Manipulation (Can control the minds of others), Mesmerize (Can temporarily entrance victims), Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Power of the Lord (Susceptible to holy objects)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 7L, Punch 7N

\* *Immune to lethal and nonlethal damage except from wolf bites to the leg (see below). They are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

**Wolf Weakness:** A *lugat* is virtually indestructible. Only Called Shots to its legs (-2) can harm it, and even then the damage must be inflicted by a wolf. Reducing the vampire to -5 damage this way does not actually destroy it. Instead, the fiend limps back to its grave, from which it never rises again.

## Nosferatu

Native to Eastern Europe, the *nosferatu* is a different beast to its western cousin. For a start, their appearance is universal. Their frame is tall and thin, their arms long, and their

finger nails more like claws. Most distinctive is their head. The fiends are utterly bald with pulsating black veins visible on their scalps, have distinctive pointed ears, and wide eyes. Rather than having extended canine teeth, their incisors are long and pointed.

*Nosferatu* have a strong relationship with vermin, although they prefer rats above all else. It is a rare *nosferatu* whose lair is not home to swarms of black and brown rats. Like their pestilential pets, *nosferatu* are carriers of disease. Where they walk, plague inevitably follows.

Much remains unknown about *nosferatu*. The most vexing question is how they are created, for unlike their Western relatives they cannot sire others of their kind. Aside from fear of religious items and enhanced healing abilities, the only ability their share with common vampires is a weakness to sunlight.

In the case of these ratlike fiends, sunlight is the only known method of destroying them. Fortunately, the power of the sun is especially destructive to *nosferatu*.

## Nosferatu

**Ally 2**

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

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

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

**Talents:** Animal Affinity (+1 Charisma when dealing with rats), Fearsome (Can temporarily frighten foes)

**Resources:** None

**Vampire Powers:** Animal Summoning (Can summon rat swarms or giant rats), Carrier (Pick one disease), Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Power of the Lord (Susceptible to holy objects)

**Flaw:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 7L\*\*, Claws 7L



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\* Nosferatu are immune to lethal and nonlethal damage except from sunlight. They are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.

\*\* If a nosferatu scores 3+ successes on its bite attack, it has latched onto its victim's neck. Until it ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.

**Severe Sunlight Weakness:** When a nosferatu is exposed to sunlight it automatically suffers damage each combat turn until it finds deep shadows. Reflected sunlight inflicts 4L damage, weak direct sunlight 6L, and bright direct sunlight 10L per full combat turn of exposure. The fiend may resist only with its Passive Defense.

## Penanggalan

Common across Southeast Asia, a *penanggalan* is a female vampiric creature. She differs from common vampires in that her body is very much alive and mortal—she breathes, eats, and drinks, and suffers absolutely no harm from sunlight. The only odd thing about her is the pervasive odor of vinegar, and that can be masked with strong perfume.

Whatever her apparent age, the *penanggalan* is stunningly beautiful. According to folklore, it is her beauty that caused her undead state, for in every legend the woman has traded her soul for eternal beauty.

Dark pacts always carry heavy prices, and the *penanggalan* is no exception. Seemingly normal by day, at night she detaches her head from her body and takes to the air in search of prey, her stomach and entrails dangling below her. Having dined on blood, the stomach and entrails swell. In order to fit them back into her body, the *penanggalan* must soak them in at least a gallon of vinegar for 10 minutes. The smell of vinegar on a woman is an indicator that she might be one of the terrifying undead.

The *penanggalan*'s human form is immortal. While she can be slain through conven-

tional means, even reducing her to ashes has no lasting effect, for the next night she will rise again, her wounds completely healed.

One way to destroy a *penanggalan* is to prevent the head reattaching to its slumbering body before dawn breaks. Should this occur, the creature is instantly and irrevocably slain. An alternate method is to locate the headless corpse and stuff the body cavity with shards of broken glass. On reattaching its head, the creature will lacerate its entrails, causing it to bleed to death. Finally, if the creature can be trapped in an enclosed space, it can be hacked to death with bladed weapons. The latter is only effective while the head is detached.

As it is virtually immune to all other forms of damage, defeating a *penanggalan* is not a matter of combat prowess. Instead, a scenario featuring one will be investigative based, with the globetrotters trying to track down the vampire's dormant corpse before it strikes again.

Whether or not the victim of a *penanggalan*'s fell appetite rises as one of its kind depends on the gender. Male victims remain as bloodless corpses. A female victim rises the next dawn, seemingly unharmed. That night, though, she too will detach her head.

Since a *penanggalan* has two very different forms, it has two sets of statistics. The first is her mortal form, the second for the detached head.

## Penanggalan (Human)

Many myths claim that *penanggalans* work as midwives, for they savor the blood of children and pregnant women above all others. In keeping with folklore, these stats are for a midwife.

### Ally 1

**Archetype:** *Everyman*; **Motivation:** *Survival*; **Style:** 1

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

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

**Skills:** Athletics 4, Con 5 (*Fast Talk* 6), Diplomacy 4, Empathy 4, Medicine 4 (*Midwifery* 5)

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**Talents:** Attractive (+1 Charisma when dealing with people)

**Resources:** Status 0 (Midwife; +1 Social bonus)

**Flaws:** Repulsive (-2 to Charisma rolls; +1 Style point whenever her vinegary smell causes her to suffer in social situations)

**Weapons:** Punch 0N

## Penanggalan (Detached Head)

**Ally** 2

**Archetype:** *Undead*; **Motivation:** *Survival*; **Style:** 1

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

**Secondary Attributes:** Size -2, Move 5 (Fly 5), Perception 5, Initiative 5, Defense 8, Stun 3, Health 4\*, Horror 5

**Skills:** Brawl 7, Intimidation 9, Stealth 10\*\*

**Talents:** Fearsome 2 (Can temporarily frighten foes)

**Resources:** None

**Vampire Powers:** Alter Dimensions (Can fit through tiny gaps), Carrier (Tuberculosis), Flight (Can fly at normal Move rating), Sire (Can create vampires)

**Vampire Weaknesses:** See below

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 0L

\* *Immune to all lethal and nonlethal damage except for slashing melee weapons and as noted below. They are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

\*\* *A penanggalan has a +2 Size bonus to Stealth rolls.*

**Spikes & Spines:** A *penanggalan's* trailing gizzards are something of a liability, for they are prone to snare on thorny bushes and the like. In order to fly through a doorway or window around which are scattered thorny leaves, the *penanggalan* must make a Dexterity roll. The Difficulty is based on the amount of leaves, as determined by the Gamemaster.

Failure means the *penanggalan* has been unable to cross the protective barrier and suffers automatic 1L damage. The roll may



be repeated as many times as the creature is prepared to risk injury.

## Pontianak

Found in Indonesian and Malaysian folklore, the *pontianak* is yet another vampire that only exists in female form. They appear as women with pale skin, long black hair, and red eyes. They are garbed in white dresses splattered with the blood of their victims.

Whereas most vampires go for the throat, the *pontianak* prefers to rip open its victim's stomach and gorge on their internal organs. Male vampire hunters may wish to invest in a sturdy cup or box, for the *pontianak* has been known to target men's genitals.

Rather oddly, a *pontianak* cannot maul anyone who happens across its path. In order



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to locate suitable prey, the vampire must first sniff their clothes. This is most commonly done by sniffing washing hanging out to dry, a reason why locals native to areas frequented by *pontianaks* never leave laundry outside overnight.

Folklore says that the *pontianak* announces its presence by imitating the cries of a baby. If the sound is soft, then the creature is lurking somewhere nearby. A loud cry means it is far away. Similarly, some legends hold that a whining dog indicates a *pontianak* is somewhere nearby, while if one is heard howling the vampire is a safe distance away.

Another indicator is its scent. At a distance, the *pontianak* smells of fragrant flowers. Up

close, though, the overpowering stench is that of putrefying corpses.

For all its wickedness, a *pontianak* can be redeemed, in a manner of speaking. At the nape of its neck is a small hole. Pushing an iron nail into this void transforms the vampire into a beautiful woman and devoted wife. Removing the nail reverts her to her previous state.

## Pontianak

### Ally 2

**Archetype:** *Undead*; **Motivation:** *Survival*; **Style:** 1

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

**Secondary Attributes:** Size 0, Move 5, Perception 5 (9), Initiative 4, Defense 5, Stun 3, Health 6, Horror 4

**Skills:** Athletics 6, Brawl 6 (*Punching* 7), Con 6 (*Tricks* 7), Stealth 6

**Talents:** Fearsome (Can temporarily frighten foes), Keen Sense (+4 Perception when sniffing)

**Resources:** None

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal damage), Stench (Opponents within 10 feet are -2 to all rolls)

**Vampire Weaknesses:** None

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Sharp nails 7L

**Hides in Daylight:** A *pontianak* can only walk abroad during the hours of night. Between dusk and dawn, its corpse inhabits a specific banana tree (much like dryads of Greek myth). Hacking down the tree will end the vampire's existence as surely as lopping off its head.

**Iron Nail:** Unless the *pontianak* is thoroughly restrained, attempting to push an iron nail into the hole at the nape of its neck requires a Called Shot with a -8 penalty.

## Strzyga

In order to become a *strzyga* after death, one must fulfill certain strict requirements. First, they



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must be female. Second, they must be born with two hearts (and thus also two souls) and two sets of teeth. With regard the latter, the second set may be extremely small, almost unnoticeable without a detailed dental examination.

Folklore decrees that a *strzyga* is destined to die young. One of its two souls goes to the afterlife, but the second remains on earth, reanimating its corpse as an undead.

## Strzyga

**Ally 2**

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 5, Perception 4, Initiative 4, Defense 6, Stun 4, Health 8, Horror 4

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

**Talents:** Robust (+2 Health rating), Skill Aptitude (+2 Stealth rating)

**Resources:** None

**Vampire Powers:** Lesser Shape Change (owl only), Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Decapitation/Pierce the Heart (Instantly slain if damage exceeds its Body rating), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 7L, Punch 7N

## Taxim

Fighting the *taxim* can be a grisly business. Unlike many vampires, which appear human or have the ability to disguise their undead state, the *taxim* manifests as a rotting corpse. All that prevents it from collapsing into a pile of putrescent flesh and molding bones is its indomitable willpower.

*Taxims* are extremely picky in who they see as prey. Wronged in life, often by multiple

people, they return from the dead purely to enact bloody and violent vengeance.

Fighting a *taxim* can be a frustrating and tiring exercise. Such is its desire for revenge that it must sometimes be slain several times before it finally rests peacefully in the grave. Once it has slain the final victim on its list, the *taxim* voluntarily returns to its grave, never to disturb the living again.

## Taxim

**Ally 2**

**Archetype:** *Undead*; **Motivation:** *Revenge*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 5, Perception 6, Initiative 4, Defense 4, Stun 2, Health 6\*, Horror 5

**Skills:** Athletics 6, Brawl 7, Intimidation 8, Stealth 6

**Talents:** Fearsome 2 (Can temporarily frighten opponents)

**Resources:** None

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), No Reflection (Casts no reflection in mirrors), Power of the Lord (Susceptible to holy objects)

**Flaws:** Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature), Vengeful (+1 Style point whenever its desire to get even causes it problems)

**Weapons:** Bite 0L, Punch 0N

*\* Immune to all lethal and nonlethal damage except from fire and holy objects. They are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

**Vengeance!:** Whenever it is killed, the *taxim* may make a Willpower x 2 roll. The Difficulty is equal to 6 minus the number of victims it has left to destroy. Success causes the fiend to rise from the dead, fully healed, the next dusk. Should the roll fail, it is laid to rest permanently.



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## Upior

Some vampires rise only from dusk until dawn. Others are free to wander as they see fit. The *upior* keeps very strange hours, rising at midday and returning to its grave at midnight. Its strange waking hours mean it is immune to the effects of the sun.

Wrapped in a blood-soaked grave shroud, the *upior* makes no attempts to hide its undead nature as it searches for prey to latch onto with its barbed tongue. The vampire is renowned for its gluttony and its love of blood. Not only does it drink blood, but its coffin is filled with congealed blood rather than grave dirt.

Slaying an *upior* is messy work—when staked, the fiend dies, exploding in a fountain of congealed and half-digested blood.

## Upior

Ally 2



**Archetype:** *Undead*; **Motivation:** *Survival*; **Style:** 1

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

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

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

**Talents:** Fearsome (Can temporarily frighten foes), Strong (+1 Body rating)

**Resources:** None

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), No Reflection (Casts no reflection in mirrors), Power of the Lord (Susceptible to holy objects)

**Flaws:** Gluttonous (+1 Style point whenever its appetite causes it problems), Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 7L\*\*, Punch 7N

*\* Immune to all lethal and nonlethal damage as except from fire and holy objects. They are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*\*\*\* If the vampire scores 3+ successes on its bite attack, it has latched onto its victim's neck. Until the vampire ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.*

**Blood Bread:** A mortal who consumes blood bread made with *upior* blood stolen from its grave gains +4 Passive Defense when fighting an *upior*. The power of the blood bread quickly fades, though—assume its effect lasts for the remainder of the combat or scene after it is eaten.

## Vrykolakas

Found roaming across Greece and parts of the Balkans, the *vrykolakas* rapidly swells

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after death, becoming a bloated sac of gas held in check by taut, ruddy skin.

Although it sips blood to maintain its existence, this is not how the unholy abomination kills its prey—it does that by crushing them to death in its viselike grip. Those who die by such means are doomed to rise as a *vrykolakas* within three nights. Crushing its foes makes the creature stronger, and thus it uses the rules on aging.

When it comes to hunting, the *vrykolakas* has a unique method. Instead of stalking prey in the streets, the fiend is compelled to knock on doors and ask to see someone inside. No matter how far it wanders from its native lands, the *vrykolakas* instinctively knows the names of all those present inside a building. On the door being opened, the creature attacks.

Fortunately for potential victims, the *vrykolakas* has little patience. If its knock is not answered, it quickly loses interest and moves onto another building, never remaining to try its ruse twice. Globetrotters travelling to areas infested with *vrykolakas* should not be surprised when locals only open their doors after a second knock.

## Vrykolakas

**Ally** 2

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 1

**Primary Attributes:** Body 4, Dexterity 2, Strength 5, Charisma 1, Intelligence 2, Willpower 3

**Secondary Attributes:** Size 0, Move 5, Perception 5, Initiative 4, Defense 6, Stun 4, Health 7\*, Horror 4

**Skills:** Athletics 6, Brawl 8 (*Grappling* 9), Con 6 (*Tricks* 7), Intimidation 6

**Talents:** Strong (+1 Strength rating), Tough (+1 Body rating)

**Resources:** None

**Vampire Powers:** Daywalker (Immune to sunlight)

**Vampire Weaknesses:** Grain & Seeds (Willpower x 2 roll when presented with such items or immediately begin counting them), Power of the Lord (Susceptible to Eastern Orthodox holy objects)

**Flaws:** Obese (–2 Move rating; +1 Style point whenever its weight slows it down or causes it difficulty), Thirst for Blood (+1 Style point when its unholy appetite reveals its true nature)

**Weapons:** Bite 0L, Punch 0N

\* *Immune to lethal and nonlethal damage except from fire. They are subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

**Crush:** The creature can crush the life out of those it grapples. If the vampire successfully pins an opponent, it can begin squeezing on the next round. Instead of making an Attack, the *vrykolakas* automatically inflicts lethal damage equal to its Strength rating as it crushes bones and ruptures internal organs. Being pinned, the victim can resist only with his Passive Defense.

An older vampire can take this ability an additional three times. It gains an additional +2 bonus to its Brawl rating at each level.



The globetrotters of the Leagues of Adventure are not the only people dedicated to hunting down and exterminating vampires. Presented below are two very different types of vampire hunter.

## Dhampir

*Dhampirs* are born of mortal women, but sired by a vampire. It is also possible that a pregnant woman bitten by a vampire may produce one of these half-breed creatures. For reasons unknown, *dhampirs* are always male.

Regardless of their cultural background, *dhampirs* share common characteristics. Wild black hair, a soft body (as if they lack bones), a scar on the base of the spine (as if they had a tail that was surgically removed), and no fingernails or toenails.

Despite their unnatural origin, *dhampirs* lack both the supernatural powers and weaknesses of their vampire father. They may be oddities, but they are mortal beings.



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That said, they do possess one unusual ability—they can sense vampires. Because of this, many earn a living as vampire hunters, travelling from village to village to rid the inhabitants of the parasite feeding upon them. This is not done out of any sense of duty or friendship—a *dbampir* expects to be paid well for its services.

This materialistic approach to saving lives, coupled with the nature of its sire, combine to give *dbampirs* a poor reputation. Few care much—a village terrorized by a vampire will always find the fee the *dbampir* demands.

## Dhampir

**Ally 2**

**Archetype:** *Monster Hunter*; **Motivation:** *Greed*; **Style:** 1

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

**Secondary Attributes:** Size 0, Move 6, Perception 4 (8), Initiative 5, Defense 6, Stun 3, Health 5, Sanity 4

**Skills:** Acrobatics 5 (*Contortion* 6), Athletics 5, Brawl 5, Empathy 6 (*Intuition* 7), Melee 5, Stealth 5

**Talents:** Keen Sense (+4 Perception when using sight)

**Resources:** Status 1 (Vampire hunter; +2 Social bonus)

**Flaws:** Bad Reputation (–2 to Social rolls; +1 Style point whenever his bad reputation causes problems)

**Weapons:** Punch 5N, Saber 8L, Wooden stake 6L

**Sense Vampires:** By making an Empathy: Intuition roll, a *dbampir* can detect the presence of vampires. This is not a precise ability, but it can narrow down the vampire's location to within a few hundred yards. The more successes he rolls, the more accurate his determination of the vampire's direction and distance.

## Kresnik

Persecuted by the Church as pagans, *kresniks* are a rare breed, found today only in parts of the Balkans. A leftover from ages past, they

are shamans, drawing their strength from the spirits of the natural world and their ancestors. Although they are no longer burned at the stake by inquisitors, the Church continues to besmirch their name, insisting that their powers are black magic learned in distant Babylon. The slander means little to the peasants the *kresniks* aid, who see them as champions.

*Kresniks* have the power to transform into an animal form. Most adopt that of a white wolf, but white bears have been known. Unlike conventional magic, the magician's physical form does not change. While he remains in a trance, his spirit leaves his body and manifests physically as his chosen beast. In this guise, the animal/*kresnik* is capable of inflicting lethal damage, even death, on vampires of all types.

Such power is not without risks, though. Should the animal form die, the *kresnik's* spirit is unable to return to his dormant body. It is condemned to wander as a ghost while the body, which still lives, is utterly brain dead.

## Kresnik

**Ally 2**

**Archetype:** *Monster Hunter*; **Motivation:** *Duty*; **Style:** 1

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

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

**Skills:** Academics: Occult 5, Athletics 4, Brawl 6, Investigation 5, Magic: Animism 8

**Talents:** Magical Aptitude (Can cast rituals)

**Resources:** Status 1 (*Kresnik*; +2 Social bonus)

**Rituals:** Arcane Shield, Beast Speech, Empower, Form of the Beast (usually a white wolf), Spirit Binding

**Flaws:** Meddler (+1 Style point whenever his interference in other people's affairs causes him or his allies trouble)

**Weapons:** Punch 0N

**Overriding Damage:** No matter what immunities to damage a vampire possesses, all types of bloodsucker are susceptible to the bite and claws of the *kresnik* while he is in his chosen animal form.

# Chapter the Sixth:

## Princes of Darkness



*"Within, stood a tall old man, clean shaven save for a long white moustache, and clad in black from head to foot, without a single speck of colour about him anywhere." —Bram Stoker, Dracula*

Where as the vampires in the previous chapter are generic examples, those presented in this chapter are named individuals with unique histories. Note that the vampires duplicated here from *Leagues of Gothic Horror* have undergone minor changes to reflect new rules in this expansion.

### Vampire Villains

While vampire thralls are simple monsters with no motivation beyond finding their next meal, more powerful vampires should not be treated as stock villains, there only to be slain. To treat them as such is an injustice to their long lives and a disservice to your players.

True vampires are capable of creating plans that take years, decades, or even centuries to unfold. Depending on the specific vampire in your adventure, the globetrotters might encounter him at the beginning, middle, or end of his dastardly plan.

As with any good *Leagues of Gothic Horror* adventure, investigation should play as much part as action. Clues must be found, mysteries unraveled, and identities confirmed before any confrontation with the major villain. In the meantime, the globetrotters will be hounded

by the vampires mortal minions or thralls. Combining both elements not only makes for a good story, it appeals to the needs of players who like one or other aspect better.

Given that they are intelligent and, in some cases, have lived for centuries, vampires are rarely foolhardy. They are fully aware of their weakness and of the fact that they are not true immortals. Given a choice between fleeing, and suffering a setback to its plans, or being destroyed, vampires always opt for the former. Indeed, time is a vampire's greatest weapon.

If it has a suitable support network, a vampire can voluntarily deny itself food and slide into torpor. Secured in some musty tomb or hidden vault, or even a deep cave, it can sleep away the years as its hunters grow old and feeble. When the odds are in its favor, it will emerge to strike back at those who dared foil its plans. It may even wait until they are dead and target their children.

This presents an ideal way to introduce Gothic Horror into a conventional *Leagues of Adventure* campaign. Thanks to the deeds of their parents, or even grandparents, the globetrotters are being hunted by a vampire. As the campaign unfolds, they slowly learn that there was more to their ancestors than met the eye.

Having every major vampire escape to return another day would be grossly unfair to the heroes. Yes, its plans may be delayed or foiled, but they do not have the satisfaction of defeating their foe. If you plan on using a vampire as a recurring, long-term villain, do so only once in a campaign.



# Leagues of Gothic Horror: Guide to Vampires

## Azzo Von Klatka, Count

*"His complexion was even more peculiar than his features; it could neither be called pale nor yellow; it was sort of gray, or, so to speak dirty white, like that of an Indian who had been suffering long from fever; and was rendered still more remarkable by the intense blackness of his beard and short cropped hair." —Anonymous, The Mysterious Stranger*

In the heart of the Carpathian Mountains stands Castle Klatka, ancestral home of the Von Klatka family. Its sole resident for the past few centuries has been Azzo Von Klatka, the last scion of a once proud and noble line.

Azzo dresses like a nobleman. His clothes, though, are centuries out of date and show signs of neglect. The color of the cloth is

faded, and his armor, which he occasionally wears, has spots of rust. Although it would be considered uncouth in the modern West, Azzo always sports a sword and dagger in style of nobles of old.

Azzo spends his nights hunting, riding through the surrounding forest on a pale horse. He has been known to accept dinner invitations from his neighbors, though he never enjoys the repast, claiming that he subsists on a purely liquid diet.

Mostly, though, he sits and broods in his castle. He never accepts guests until the sun has set, and even his politeness and formality are tinged with a cold, hard edge, for the vampire has nothing but utter contempt for mankind. Azzo shows his displeasure for lesser creatures through his gray eyes, the stare from which few mortals can tolerate for long.

### Azzo Von Klatka

**Patron** 3

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 3

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

**Secondary Attributes:** Size 0, Move 7, Perception 6, Initiative 5, Defense 7, Stun 4, Health 8\*, Horror 4

**Skills:** Academics: History 5, Athletics 7, Brawl 8, Diplomacy 6, Intimidation 10, Melee 8, Ride 5, Survival 5

**Talents:** Fearsome 2 (Temporarily frighten opponents), Flurry (Can attack opponent twice with -2 penalty), Ride-by-Attack (Can attack without mount stopping)

**Resources:** Refuge: Size 3 (Castle), Status 1 (Nobleman; +2 Social bonus)\*\*

**Vampire Powers:** Control Animal (Can control any animal), Lord & Master (Can close doors within his domain at will), Mesmerize (Can temporarily entrance foes), Regeneration (Body x 2 roll each day to heal damage), Warp Landscape (Can make it harder to find his castle)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), No Reflection (Casts no reflection)



## Princes of Darkness

in mirrors), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaw:** Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

**Weapons:** Bite 8L, Punch 8N, Arming sword 11L, Dagger 9L

\* Immune to lethal and nonlethal damage except from drowning, fire, or holy objects. He is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.

\*\* Bonus Resource from his Refuge.

### Benjamin Appleby

*“Beware that, when fighting monsters, you yourself do not become a monster... for when you gaze long into the abyss, the abyss gazes also into you.” —Friedrich Nietzsche*

Rarely is the name Benjamin Appleby uttered in the clubhouses of the Leagues of Adventure concerned with the supernatural. When it is, it is in a hushed whisper, never after sunset, and always accompanied by nervous glances toward doors and windows.

A former member of the Vengeants' Guild, Appleby was a superlative hunter of the damned. No one is entirely sure of how many ghosts, werewolves, and vampires he had destroyed, but all agree that no one has yet come close to matching his record. Such was his prowess at entering the lairs of vile fiends undetected that he was given the nickname, “The Shadow.”

No one's luck lasts forever, though. Captured and tortured by a powerful vampire, the hunter was eventually transformed into a bloodsucker. Some of his peers believe his downfall was masterminded by a cabal of vampires who feared for the continued existence of their species. Others refute this arguing that vampires rarely cooperate, and thus a vampire conspiracy is impossible.

His soul twisted by his new undead status, Appleby continues to operate as a hunter. These days, though, his chosen prey is his former comrades. The dark kiss has given Appleby

a range of new powers, not least the ability to control the shadows he once so welcomed as allies. He has no notions of honor, nor does he live in the past—he is as prepared to kill his quarry with a revolver as with his teeth.

### Benjamin Appleby

**Patron 2**

**Archetype:** Undead; **Motivation:** Glory; **Style:** 2

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

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

**Skills:** Athletics 5, Firearms 6, Intimidation 8, Investigation 5, Linguistics 5, Spying 5, Stealth 5, Streetwise 5





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**Talents:** Fearsome Attack (Uses Intimidation in place of Brawl and Melee)

**Resources:** Fame 1 (Hunter of globetrotters; +2 Social bonus)

**Vampire Powers:** Regeneration (Body x 2 roll each day to heal damage), Shadow Control (Can deepen shadows), Shadow Walker (Can teleport via shadows), Sire (Can create vampires), Wall Walking (Can scale sheer surfaces)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaw:** Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

**Weapons:** Bite 8L\*\*, Punch 8N, Heavy revolver 9L, Arming sword 11L

*\* Immune to lethal and nonlethal damage except from drowning, fire, or holy objects. He is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*\*\* If he scores 3+ successes on his bite attack, he has latched onto its victim's neck. Until he ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic damage equal to the fiend's Strength rating each round.*

## The Crimson Chalice

*"Amazing how being bathed in arterial blood can wash out any lingering romantic disappointments."*

—Diana Peterfreund, *Rampant*

Under the public pretence of being a social club for aristocratic and high-society lovers of exotic drinks, the secretive and depraved members of the Crimson Chalice regularly partake in hematophagy—the drinking of blood. With vampires being creatures of mere folklore, the majority of members partake of the crimson fluid merely because it is taboo in Western society.

Lower ranking members sup from each other, slitting the skin of their peers' arms and chests, but taking very little blood in the course of a night. Often the ritual is done as part of an

orgy, another act of rebellion against a repressive society. Higher ranking members partake of greater quantities, drinking the blood of donors from a golden chalice supposedly once owned by Vlad the Impaler. Few of these donors were willing participants, but all but a select few members are aware of this. Despite their rebellion against conventional social mores, likely they would be horrified to learn the truth.

Society may not believe in vampires, but they are very real. The Crimson Chalice is a cover for Carmilla, Countess Karnstein, a notorious vampire who plagued Styria (in southeast Austria) during the 18th century. Having escaped death at the hands of Austrian imperial agents in 1777 by sacrificing the last of her female vampire lovers, Carmilla fled to Paris, where, through subtle manipulation and patience only the undead possess, she eventually entered high society, whereupon she founded the Crimson Chalice.

Despite being the nominal head of the club, Camilla maintains a low profile, posing as one of the higher ranking members and secretly pulling the strings of her supposed superiors from the shadows so as not to attract unwanted attention. A few members have discovered the terrible truth of her true nature over the years, but they have been permanently silenced.

Slowly but surely, and being careful not to repeat her past mistakes, Carmilla is transforming chosen female members of the Crimson Chalice into vampires. Her coven currently stands at just five. All are relatively weak creatures and count as vampire brides.

## Belle de Ville

Belle de Ville has played many roles during her lifetime—street urchin, prostitute, bereaved widow. She is currently a leading singer and dancer at Moulin Rouge, a celebrity among those who frequent the cabaret and known, by reputation at least, to men of all walks of life for her scandalous and enthusiastically received performances. She is also a bride of Carmilla, whom she has served loyally and passionately since her conversion 86 years ago.

While Belle occasionally preys on visitors to the cabaret, she is careful not to attract

## Princesses of Darkness

unwanted attention by killing patrons. Her specific role within the Crimson Chalice is to entice men and women to their doom, luring them to pre-planned locations far from the Moulin Rouge with promises of forbidden love, where Carmilla's enthralled thugs dispatch the unfortunate soul in readiness for draining his or her blood for the next gathering at the Crimson Chalice.

Outwardly, Belle is all laughs and smiles, a thoroughly social creature and naturally at ease at all levels of society. Beneath the veneer of joviality and civility she is a cunning hunter, always sizing up her next meal and struggling to rein in her desire to sate her eternal lust of fresh blood.

### Patron 1

**Archetype:** *Undead celebrity*; **Motivation:** *Survival*; **Style:** 1

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

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

**Skills:** Athletics 4, Brawl 5, Con 6 (*Seduction* 7), Empathy 6, Intimidation 5, Performance 6 (*Singing* 7), Stealth 5

**Talents:** Attractive (+1 Charisma when dealing with people)

**Resources:** Fame 1 (Entertainer; +2 Social bonus), Rank 1 (Crimson Chalice; +2 Social bonus)

**Vampire Powers:** Mesmerize (Can entrance opponents), Read Mind (As Telepathy mentalism Talent), Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weakness:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Garlic Aversion (-2 to all rolls to affect someone wearing garlic), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaw:** Thirst for Blood (+1 Style point when her unholy appetite reveals her true nature or causes her problems)

**Weapons:** Bite 5L\*\*, Punch 5N

\* *Belle is immune to lethal and nonlethal damage except from drowning, fire, or holy*



*objects. She is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*\*\* If Belle scores 3+ successes on her bite attack, she has latched onto its victim's neck. Until she ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic damage equal to the fiend's Strength rating each round.*

### Typical Member

While Camilla favors female companions in more ways than one, most members of the Crimson Chalice are actually male (many female participants are prostitutes, drugged into submission so as not to resist being supped from), and all of them are rakes, aristocratic young men of immoral and promiscuous nature who willingly engage in all manner of licentious and



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debauched activities without giving a thought for what polite society might think of them.

**Ally 1**

**Archetype:** *Aristocrat*; **Motivation:** *Power*;  
**Style:** 0

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

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Horror —

**Skills:** Con 7, Connoisseur 5, Empathy 5, Firearms 4, Gambling 5, Melee 5

**Talents:** None

**Resources:** Rank 0 (Crimson Chalice; +1 Social bonus), Social 0 (Minor aristocrat; +1 Social bonus)

**Flaws:** Fanatical (+1 Style point whenever he is needlessly cruel to his friends or enemies)

**Weapons:** Punch 0N, Light revolver 6L

## **Dracula, Count**

*"The blood is life... and it shall be mine!"*  
—Bram Stoker, *Dracula*

Arguably the king of Western vampires and the blueprint for the many bloodsuckers who followed in literature and movies, Dracula is not merely the subject of a work of fiction in *Leagues of Gothic Horror*. Rather, the novel is based on actual terrible events that occurred during the early 1890s.

In the story, Dracula is slain by the band of brave heroes. In *Leagues of Gothic Horror*, his death was not final—Van Helsing created a false ending to the story to cover the party's failure to permanently lay the creature to rest. Dracula was severely weakened and forced to retire to a hidden coffin for many years, but now his strength is slowly returning. Soon, he will stalk the night once more and is keen to enact revenge.

Dracula is not a stake-fodder vampire. He is powerful, cunning, cautious, and arrogant in equal measure. As an immortal, time is on his side. Globetrotters who come close to foiling his plans may suffer his wrath, but equally he may simply retreat to one of his many lairs and wait for them to wither and die of old age.

This supplement does not provide a biography for Vlad the Impaler, who has been linked with the fictitious Dracula on numerous occasions, nor does it detail the events of the *Dracula* novel—the internet has many thousands of words on the former, and any *Leagues of Gothic Horror* Gamemaster worth his salt has seen at least one Dracula movie.

Having been represented many times in fiction and film, there are many dozens of variations of Dracula out there, each assigning him varying powers and weaknesses to suit the needs of the story. As such, the stats presented below are an amalgam of various sources and should not be seen as a claim at producing a definitive version. Depending on your particular view of Dracula, he may have different Attributes, Skills, Talents, or special abilities. He may have extra Flaws as well, such as an Obsession with Mina Harker (as per the movie *Bram Stoker's Dracula*).



# Princes of Darkness

## Elizabeth Báthory

### Count Dracula

**Patron** 5

**Archetype:** *Undead*; **Motivation:** *Survival*;  
**Style:** 5

**Primary Attributes:** Body 5, Dexterity 4, Strength 5, Charisma 4, Intelligence 4, Willpower 5

**Secondary Attributes:** Size 0, Move 9, Perception 9, Initiative 8, Defense 9, Stun 6\*, Health 10\*, Horror 4

**Skills:** Academics: History 6, Athletics 8, Brawl 9, Con 8, Diplomacy 7, Empathy 7, Intimidation 10, Linguistics 6, Performance 6, Ride 7, Stealth 7

**Talents:** Fearsome (May Intimidate foes within 10 feet), Iron Jaw (+1 Stun)\*, Unarmed Parry (Can block melee weapons)

**Resources:** Refuge: Domain 1 (+2 bonus), Refuge: Size 2 (Small, ruined castle), Status 1 (Foreign nobleman; +2 Social bonus)

**Vampire Powers:** Animal Summoning (Can summon bat or rat swarms or wolves), Back from the Dead (Can be resurrected after death), Daywalker (Not harmed by sunlight), Lesser Shape Change (Can transform into rat, bat, or wolf), Mesmerize (Can captivate opponents), Regeneration (Body x 2 roll each day to heal damage), Sire (Can create vampires), Wall Walking (Can scale sheer surfaces)

**Vampire Weakness:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Garlic Aversion (-2 to all rolls to affect someone wearing garlic), No Reflection (Casts no reflection in mirrors), Power of the Lord (Susceptible to holy objects)

**Flaw:** Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

**Weapons:** Bite 9L\*\*, Punch 9N

\* *Dracula is immune to lethal and nonlethal damage except from drowning, fire, or holy objects. He is subject to knockback, knock-down, and stun from any form of damage, even if it inflicts no actual injury.*

\*\* *If Dracula scores 3+ successes on his bite attack, he has latched onto its victim's neck. Until he ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic damage equal to the fiend's Strength rating each round.*

*Welcoming the virgins fair, to live a noble life  
In the castle known to all, the Count's infernal wife*

*She invites the peasants with endless lavish foods*

*But when evening spreads its wings, she rapes them of their blood*

—Venom, *Countess Bathory*

Few historians and occult scholars worth their salt do not know the name of Countess Báthory (1560-1614). Her rise to infamy began at the end of the 16th century, when rumors of wickedness began to spread throughout the lands surrounding her castle. After collecting accounts from 300 witnesses, the countess was finally brought to trial.

There, news emerged of her barbaric acts. Of how she would lure peasant girls to her castle with the promise of work, only to beat, bite, burn, and mutilate them horribly. Worse, she would then bathe in their blood in order to retain her youthful appearance. Ironically, Countess Báthory may have ended her life in a nunnery, the scandal swept under the carpet, had she not moved on from peasant girls to the daughters of the nobility.

Her punishment was to be spend the rest of her life in solitary confinement. Bricked up in a small room, she survived her imprisonment for four years before dying.

Báthory was buried in Ecsed, her birthplace, but she did not rest long in the grave. Driven by a lust to satisfy her sadistic streak and to retain her beauty, she rose as a vampire.

Although she often appears as a beautiful woman, her true form is an aged crone, her skin heavily wrinkled with age and marked by liver spots. Only by feeding can she regain her youthful appearance and even then it is fleeting. Unlike many Western vampires, the countess retains her reflection—part of her curse is to see herself suffer the ravages of old age.

A true sadist, her Power Motivation craves her to dominate and inflict harm on others. A monster by nature, she toys with her preferred prey (females) before draining them of their



# Leagues of Gothic Horror: Guide to Vampires



blood. Although she can sire other vampires, only rarely does she do this—Báthory sees little point in creating potential rivals. To ensure they cannot rise, she mutilates her victims, hacking off the head and feet and removing the heart (and not always only after death).

Her days of living in a castle and inviting victims to their death are long over. Báthory is an itinerant vampire, making her way through the grand capitals of Europe using a string of aliases. While her name changes, her pride requires her to use a noble title. A creature of habit, she mixes with the upper-class and aristocracy at nighttime social events.

## Elizabeth Báthory

**Patron** 2

**Archetype:** *Undead*; **Motivation:** *Power*;  
**Style:** 1

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

**Secondary Attributes:** Size 0, Move 6, Perception 5, Initiative 5, Defense 8, Stun 3, Health 6\*, Horror 4

**Skills:** Athletics 4, Brawl 8, Con 6 (*Seduction* 7), Connoisseur 5, Diplomacy 6 (*Persuasion* 7), Empathy 6, Intimidation 6, Linguistics 3, Performance 6, Stealth 6

**Talents:** Attractive (+1 Charisma when dealing with people), Bod Attack (Uses Charisma for Brawl), Bold Defense (Uses Charisma for Active Defense)

**Resources:** Status 1 (Noble; +2 Social bonus)

**Vampire Powers:** Manipulate (Can control the actions of others), Mesmerize (Can temporarily entrance foes), Read Mind (Can detect the thoughts of others), Regeneration (Body x 2 roll each day to heal damage), Sire (Can create vampires)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaw:** Elderly (-2 penalty to rolls involving strength, speed, or vigor; +1 Style point whenever her age slows her down or she is taken advantage of because of it)\*\*, Sadism (+1 Style point whenever she is needlessly cruel to her friends or enemies), Thirst for Blood (+1 Style point when her unholy appetite reveals her true nature)

**Weapons:** Bite 8L, Punch 8N

*\* Immune to lethal and nonlethal damage except from drowning, fire, or holy objects. She is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*\*\* After 24 hours without drinking blood, she reverts to her aged form. She gains the Elderly Flaw and loses her Attractive Talent (reduce her Charisma and related Skills by one).*



*"Death is not the worst. There are things more horrible than death." —Nosferatu the Vampire (1979)*

# Princes of Darkness

Whereas Count Dracula is an aristocratic fiend possessed of great charisma and seductive charm, Orlok is a vile, feral creature. His frame is tall and lank, his teeth are ratlike, and his face is drawn and skull-like. Even his movements are wrong, for his long limbs are more akin to those of a spider.

Orlok's origins are a mystery—he has forgotten both his age and how he became a vampire. Whether he has any genuine claim to a noble title is equally unknown.

Orlok is an odd vampire—he has no capacity to create others of his kind, and can only be truly slain by sunlight (which is more dangerous to him than other vampires). He has no power over wolves, but like other nosferatu he has mastery over rats and other vermin.

Count Orlok is a forbearer of pestilence and death. Wherever Orlok walks, plague follows in his wake like a ghastly shadow. This ability serves him well, for during an epidemic few bother to take notice as to whether a corpse has died of infection or blood loss from small wounds on the neck. At night, Orlok sleeps in a coffin filled with soil impregnated with the Black Death.

## Count Orlok

**Patron** 2

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

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

**Secondary Attributes:** Size 0, Move 7, Perception 6, Initiative 6, Defense 7, Stun 4, Health 7\*, Horror 4

**Skills:** Athletics 6, Brawl 7, Empathy 6, Intimidation 9, Linguistics 4, Stealth 8

**Talents:** Fearsome 2 (May Intimidate foes within 10 feet; +2 Intimidation rating)

**Resources:** Refuge: Size 1 (Small, ruined castle), Status 1 (Foreign nobleman; +2 Social bonus)

**Vampire Powers:** Animal Summoning (Can summon rat swarms or giant rats), Carrier (Infected with cholera), Night Vision (Offsets 2 points of darkness penalties), Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Power of the Lord (Susceptible to holy objects)

**Flaw:** Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

**Weapons:** Bite 7L\*\*, Punch 7N

*\* Orlok is immune to lethal and nonlethal damage except from sunlight. He is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*\*\* If Orlok scores 3+ successes on his bite attack, he has latched onto its victim's neck. Until he ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.*

**Severe Sunlight Weakness:** When Orlok is exposed to sunlight he suffers damage each round until he finds deep shadows. Reflected sunlight inflicts 4L damage, weak direct sun-





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light 6L, and bright direct sunlight 10L each round of exposure. Orlok may resist with his Passive Defense.

## R. M. Renfield

*“What he desires is to absorb as many lives as he can, and he has laid himself out to achieve it in a cumulative way.”* —Bram Stoker, *Dracula*

A former solicitor, mental patient, and minion of Count Dracula, Renfield met his death at the vampire’s hands after betraying his master. Ironically, Renfield’s lust for immortality has come to fruition. Sadly, his eternal existence is now as a phantom.

Renfield still lusts for blood, as he did in life, believing that if he consumes enough he

will not only return to corporeal form, but will live forever. Insects, vermin, and birds no longer sate his appetite. Although he is not a true vampire, Renfield craves human blood.

Wounds inflicted by his Lacerate power do not bleed profusely. Instead, Renfield absorbs the blood directly. The grisly disemboweling of a victim with only minimal blood loss is certain to confuse coroners and come to the attention of the Leagues sooner rather than later.

## R. M. Renfield

### Patron 1

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

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

**Secondary Attributes:** Size 0, Move 5, Perception 8, Initiative 6, Defense 8, Stun N/A\*, Health 7\*, Horror —

**Skills:** Academics: Law 5, Animal Handling 5, Bureaucracy 5, Empathy 5, Intimidation 8

**Talents:** Animal Affinity (+1 Charisma when dealing with animals), Fearsome (Can temporarily frighten foes)

**Resources:** None

**Powers:** Animal Control, Lacerate, Manifestation, Strangulation

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

**Weapons:** None

\* *Spirits are immune to nonlethal damage, and cannot be stunned. In addition, only magical rituals, enchanted weapons, or weird science weapons created specifically for the purpose of harming incorporeal entities can inflict lethal damage.*

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

## The Ripper

*“They had been shocked by the recent bloody Whitechapel murders, as if starvation, disease, moral degradation, and perpetual smog drowning all color in gray wasn’t enough to bring home the pathetic reality of*



# Princes of Darkness

*their miserable existence. The police were no nearer to capturing the monster that lurked in the crevices, and London seemed stiller in the dark, the streets devoid of hope."*

—Carol Oates, *Something Wicked*

As of 1890, it has been two years since Jack the Ripper terrorized the East End of London. Two years in which there have been countless murders of the drab, smog-choked streets, but none with the same fury or casual disregard for human life. Things have changed.

The denizens of the crowded streets are once again targeted by a madman, a lunatic who literally rips his victims apart. Thus far, the newspapers have not caught onto the fact that in each new case there is less blood than one might expect from such butchery. As far as the public are concerned, Jack the Ripper is back.

In fact, "Jack" is Jill. A working girl of middle-age and faded youth, and with no prospects of a better life, Jill was attacked by a vampire who lured her to her fate with promises of good money. The fiend had planned to break her neck so ensure she stayed dead, but he was disturbed before he could finish the act.

Now a thrall, Jill stalks the streets in search of something other than a quick knee-trembler. Although she has lost what little intellect she had, she is a cunning hunter. She retains enough humanity to remember her old haunts and how to go about securing business. In fact, undeath has been rather kinder to her than life, for she now has the power to mesmerize the living simply by staring at them.

## The Ripper

**Patron 0**

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

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

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

**Skills:** Athletics 5, Brawl 6 (*Bite* 7), Con 6 (*Seduction* 7)

**Talents:** Tough 1 (+1 Body rating)

**Resources:** None

**Vampire Powers:** Mesmerize (Can temporarily entrance foes), Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Decapitation/Piercing the Heart (Instantly slain if damage exceeds its Body rating), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaw:** Thirst for Blood (+1 Style point when her unholy appetite reveals her true nature)

**Weapons:** Bite 7L\*\*, Punch 6N

*\* Immune to lethal and nonlethal damage except from drowning, fire, or holy objects. She is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*\*\* If she scores 3+ successes on her bite attack, she has latched onto its victim's neck. Until she ceases feeding voluntarily or is forced,*





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ibly removed (as per ending a grapple), the victim takes automatic damage equal to the fiend's Strength rating each round.

## Ruthven, Lord

*She detailed to him the traditional appearance of these monsters, and his horror was increased, by hearing a pretty accurate description of Lord Ruthven; he, however, still persisted in persuading her, that there could be no truth in her fears, though at the same time he wondered at the many coincidences which had all tended to excite a belief in the supernatural power of Lord Ruthven* —John Polidori, *The Vampyre*

Lord Ruthven (a noble title, not a true name) is a vampire, but not of the ilk of

Dracula or Orlok. His existence is sustained by blood, but he has none of the usual strengths or weaknesses or other bloodsuckers. He can eat and drink normal food, though he gains no sustenance from such things, walk around in daylight, and has no fear of holy places or objects. Save for his affinity for moonlight, he appears quite mortal.

Ruthven is attractive (if a little pale of complexion) and seductive, a dashing figure who is greatly desired by women (and some men). Alas, his charisma conceals an evil predator utterly devoid of morals. A monster at heart, he is especially cruel to those who fall for his unholy charms.

Ruthven's origins are a mystery. He entered high-society in the early 19th century before subsequently disappearing. Now, as the century draws to an end, Ruthven has once again returned to London to feast and torment.

## Lord Ruthven

**Patron 2**

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

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

**Secondary Attributes:** Size 0, Move 5, Perception 6, Initiative 5, Defense 5, Stun 3, Health 6, Horror — (3 if feeding)

**Skills:** Brawl 7, Con 8, Connoisseur 7, Diplomacy 5, Gambling 5, Linguistics 4, Performance 8

**Talents:** Attractive (+1 Charisma when dealing with people; already included), Captivate (Temporarily entrance foes)

**Resources:** Status (Lord; +2 Social bonus)

**Flaws:** Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

**Weapons:** Punch 7N, Bite 7L

**The Power of the Moon:** Ruthven has no special resistance to damage and can be harmed as if he were a mortal. Exposed to moonlight, however, he instantly heals all damage, even if he is technically dead. The only way to slay Ruthven permanently is to ram a stake through his heart and decapitate him *after* his Health reaches -5.



## Doctor Samuel Moore

*"Being deeply loved by someone gives you strength, while loving someone deeply gives you courage."* —Lao Tzu

It is said that love can make a man do strange things. For Doctor Samuel Moore, the love for his wife has led him to become a murderer.

Two years ago, Moore's wife, Elizabeth, was attacked by a vampire. The assault was gradual, Elizabeth first falling ill and becoming increasingly pale as the fiend supped nightly on her blood. She died after the third visitation, leaving the good doctor utterly bereft.

In keeping with family tradition, his wife lay in her coffin in the parlor before the funeral. While grieving over her one night, Moore was shocked to see her open her eyes. Given her fangs, and the fact he himself had pronounced her dead, Moore quickly guessed that she was a vampire. Still weak, it would have been easy for Moore to end her unholy existence there and then. He choose not to do so.

Instead, he forced his wife back into her coffin, sealed the lid, and hid it in the cellar. Meanwhile, a second coffin filled with rocks was substituted at the funeral service.

Refusing to kill his wife and lose her a second time, Moore set about researching vampires in the hope for a cure. In the meantime, he knew that to release her would be extremely dangerous. So it was he fed her on his blood through an opening drilled into the coffin lid. It was an arrangement that could not last—Moore simply lacked the blood to feed his wife's growing appetite.

Still believing he could find a cure, Moore set out acquiring "donors." Using a syringe filled with morphine, he drugged members of the lower-classes (usually prostitutes, but sometimes ill or injured individuals he claimed to want to treat for no monetary charge) and then drained them of their blood using a large, twin-pronged syringe in the safety of his house. The drained corpses were then dumped in the river.

Moore has no suspicions that there are organizations devoted to destroying vampires.

## Princes of Darkness

Thus, he is unaware that his victim's corpses have raised suspicions that a vampire is terrorizing the neighborhood.

### Doctor Samuel Moore

#### Patron 2

**Archetype:** *Physician*; **Motivation:** *Love*;  
**Style:** 2

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

**Secondary Attributes:** Size 0, Move 6, Perception 7, Initiative 7, Defense 6, Stun 3, Health 6, Horror —

**Skills:** Academics 6, Brawl 5, Craft: Pharmacology 6, Diplomacy 5, Empathy 6, Firearms 5, Investigation 5, Linguistics 5, Medicine 6, Stealth 6

**Talents:** Subtle Strike (Uses Stealth rating)





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when attacking unaware opponent), Well-Educated (Treats Academics as a general Skill)

**Resources:** Status 1 (Physician; +2 Social bonus)

**Flaw:** Callous (+1 Style point whenever he does something particularly selfish or refuses to help someone in need)

**Weapons:** Punch 5N, Syringe 6N + morphine

## Warney the Vampire

*The figure turns half round, and the light falls upon the face. It is perfectly white—perfectly bloodless. The eyes look like polished tin; the lips are drawn back, and the principal feature next to those dreadful eyes is the teeth—the fearful looking teeth—projecting like those of some wild animal, hideously, glaringly white, and fang-like. —Thomas Preskett Prest, *Varney the Vampire*; or, *the Feast of Blood**

One of the earliest literary vampires, whose exploits run to nearly 800 pages of at times tedious prose, Sir Francis Varney is a strange case. Despite being a vampire, he has no aversion to garlic and is not affected by holy objects. Indeed, except when his hunger strikes he appears to be a normal human.

Varney has a strong resemblance to one Marmaduke Bannerworth, whose portrait hangs in Bannerworth Hall, though he has never used this name or claimed to live in the manor. The vampire claims he was cursed during the English Civil War (1642-1651) for an act of betrayal and the accidental murder of his own son, but has never elucidated further on the actual source of his ghastly affliction.

Unlike Dracula and Orlok, who revel in their perverse state, Varney hates his existence and feeds only when necessary for his own survival. Rumors abound he met his final death by throwing himself into Mount Vesuvius, but there is no evidence beyond a supposed transcript of his life story, which he left with a sympathetic priest.

### Varney the Vampire

**Patron** 3

**Archetype:** *Undead*; **Motivation:** *Greed*; **Style:** 3

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

**Secondary Attributes:** Size 0, Move 8, Perception 6, Initiative 6, Defense 5, Stun 3\*, Health 11\*, Horror — (4 when feeding)

**Skills:** Brawl 8, Con 7, Diplomacy 6, Empathy 6, Gambling 6, Linguistics 5, Melee 7, Performance 6, Stealth 6, Streetwise 6

**Talents:** Robust 2 (+4 Health)

**Resources:** Ally 1 (Servant who exhumes his corpse whenever he is “killed”), Status 1 (+2 Social bonus)

**Vampire Powers:** Mesmerize (Can temporarily entrance opponents)

**Vampire Weaknesses:** None

**Flaw:** Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

**Weapons:** Bite 8L, Punch 8N, Arming sword 10L  
\* Although a vampire, Varney suffers damage

## Princes of Darkness

as a normal human being. However, short of total incineration, he has a habit of returning from the dead.

**The Power of the Moon:** Varney has no special resistance to damage and can be harmed as if he were a mortal. Exposed to moonlight, however, he instantly heals all damage, even if he is technically dead. The only way to slay Varney permanently is incinerate his remains after his Health reaches -5 and before the moon's rays strike his corpse.

### Viscount de Morieue

*"Liberty, equality, fraternity, or death; - the last, much the easiest to bestow, O Guillotine!"*  
—Charles Dickens, *A Tale of Two Cities*

The French Revolution was a bloody time, especially for members of the nobility and aristocracy, whose heads tumbled from their shoulders in their hundreds. Having survived the bloodbath with not only his head, but also his lands, intact, Viscount de Morieue took a bloody revenge.

One by one, his retainers and staff were executed, decapitated in the same manner as the viscount's noble friends. Fortunately his reign of terror was short and he was soon arrested. Before long, de Morieue went the same way as countless other aristocrats.

Beheading, though, did not put a damper on his desires of vengeance. Within a few days of his entombment, people in the nearby village began to grow lethargic and eventually die. The only physical signs of injury were bite marks on their necks. While they lessened in frequency, the attacks continued on and off for the next 72 years. The title of viscount passed to de Morieue's son and then to his grandson. Young de Morieue, while a learned man, did not believe in vampires, but he was prepared to open his grandfather's tomb to reassure the peasants that his ancestor was not to blame for their misfortune. The grave was empty.

For the past 50 years or so, the vampire Viscount de Morieue has travelled throughout Europe. The intervening decades have not reduced his craving to enact vengeance. His

passion these days is turned against lower-class citizens who falsely accuse the nobility of crimes or who fail to show due deference to their social superiors. After draining his victims of blood, de Morieue beheads them with his sharp blade.

Given that he has already lost his head once and returned from the grave, decapitation no longer works against the viscount. He is susceptible to staking, though.

### Viscount de Morieue

#### Patron 1

**Archetype:** *Undead*; **Motivation:** *Revenge*;  
**Style:** 2

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

**Secondary Attributes:** Size 0, Move 7, Per-





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ception 5 (9), Initiative 8, Defense 5, Stun 2, Health 6\*, Horror 4

**Skills:** Athletics 6, Brawl 6, Connoisseur 5, Diplomacy 4, Empathy 5, Linguistics 4, Melee 6, Stealth 5

**Talents:** Robust (+2 Health rating), Strong (+1 Strength rating)

**Resources:** Status 1 (Noble; +2 Social bonus)

**Vampire Powers:** Keen Sense (+4 Perception rating with regard to hearing), Preternatural Reflexes (+2 Initiative rating), Regeneration (Body x 2 roll each day to heal damage)

**Vampire Weaknesses:** Piercing the Heart (Instantly slain if damage exceeds its Body rating), Power of the Lord (Susceptible to holy objects), Sunlight Weakness (Suffers lethal damage from sunlight)

**Flaw:** Intolerant: Peasants who don't respect

their betters (+1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does.), Thirst for Blood (+1 Style point when his unholy appetite reveals his true nature)

**Weapons:** Bite 6L\*\*, Punch 6N, Arming sword 9L

*\* Immune to lethal and nonlethal damage except from drowning, fire, or holy objects. He is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.*

*\*\* If the viscount scores 3+ successes on his bite attack, he has latched onto his victim's neck. Until he ceases feeding voluntarily or is forcibly removed (as per ending a grapple), the victim takes automatic lethal damage equal to the fiend's Strength rating each round.*





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**“The blood is the life... and it shall be mine!”  
The Count is having guests for dinner...  
and you are invited to join him.**

Count Dracula may be the most well known vampire, but he is far from the only bloodsucker to set his appetite on mankind. Learn now of the dark brood that haunts the darkness of night!

This sourcebook is a detailed guide to vampires and other bloodsuckers for the Ubiquity roleplaying system.

Contents include an overview of mankind's historical interaction with vampires, the

nature of vampires & means by which they may be created & destroyed, a list of fearsome powers for customizing vampires, a bestiary of bloodsuckers from around the globe, and a number of unique vampires.

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



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