

"But ghosts aren't white and bright. Ghosts are shadows of someone or something gone wrong." —Paul Tremblay, Disappearance at Devil's Rock

This appendix expands on the *Guide to Apparitions*.



Characters with the Medium Talent are able to communicate with the dead. Contacting the spirit world requires either a ouija board or the medium to enter a trance, the latter being preferred in séances. Naturally, the use of a ouija board requires the medium to actually possess such an object.

Trances

Entering a trance can be done anywhere (within reason) and requires no special trappings. At the Gamemaster's discretion, loud noise, constant interruptions, or uncomfortable surroundings, each give a -2 penalty to the Empathy roll.

Trances come with inherent risks, especially if the medium is suddenly awakened. First, a Critical Failure means the medium has contacted with a demon or some other evil entity. The spirit uses the medium's mouth to threaten other participants, swear like a trooper (not the done thing in polite society), or otherwise verbally harass the living.

The medium gets one chance to voluntarily break the psychic connection. This requires a Willpower x 2 roll with a Difficulty equal to the spirit's Willpower rating (assume 3 as a default). Failure means the medium is trapped in the trance unless awakened by another.

Awakening a medium is never advisable, though sometimes it is a necessary act. The medium must make a reflexive Willpower x 2 roll. The Difficulty depends on the specific circumstances. Being loudly shouted at is Difficulty 5. Being violently shaken is Difficulty 4. Suffering a nonlethal wound, such as being slapped or punched, is Difficulty 3. Suffering a lethal wound lowers the Difficulty to 2. Failure causes a temporary problem, depending on the degree of failure.

Degree of Failure	Result
Simple	Hysterical for one minute. They are unable to take Attack or Move actions during that time, but may still perform reflexive actions and defend themselves normally.
Complete	As above, except the medium is stunned for the next hour.
Pitiful	The medium gains the Amnesia Flaw for the next hour.
Dreadful	Catatonic shock (as knocked out) for the next 10 minutes.
Abysmal	As above, except the catatonia lasts for 24 hours.
Critical	One Sanity point lost in addition to the normal degree of failure

Fraudulent Mediums

Not every medium has a psychic gift. Indeed, the great majority of those professing to be able to communicate departed love ones are frauds. Some perform so-called feats of mediumship to help others come to terms with their grief. Such an act might be considered a kindness, though many fraudulent mediums still charge money. Other frauds fake séances purely for monetary gain or because



Appendix 4:

Guide to Apparitions

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they get a kick out of deceiving others in their time of sorrow.

Fraudulent mediums can appear to receive messages from the dead that pertain to one of the séance participants using Alienism: Profiling or Psychology or Empathy. The Difficulty of fooling someone into believing that a loved one is communicating with them from beyond the grave is equal to their Intelligence rating.

Diabolical Powers

Certain abilities require a specter to touch a victim. Abilities that inflict damage, such as Chill Touch and Lacerate, provide the ghost with a pool of dice and work as normal (remembering that defending against an invisible entity prevents using Active Defense).

Others, such as Possession, make no mention of any attack roll. If the ghost is invisible and the victim is unaware of the spirit, the "attack" is automatically successful. If the spirit is Manifested, touching the victim requires a Dexterity x 2 roll as an Attack action against the victim's Active Defense only.

Changes to Existing Apparitions

Gamemasters planning on using the new powers below may wish to make changes to the ghosts in *Guide to Apparitions*.

Banshee: Replace Despair with Primal Scream.

Fright: Add Aging and Primal Scream to the elective available powers.

Haunted House: Replace one or two powers with Animate Object and/or Steal Memories. The latter power could also work slightly differently with the haunt. Instead of losing their own memories, the victim becomes convinced they used to occupy the house at some point in history.

Scare: Replace Nightmare with Primal Scream.

Screaming Skull: Replace Noise with Primal Scream.

Aging

Sometimes the sight or sound of a ghost can cause premature aging in mortals.

The ghost must either touch the victim or be Manifested before them. The spirit then makes a Willpower x 2 roll against one opponent. If it rolls more successes than the target's Body rating, the victim suffers from premature aging for the remainder of the combat or scene. This manifests as the Elderly Flaw.

If it rolls more than double the victim's Body rating, the victim suffers from permanent whitening of their hair from the shock as well as temporary aging. If it rolls more than *three* times the victim's Body rating, the victim permanently gains the Elderly Flaw. Characters who already have the Flaw gain the Dying Flaw instead.

This ability can be used on an individual opponent only once. After this, that person is immune to the ghost's insidious aging power.

Haunting points: Equal to the victim's Body x 2.

Animate Object²

The ghost has the capacity to attach itself to an inanimate object and animate it. The object must have some form of potential locomotion. For instance, a child's doll or statue has legs, as does a chair or table! To move other objects, such as wielding a sword, requires Telekinesis.

The object has the same Physical Attributes or Structure as the base object, but gains the spirit's Mental Attributes. Gamemasters should use the physical stats for Animated Statues (see *Guide to Mummies*) or Evil Puppets as a guideline.

The spirit replaces its existing Skills with one suitable ones. For example, one that takes control of an automobile (it has wheels and is thus mobile) probably only needs Pilot: Automobile, where an animated statue might have both Athletics and Brawl.

Haunting points: Varies with the object's Size. Size 1 or lower requires 1 Haunting point. Larger objects have a Haunting point cost equal to their Size.

Malfunction

The ghost can cause one piece of electrical or mechanical machinery to malfunction. Depending on the ghost's desires, the machinery can break down entirely (an automobile engine refuses to start or the brakes fail) or start behaving in an unexpected manner (Automatic Transcriber starts writing the same phrase over and over again regardless of the input). The device remains malfunctioning until repaired.

Haunting points: Equal to the Difficulty of the roll to repair the malfunction.

Primal Scream

Prerequisite: Manifestation and Noise or Speech.

Often possible when Manifested, the haunting spirit emits a piercing, tortured scream that chills the blood.

The spirit makes an Intimidation roll against all opponents within 10 feet. If it rolls more successes than an opponent's Willpower rating, the victim is paralyzed with fear and unable to move or attack for a number of turns equal to the number of extra successes the ghost rolled. An opponent may defend normally, but the spell is broken if they are attacked during this time. If the ghost rolls more successes than twice its opponent's Willpower, the victim flees in terror for a number of turns equal to the total number of extra successes rolled.

Haunting points: Equal to the victim's Willpower.

Steal Memories

Certain insidious spirits have the ability to steal a

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mortal's memories through the Minor Possession ability. Such loss, while unsettling, is at least brief. A few entities can permanently siphon a person's memories.

On touching a living victim, the spirit makes a Willpower x 2 roll. If it rolls more successes than an opponent's Willpower rating, the opponent suffers the Amnesia Flaw for 24 hours. If the entity rolls more successes than twice its opponent's Willpower rating, then the Amnesia is permanent.

At the Gamemaster's discretion, the destruction of the entity may restore the memories, the lost memories may naturally return in several months or years, or be restored after a suitable period of psychoanalysis.

Haunting points: Equal to 1 + the victim's Willpower rating.

Catalog of Fiends

Apostate

An apostate is someone who has turned away from their religion. In the case of Christians, apostasy is a considered a willful rebellion against Christ by someone baptized into the faith. Satan is thus the ultimate apostate. An apostate ghost is usually one refused passage into the afterlife by the former great power it worshipped. In terms of specters, it can also refer to a heretic or one who dies unshriven of a mortal sin.

A being of vengeance, a haunting apostate lacks the power to take its wrath out on a deity directly. Forever bound to remain in the mortal world unless it makes amends for its apostatized state, it takes out its anger on worshippers of its former faith.

While full possession of a victim and overly forcing them to rebel or sin against their god would leave little taint on their soul, it can whisper insidious words into victims' ears and encourage them to sin.

Apostate

Follower 1

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

Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 5

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 4, Defense 7, Stun N/A, Health 6, Horror —

Skills: Con 8, Empathy 7

Talents: Skill Aptitude (+2 Con rating)

Resources: None

Powers: Illusion, Mimicry, Minor Possession (Callous, Delusion, Depressed, Envious, Gluttonous, Intolerant, and Lustful only), Speech, Suggestion

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

Weapons: Punch 0N

Blight

Blights are among the weakest haunting spirits, being more of a minor nuisance than any threat to the living. Many members of the Ghost Club consider them as nothing but a sub-type of pest (see *Leagues of Gothic Horror Expansion*). Unlike pests, though, blights are focused on rotting food and producing nauseating odors of putrefaction.

Spiteful and petty in life, these annoying entities are typically fettered to a place. Many are the spirits of former owners, angry that others have moved into "their" home and desirous that the interlopers vacate as quickly as possible. Although incapable of speech, blights, like other haunting spirits, understand the living. More often than not, ridding a house of a blight requires only that the spirit is convinced that it has no right to the property anymore and should move on.

Blight

Follower 0

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

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 3, Defense 5, Stun N/A, Health 4, Horror —

Skills: Empathy 6

Talents/Resources: None

Powers: Liquid (spoiling only), Odor (rot only), Putrefy

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

Weapons: Punch 0N

Glitch

The first glitches were recorded by early paranormal investigators shortly after the advent of the Industrial Revolution. Whether or not these entities existed before humanity started to make use of complex machines is a matter of debate in the Ghost Club. Supporters of them being a much older spirit point to the Greeks, who had primitive steam-powered machines, watermills, double-action pumps, and catapults. Other suggested it was the introduction of primitive cannons, renowned for exploding if mishandled, during the Middle Ages that saw the first glitches spawned.

The majority of glitches are angry spirits resulting from deadly industrial accidents, though in recent years glitches born of mishaps, or deliberate deaths, caused by weird science have been growing in number.

The Ghost Club categorizes glitches as "annoying" or "deadly." The former are tricksters set on mischief rather than causing any real harm, though their tinkering may inadvertently result in deadly peril. The latter are hell-bent on using their powers to injure, maim, or kill.

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Glitch

Follower 0

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

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

Secondary Attributes: Size 0, Move 3, Perception 6, Initiative 4, Defense 6, Stun N/A, Health 4, Horror —

Skills: Empathy 7

Talents/Resources: None

Powers: Animate Object (usually just vehicles), Malfunction

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

Weapons: Punch 0N

Guardian

Among many ancient cultures a person heading to the afterlife would require trappings according to their needs when living. The great pharaohs of Egypt, for instance, were entombed with fabulous wealth in the form of jewelry, furniture, and other ornaments, not to mention their golden sarcophagi and death masks.

It was also not uncommon for the dead to be accompanied by servants. Sometimes symbolic statues were used as substitutes for the living, as was the case with Egyptian *ushabti* figurines. Other times, one or more servants (sometimes numbering in the dozens or even hundreds) would be ritually murdered so their spirits could accompany their master into the next world.

Even with their mortal remains and wealth secured inside a monumental edifice or concealed in hidden chambers cut deep into rock, the honored dead were often robbed of their grave goods and their corpses torn apart for the jewelry worn on their person. Deadly traps were certainly an option, but mechanisms could be circumvented or subject to decay through the ages. Since living guardians would require constant supplies, not to mention replacements for those who retired or died, many rulers opted to fetter spirits to their tomb.

Unwaveringly loyal in life, priests and soldiers volunteered to have their souls watch over their masters' remains for eternity. Bound through potent magic and holy vows sworn in the name of the gods, they still wander the silent corridors and chambers, ever vigilant for intruders, and prepared to enforce their masters' will by force.

At the Gamemaster's discretion, the mortal remains of guardian spirits were preserved in their master's tomb. Through Animate Object, they can animate their remains (only their own) as skeletons or Category 0: Shambling Corpse mummies (see *Guide to Mummies*).

Guardian

Follower 0

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

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

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 3, Defense 6, Stun N/A, Health 5, Horror —

Skills: Empathy 6

Talents/Resources: None

Powers: Blackout, Manifest, one from Lacerate and Strangulation, and one from Animate Object, Illusion, Minor Possession, Mist, Possession, Suggestion, and Telekinesis.

Flaws: Ephemeral (Cannot talk or use tools)

Weapons: Punch 0N

Guilt

In its mortal existence, a guilt was directly responsible for causing great loss of life. The disaster may have been caused by negligence or inattention, but rarely was it a deliberate act of destruction—as the name suggests, guilts feel responsible for the outcome. Indeed, it is that deep-seated remorse that fetters them to the mundane world, albeit in a twisted form. Many guilts are suicides, though that is not a requirement—all that matters is that the person dies feeling regret.

One might think a guilt would endeavor to prevent another disaster by forewarning a mortal of impending doom, thus redeeming its soul. Instead, it seeks to cause another disaster in the hope of transferring its feelings to another. As the old adage goes, misery loves company. Two wrongs do not make a right, of course. Instead of helping the spirit move on, each disaster it causes binds it more firmly to the mundane world. In turn, the spirit's frustration and anger grow stronger.

Guilts cannot directly affect the physical world. One could not restrain a train driver from applying the brakes (say through Paralysis) or turn the wheel of a ship toward a collision (via Telekinesis), for instance. They can affect the senses and play tricks on the mind, though. In this way the victim blames themselves, rather than an external force.

Guilt

Follower 0

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

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

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 2, Defense 7, Stun N/A, Health 5, Horror —

Skills: Empathy 6

Talents/Resources: None

Powers: Illusion, Minor Possession*, Suggestion

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

Weapons: Punch 0N

* Only inflict *Absent-Minded*, *Blasé*, *Hesitant*, *Impulsive*, *Lazy*, *Overconfident*, *Stubborn*, & *Thrill Seeker*. A guilt can also impart *Hard of Hearing*, *Mute*, and *Poor Vision*.

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Haunted Tree

Follower 0

Size: 8-16, **Defense:** 6-8, **Structure:** 18-26

Attributes: Charisma 0, Intelligence 1, Willpower 4

Powers: Illusion, Manifestation, Putrefy, Strangulation

Trees are capable of living for centuries. In that time, they have witnessed the brief lives of generations of humans. They have seen the best and worst in people. One of the travesties performed by man is the killing of his own kind. Whether an act of racial hatred or religious intolerance, or performed out of revenge or fear, countless innocents have been hung from boughs.

Sometimes the soul of the deceased becomes more than fettered to the tree—the point of its death—and instead becomes part of the living plant.

Since it has no Move rating, it is incapable of movement. As such, it Manifests only in one spot. Typically it either stands before the trunk in the guise worn as a mortal, or hangs from a bough as it did in life. Strangulation is always a physical manifestation. In this case, the boughs animate and attack victims.

A haunted tree is just a corporeal shell for the entity. Hacking it down does not destroy the spirit—it remains rooted to the spot where the tree once grew.

Over time, a haunted tree can grow spiritually as it becomes host to multiple spirits. Some are those of mortals hung here by their peers, others the ghosts of people slain by the tree. As a guide, a haunted tree gains +1 Willpower for every 150 years since the first victim was hung on its boughs. Each point also grants it an additional special ability.

Mirror Haunt

Related to hauntraits (see *Guide to Apparitions*), mirror haunts are created when a person (or persons) endures a terrible death in the presence of an otherwise ordinary mirror. In place of becoming a mobile spirit, the soul becomes fettered inside the reflective surface. To be exact, the ghost occupies *every* mirror in the building in which it died.

These apparitions cause mortals to witness the specter's grisly birth (i.e., the moment of its mortal death) by replaying the horrific event in a mirror, along with emitting agonized screams. Even without the capacity for true speech, many mirror haunts can repeat a single phrase: "Help me!"

Although they ultimately seek to avenge their deaths, mirror haunts are violent toward the living in general. Each can project the manner of its death on a living person. For instance, a mirror haunt brutally stabbed to death can inflict stab wounds using Lacerate. Despite its name, this ability can mimic many other forms of physical death, such as bludgeoning. A victim of strangulation or poison uses Strangulation, while one that burned to death employs Firestarter.

Once they realize the nature of the threat, globetrotters may decide to simply smash or cover any mirrors. Alas, such efforts are in vain—the mirrors are imbued with supernatural toughness and the spirit can remove any coverings using its damaging powers.

Mirror Haunt

Follower 0

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

Primary Attributes: Body 0, Dexterity 1, Strength 1, Charisma 1 Intelligence 1, Willpower 5

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

Skills: Intimidation 6

Talents/Resources: None

Powers: Glimpse, Ignite, Illusion, Noise, plus one from Firestarter, Lacerate, and Strangulation

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

Weapons: Punch 0N

Rage

Often mistaken for hates (see *Guide to Apparitions*) by inexperienced ghost hunters, rages are the souls of violent lunatics and psychotic murderers. Death has not dampened their desire for motiveless bloodshed. On rare occasions, a rage is born from a violent death, becoming a mirror reflection of its killer. There are three types of rage.

The first takes greatest delight in leading mortals to commit acts of violence through subtle insinuations and insidious whispers, causing mild-mannered citizens to develop short-tempers or answer even mild insults with violence. If that fails, they are more than capable of more direct action, either through more powerful suggestion or full possession.

The second type takes matters into their own spectral hands. Still driven to commit murder, they tear and rend their victims, leaving them in bloody tatters. A small few kill with a single stroke to the heart or slit the throat.

The murderous drive of these fiendish entities can rarely be achieved through peaceable means. Most ghost hunters have no hesitation in destroying rages at the first opportunity.

Rage

Follower 0

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

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

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 2, Defense 7, Stun N/A, Health 5, Horror —

Skills: Empathy 6

Talents/Resources: None

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Powers: Type 1: Minor Possession (Belligerent or Short-Temper only), Possession, Primal Scream, Suggestion; Type 2: Lacerate, Manifestation, Primal Scream
Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: Punch 0N

Unique Heroes

The Great Voodini

Stage magician, poet, and medium, the Great Voodini has amazed music halls packed with riff-raff and held private séances for the cream of European royalty. Even his critics (and he has a few vocal ones) begrudgingly acknowledge his skill, though they still believe he is a fraud—he's just a damn good one. Whether skeptics or

believers, the general populace—especially those who have seen him on stage recently—would be astounded to learn that the Great Voodini is dead, and has been for several years. Despite his untimely demise, the magician has no awareness that he is actually a ghost.

As far as he remembers, he went to Tibet to study the mystic art of translocation. His last memory after that was being in his house. He has come to the conclusion that he mastered the art, hence why he does not remember the long voyage home.

Before his untimely death, Voodini was an accomplished stage magician but a fraudulent medium. Since his “return” from Tibet, Voodini has discovered that he can actually talk to the dead. As far as he is concerned, his time in Tibet opened his mind to and allowed him to see behind the veil of death.

As a ghost, Voodini can obviously see and converse with fellow apparitions in the same way that living people can interact with each other. In that regard, he believes he can now see dead people. He also has a strong link to the other side, being able to communicate with spirits that have passed beyond the mortal realm. For reasons he cannot fathom, Voodini has become something of a magnet for apparitions, especially those seeking a route to the here-after.

Since he does not yet understand he is a haunting spirit, Voodini does not interact with the living when in his incorporeal state. Instead, he enters a kind of limbo, his unconscious mind creating mundane memories of him eating, working, and sleeping. Only when he elects to take corporeal form (such as when he performs on stage) does he gain any true memories.

Unlike many ghosts, Voodini is not fettered—he can roam as he desires. Until he comes to realize that he is a ghost, he has no way of knowing how to leave the earthly realm behind.

The Great Voodini

Patron 1

Archetype: *Spirit Occultist*; **Motivation:** *Wisdom*; **Style:** 1
Primary Attributes: Body 0, Dexterity 2, Strength 2, Charisma 3 Intelligence 3, Willpower 5

Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 5, Defense 7, Stun N/A, Health 8, Horror —

Skills: Academics: Occult 5, Art: Poetry 6, Con 5, Empathy 8 (*Intuition* 9), Larceny 6 (*Sleight of Hand* 7)

Talents: Medium (Can talk with the dead), Skill Aptitude (+2 Empathy rating)

Resources: Artifact 1 (Lesser Talisman of Protection; grants Psychic Resistance 1)*, Fame 1 (Medium; +2 Social bonus), Rank 3 (Circle of Mediums; +4 Social bonus), Rank 1 (Magicians' Circle; +2 Social bonus)

Powers: Corporeal Form, Speech

Flaws: Ephemeral (Cannot communicate or use tools), Weirdness Magnet (+1 Style point whenever he ends up involved in supernatural events)

Weapons: Punch 0N

* *Bonus Resource from his Rank (Circle of Mediums).*