GLOBETROTTERS'GUIDE TO GOT-H-I-C-H-O-R-R-O-R-B-O-N-U-S-M-A-T-E-R-I-A-L-

Hopefully you've read the spook-packed Gothic Horror supplement and have all manner of spine-tingling ideas forming in your devious GM mind. If you need a few more supernatural treats to sink your teeth into, here's a free update of more ghoulish tidbits.

NEW VAMPIRE ABILITIES

These abilities are rarer than those described in the core supplement. Other than that small caveat, they follow the same guidelines as the others.

Alter Dimensions: The vampire can alter its dimensions in order to pass through extremely narrow gaps. No roll is required. Note that this ability does not physically alter the vampire's size, nor can it be used in combat to avoid blows—it merely allows the vampire to slip through tiny gaps without impediment. (Lucy Westenra does this in *Dracula* in order to enter her tomb, but is foiled when Van Helsing plasters the doorway to create an airtight seal.)

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.

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 at its normal maximum. Each time this ability is adds +1 to the fiend's Strength rating, ignoring all limits imposed by its Size.

NEW VAMPIRE WEAKNESSES

All Western vampires share three common weaknesses—garlic aversion, fear of the cross, and sunlight weakness. They also avoid mirrors, but they are neither pained nor troubled by them—the lack of reflection merely reveals their unholy nature. At the Gamemaster's discretion, a vampire may also possess one or more of the following weaknesses.

Nets, Grain, Seeds: For most vampires, a sprinkling of seeds on the ground or a hanging net is beneath their notice. For others, it is a weakness. Those affected by this weakness must make a Willpower roll (Difficulty 4) when presented with such items or immediately begin counting the seeds or untying the knots. While distracted, the vampire may defend itself, but may not take other actions. A Willpower roll is permitted each combat turn.

Running Water: Vampires with an aversion to running water cannot cross even the thinnest natural stream, save by bridge, boat, or being carried. Any vampire with this weakness submersed in running water suffers 4L damage each round. All other vampires suffer 2L damage. This is caustic damage. The creature may resist only with its Passive Defense.

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COUNT DRACULA

Arguably the king of Western vampires and the blueprint for the many bloodsuckers who followed in literature and movies, Dracula is not merely the subject of a work of fiction in *Leagues of Adventure*. Rather, the novel is based on actual, terrible events that occurred sometime just before the 1890 timeline begins. In the story, Dracula is slain by the band of brave heroes. In *Leagues of Adventure*, his death was not final—Van Helsing created a false ending 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.

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 Gothic Horror GM worth his salt has at least seen one Dracula movie. Having been represented many times in fiction and film, there are many variations of Dracula out there, each assigning him varying powers and weaknesses. As such, the stats presented below are an amalgam of various sources and should not be seen as definitive version.

Depending on your particular views of Dracula, he may have different Attributes, Skills, Talents, or special abilities. He may have alternate Flaws as well, such as an Obsession with Mina Harker (as per the movie *Bram Stoker's Dracula*).

COUNT DRACULA

Patron 5

Archetype: *Undead*; Motivation: *Survival*; Style: 5 Primary Attributes: Body 5, Dexterity 4, Strength 5,

Charisma 4, Intelligence 4, Willpower 5

Secondary Attributes: Size 0, Move 9, Perception 9, Initiative 8, Defense 9, Stun 6*, Health 10*, Horror 2

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

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

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

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

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

* Dracula is immune to lethal and nonlethal dam-

age except from drowning, fire, or boly objects. He is subject to knockback, knockdown, and stun from any form of damage, even if it inflicts no actual injury.

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

Animal Control: Dracula can summon a single rat swarm or a number of wolves equal to his Charisma. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to Dracula.

Daywalker: Dracula is not be harmed by sunlight. He suffers a 2-point reduction in all physical attributes and cannot use any of his special abilities while in sunlight.

Decapitation/Piercing the Heart: This requires a Called Shot against a vital area. If the damage exceeds Dracula's Body rating, the fiend is instantly slain, otherwise the attack has no effect.

Garlic Aversion: Dracula suffers a –2 penalty to all rolls to affect a person wearing a garland of garlic bulbs. Garlic can also be used to ward entrances, Dracula being unable to cross a line of garlic.

Mesmerize: As per the Captivate Talent.

Power of the Lord: A cross, crucifix, or holy wafer (and paraphernalia of other religions at the Gamemaster's discretion) can be used to make a Touch Attack against Dracula. Such objects cause 0L damage.

These holy objects can also be used to keep Dracula at bay, but only if the wielder is a true believer in the faith. Presenting such an object requires an attack action. In order to close within five feet of the wielder, Dracula must make a Willpower roll as a reflexive action. If he rolls more successes than the wielder's Willpower, the night fiend is unfazed and may act as normal. Otherwise, he can advance no closer, no use any of his other abilities against the wielder.

Regeneration: When Dracula rests in his earth-filled coffin, he makes a Body roll each dawn. Every two successes removes one level of lethal damage caused by drowning, fire, or holy objects.

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

Sire: Anyone slain by Dracula's bite returns as a vampiric minion within three days of burial. Such fiends are incapable of personal growth, no matter how long they live. They retain their mortal attributes, Skills, and Talents, save for Intelligence, which is lowered to 1—these fiends are naught but nocturnal, feral hunters. A true vampire is created only if Dracula allows his victim to drink of his own blood before death.

Wall Walking: Dracula can crawl up walls or across ceilings at half its Move rating. It may Run, but at half its normal Run Move.

COUNT ORLOK

Whereas Count Dracula is an aristocratic fiend possessed of great charisma and seductive charm, Orlok is a vile, feral creature. His frame is tall and lank, his teeth are ratlike, and his face is drawn and skull-like. Even his movements are wrong, for his long limbs are more akin to those of a spider. Orlok has no capacity to create others of his kind, and can only be truly slain by sunlight (which is more dangerous to him than other vampires). He has no power over wolves, but has developed complete mastery over rats and other vermin. Wherever Orlok walks, plague follows in his wake.

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 8, Linguistics 4, Stealth 8

Talents: Fearsome 2 (May Intimidate foes within 10 feet; +2 Intimidation)

Resources: Refuge: Size 1 (Small, ruined castle)

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

Weapons: Bite 7L**, Punch 7N

* Orlok is immune to lethal and nonlethal damage except from drowning, fire, holy objects, or 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 damage equal to the fiend's Strength rating each round.

Animal Control: The vampire can summon a number of rat swarms equal to his Willpower. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to Orlok.

Garlic Aversion: Orlok suffers a -2 penalty to all rolls to affect a person wearing a garland of garlic bulbs. Garlic can also be used to ward entrances, Orlok being unable to cross a line of garlic.

Night Vision: As per the Blind Fight Talent.

Power of the Lord: A cross, crucifix, or holy wafer (and paraphernalia of other religions at the Gamemaster's discretion) can be used to make a Touch Attack against Orlok. Such objects cause 0L damage.

These holy objects can also be used to keep Orlok at bay, but only if the wielder is a true believer in the faith. Presenting such an object requires an attack action. In order to close within five feet of the wielder, Orlok must make a Willpower roll as a reflexive action. If he rolls more successes than the wielder's Willpower, he may act as normal. Otherwise, it can advance no closer, no use any of its other abilities against the wielder.

Regeneration: When Orlok rests in his coffin (which is filled with soil impregnated with the Black Death) he makes a Body roll each dawn. Every two successes removes one level of lethal damage caused by drowning, fire, holy objects, or sunlight.

Severe Sunlight Weakness: When Orlok is exposed to sunlight he suffers damage each round until he finds deep shadows. Reflected sunlight inflicts 4L damage, weak sunlight 6L, and bright sunlight 10L. This is caustic damage. Orlok may resist with his Passive Defense.

HEADLESS HORSEMAN

Sleepy Hollow in the State of New York is not the only place to be haunted by a headless horseman. In Irish folklore, the dullahan is a headless faerie carrying a whip made from the spine of a human corpse. Scottish folklore speaks of a would-be chieftain whose aspirations ended in beheading, and who now rides the night as a headless ghost. German myth has two stories concerning decapitated riders. This version is loosely inspired by the Sleepy Hollow movie. The horseman must obey whoever possesses its head. Although obedient to both the letter and the spirit of its commands, it is an unwilling servant. When not required, the horseman exists only in Hell, for his soul was damned by his actions in life. Despite having no head, it can see and hear without undue impairment. Of course, it cannot communicate except through gestures (not that it has much call to talk to the living). The horseman rides a demonic steed (see below). It cares nothing if the beast is slain-each time the rider is summoned, it is given a new mount.

HEADLESS HORSEMAN

Patron 2

Archetype: Undead; Motivation: Duty; Style: 2 Primary Attributes: Body 4, Dexterity 4, Strength 4, Charisma 0, Intelligence 2, Willpower 4

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

Skills: Brawl 6, Intimidation 4, Melee 8, Ride 9 **Resources:** None

Talents: Callous Rider (can exert mount to give +2 Ride), Mounted Charge (+2 charge bonus)

Flaw: Sadism (+1 Style point whenever)

Weapons: Punch 6N, Sword 11L

Immortal: The horseman is immune to nonlethal damage. Lethal damage that reduces its Health to below zero causes it to dissipate into mist. While it must spend an entire 24 hours in Hell before it can be summoned again, the next time it manifests it returns completely undamaged. Only by destroying its head can it be truly laid to rest. It suffers knockback, knockdown, and stunned effects as normal.

LEAGUES OF ADVENTURE

DEMONIC STEED

A demonic steed is quite simply a mundane horse that is host to an unintelligent demonic spirit. This possession transforms the beast into a black stallion, with eyes that glow like hot coals, and whose nostril exhalations reek of sulfur. Although incapable of speech, the fell spirit understands simple commands in every human tongue. Demonic horses are never found roaming or wild. Rather, they are gifted to necromancers, a sign of favor from their master Satan, a symbol of their unholy pact with him. Many owners inflict grievous injuries on their beasts, wrapping barbed wire into their flanks or using the same as reins, and hammering large nails through their hooves, to condition the mount against injury and pain. Such beasts have been known to function unimpaired despite seemingly mortal wounds, giving them a fearsome reputation.

DEMONIC STEED

Archetype: Demon; Motivation: Duty; Style: 2

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

Secondary Attributes: Size 1, Move 7(14)*, Perception 4, Initiative 5, Defense 6, Stun 3, Health 7, Horror 2

Skills: Brawl 8, Stealth 4**, Survival 4

Resources: None

Talents: Alertness (+2 Perception rating), High Pain Tolerance 2 (Ignore wound penalties), Ride by Attack (Can simultaneously move and attack)

Flaw: Bestial (Character cannot communicate or use tools)

Weapons: Kick 7N

* Creatures with four legs double their Move rating when running.

** The steed has a -1 Size penalty on Stealth rolls.

VARNEY THE VAMPIRE

One of the earliest literary vampires, whose exploits run to nearly 800 pages, Sir Francis Varney is a strange case. 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 for an act of betrayal and the accidental murder of his own son.

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 sympathic 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 0

Skills: Brawl 8, Con 7, Diplomacy 6, Empathy 6, Gambling 6, Linguistics 5, Performance 7, Stealth 6, Streetwise 7

Talents: Robust 2 (+4 Health)

Resources: Status 1 (+2 Social bonus), Wealth 1

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

Weapons: Bite 8L**, Punch 8N

* Although a vampire, Varney suffers damage as a normal human being. However, short of total incineration, be bas a habit of returning from the dead.

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

Back from the Dead: Short of total incineration, Varney has a habit of returning from the dead by a variety of means. Varney returns to its unlife at 0 Health.

Daywalker: Varney is not be harmed by sunlight. He suffers a 2-point reduction in all physical attributes and cannot use any of his special abilities while in sunlight.

Mesmerize: As per the Captivate Talent.

Regeneration: When Varney rests in his earth-filled coffin, he makes a Body roll each dawn. Every two successes removes one level of lethal damage caused by drowning, fire, or holy objects.

Sire: Anyone slain by Dracula's bite returns as a vampiric minion within three days of burial. Such fiends are incapable of personal growth, no matter how long they live. They retain their mortal attributes, Skills, and Talents, save for Intelligence, which is lowered to 1—these fiends are naught but nocturnal, feral hunters. A true vampire is created only if Dracula allows his victim to drink of his own blood before death.

MORE REFERENCES

The following are non-fiction books GMs might find useful for Gothic Horror games.

Dictionary of the Occult (pub. by Geddes & Grosset) Vampire The Encyclopedia (Matthew Bunson)

Vampires, Werewolves, Witches (three small books, all by Nigel Suckling)

Vlad the Impaler: Son of the Devil, Hero of the People (Gavin Baddeley and Paul Woods)