

20212

LEAGUES OF
Gothic Horror
EXPANSION



Leagues of Gothic Horror

Expansion

by Mr. Paul "Wiggy" Wade-Williams

Editor: Anthony Boyd

Graphic Design: Robin Elliott

Typesetting: Paul Wade-Williams

Cover: Chris Kuhlmann

Ubiquity Rules System Design: Jeff Lombos



www.tripleacegames.com

First Published 2016
978-1-908237-50-7
1 3 5 7 9 10 8 6 4 2
Printed in the USA

This game uses the Ubiquity Roleplaying System, developed by Exile Game Studio (www.exilegames.com). Ubiquity Roleplaying System, Exile Game Studio, and all associated logos and trademarks are copyright, Exile Game Studio, LLC. Used with permission.

©2016 Triple Ace Games. Leagues of Gothic Horror and all related marks and logos are trademarks of Triple Ace Games. All Rights Reserved.

Leagues of Gothic Horror Expansion

Table of Contents

CHAPTER THE FIRST: LIGHTS IN THE DARKNESS.....	3
NEW TALENTS.....	3
NEW FLAWS.....	4
NEW LEAGUES.....	4
NEW WEIRD SCIENCE.....	5
NEW RITUALS.....	8
NEW OCCULT RELICS.....	9
NEW OCCULT TOMES.....	13
CHAPTER THE SECOND: GYPSIES & SZGANY.....	15
A BRIEF HISTORY.....	15
CULTURAL OVERVIEW.....	17
WAGONS.....	20
SZGANY.....	21
CHAPTER THE THIRD: SUPERNATURAL SITES.....	23
OPTIONAL RULES.....	24
AUSTRALIA.....	26
AUSTRIA-HUNGARY.....	27
CANADA.....	28
EGYPT.....	29
FRANCE.....	30
GERMANY.....	30
GREAT BRITAIN.....	31
JAPAN.....	43
MEXICO.....	43
ROMANIA.....	44
RUSSIA.....	45
UNITED STATES.....	45
CHAPTER THE FOURTH: THINGS THAT GO BUMP IN THE NIGHT.....	49
GHOSTS.....	49
MONSTERS.....	57
GREATER HORRORS.....	63
UNIQUE VILLAINS.....	67
SINISTER CULTS.....	75
MORTALS.....	78
GYPSIES.....	79
UNIQUE HEROES.....	81
CHAPTER THE FIFTH: SAMPLE CHARACTERS.....	87

Chapter the First:

Lights in the Darkness

It was a place shunned by the people of the village, as it had been shunned by their fathers before them. There were many things said about it, and all were of evil. No one ever went near it, either by day or night. In the village it was a synonym of all that is unholy and dreadful. —William Hope Hodgson, The House on the Borderland

New Talents

Corruption Resistant

Unique; Only available at character creation

Prerequisites: Willpower 3

Your character is not necessarily pure of heart, nor a callous monster who can commit great evil without it weighing on their conscience. They are, however, more resistant to the insidious stain of corruption.

Benefit: Your character gains a new Flaw for every seven points of Corruption they gain.

Normal: Your character gains a new Flaw for every five points of Corruption.

Evil Eye

Unique; Only available at character creation

Prerequisites: Willpower 3, must have Gypsy blood

Your character knows the secret signs and words necessary to cast a minor curse.

Benefit: Your character automatically learns the Lesser Hex ritual without needing the Magical Aptitude Talent. He uses his Charisma + Willpower in place of Magic. This Talent does not allow the globetrotter to learn other rituals.

Normal: Your character has no ability to curse others unless he takes the Magical Aptitude Talent and learns the Lesser Hex ritual.

(Monster) Hunter

Prerequisites: Intelligence 3

Your character has dedicated themselves to understanding and defeating a specific type of supernatural threat.

When you take this Talent you must pick one type of monster as your focus of expertise. The available types are apparitions, black magicians, mummies, shapeshifters, walking dead, and vampires.

Benefit: You gain +2 to any Skill roll that directly relates to the study and combat of your chosen foe. For instance, when battling a vampire you would add the bonus to Archery, Brawl, or Melee. When studying a haunting, you could apply the bonus to Academics: Occult or Investigation to help deduce the nature of the threat before you. The Gamemaster has the final word on whether or not the bonus applies in a given situation.

Normal: You have no special bonuses with regard monstrous creatures.

Advanced: You may take this Talent three times. The bonus increases to +4 at second

Leagues of Gothic Horror Expansion

level and +8 at third level. Alternatively, you may take the Talent again at first level and apply the bonuses to a second, different monster.

Past Life

Only available at character creation (but may be increased later with experience points)

Prerequisites: Willpower 3

Your character has lived multiple lives down the ages. Although details regarding his previous selves are sketchy, most often appearing in dreams or accessible only under hypnosis, they can exert his will to tap into past experiences and manifest skills and abilities of which the current incarnation has no knowledge.

Benefit: Once per session you may spend a Style point to recall a Skill used by one of your past lives. You may pick any Skill in which you are unskilled. You gain 2 levels in that Skill. You may instead elect to gain fluency in a new language group, but with no increase in your Linguistics Skill.

Alternatively, for two Style points you temporarily gain the first level in one Talent you do not currently possess.

The Skill or Talent remains for the duration of the current combat or Scene.

Normal: You cannot gain temporary levels in Skills or Talents you do not possess.

Advanced: You may take this Talent up to three times. You can access a past life twice per session at second level, and three times per session at third level. Each additional use requires additional Style points to be spent.



Physical

Slow Healer: The character heals more slowly than others. He might have a poor metabolism, refuse to heed doctor's orders, pick at his scabs, or suffer frequent infections. He heals one point of nonlethal damage every two days, and one point of lethal damage each two weeks. You earn a Style point whenever your

characters inability to heal quickly causes him or his friends problems.

Mental

Fainter: Whether it is caused by the sight of blood (especially your own), startling revelations, or sudden shocks, you are prone to fainting at the most inopportune times. Whenever you fail a Horror check, you automatically faint for a number of combat turns equal to the Horror check's Difficulty. During this time you are incapable of taking any actions. You earn a Style point each time your fainting causes you or your companions trouble.

Screamer: Your character isn't necessarily faint-hearted or highly strung, but can't help unleashing a piercing scream when startled. Whenever forced to make a Horror check, or the Gamemaster considers they have been suitably startled, they must spend the next combat turn screaming. This counts as an attack action. You earn a Style point whenever your character's screaming causes them or their allies serious problems.

Vengeful: Your character never forgets and they never forgive. Anyone who crosses or makes a fool of them has made an enemy; at least until your character gets even. You earn a Style point whenever your character's desire to get even causes problems for them or their comrades.

Social

Opinionated: Your character has an opinion about everything. Everything she believes, she believes utterly. Everything she does not believe in she despises or ridicules. She doesn't think herself better than others—she simply believes that her views are the right ones. You earn a Style point whenever your character's outspoken opinions cause problems for her or her allies.



Fairy Investigation Society

The Victorian Era has seen a rise in interest

concerning fairies. With fairy tales now considered a means of entertaining children rather than teaching them moral lessons or scaring them witless, the public view of fairies has altered dramatically. In place of tricksters and monsters, and spirits of nature and heroes of old, they are portrayed as diminutive winged beings that lead a life of song and dance.

Founded in 1886, the Fairy Investigation Society has no patience for the modern nonsense. Its members investigate the truth behind fairy tales and seek to catalog as many of the mysterious beings as possible.

Starting Skill List: Pick two from Academics: Occult, Expeditions, Investigation, Linguistics

Gypsy Lore Society

Founded in 1888, the Society seeks to bring together scholars interested in the history, culture, and lore of Gypsies, and foster better understanding with the travellers. At least that is how it is described to common members.

An inner cabal (to which any globetrotter member automatically belongs) seeks to learn from Gypsies all that they know about the many supernatural terrors that lurk on Europe's borders, as well as the charms and incantations Gypsies use to protect themselves from these horrors.

Special: Members must take Linguistics 1. The first language group selected must be Romany.

Starting Skill List: Pick one from Academics: Occult, Anthropology, Art, Investigation, Performance

New Weird Science

Ecto-Armor

Artifact 0

Leagues: Cunning Folk, Ghost Club, Golden Circle, Holy Brotherhood, Ministry of Unusual Affairs, Vengeance's Guild

As any ghost hunter knows, being attacked by a ghost is not a pleasant experience. As incor-

Lights in the Darkness

poreal entities, abilities such as Chill, Lacerate, and Strangulation bypass conventional forms of armor. Thanks to weird science, ghost-proof armor is now available.

Despite the name, the "armor" can be any form of conventional clothing. The protection comes from the garment being interwoven with minute traces of ectoplasm. Against incorporeal attacks by haunting spirits that seek to injure the body, the wearer gains +2 Passive Defense. Wearers should note that Ecto-Armor provides absolutely no protection against objects thrown by telekinesis.

Enhancements: Increased Attribute: +2 Defense (+1 Enhancements)

**Only protects against incorporeal attacks against the body, hence its reduced cost.*

Electrotherapy Engine

Artifact 2

Leagues: Society for the Advancement of Science and Technology, Society of Metaphysicians

The use of electrical shocks to treat mental disorders (electrotherapy) is not new, having first been employed in 1744. The crude methods used back then have since been refined by inventors and alienists.

The control panel is quite simple to operate, having a lever that regulates the amount of voltage and a single dial so it can be accurately measured. Used in a modern city, the panel can be wired directly into the electrical mains. A portable version exists for field use, but it fills two steamer trunks—one for the heavy-duty voltaic cell and one for the control apparatus.

The patient is attached to the device by wires that connect to his temples and his wrists. Through the control panel, the operator can induce shocks of varying voltages and durations. Due to the convulsions induced by the current, the patient should also be held or strapped down to prevent accidental harm.

The Electrotherapy Engine gives a skilled alienist 4 bonus dice and an unskilled operator Alienism: Psychotherapy 4.

Enhancements: Skill: Alienism: Psychotherapy 4 (+1 Enhancement)*, Talent: Skilled Assistant 2 (+4 Enhancements)

Leagues of Gothic Horror Expansion

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

* *Because the device affects only one specialization of Alienism, it has a reduced Enhancement cost.*

** *Affects the patient, not the operator.*

Etheric Purgative Tablets

Artifact 2

Leagues: Any

Few things bother an upstanding Victorian like not being in full control of his faculties. The notion of being possessed by an ethereal spirit is damned frightening. Fortunately, weird science is on hand with a solution.

When ingested by someone subjected to a ghost's Minor Possession or Possession power, the target rolls the device's Medicine Skill. If he rolls more successes than the ghost's Willpower rating, the possession ends and the spirit cannot try to possess that person until the next combat or scene. If he scores more than double the spirit's Willpower rating, the spirit cannot use Minor Possession or Possession on the target for a full 24 hours.

Note that taking Etheric Purgative in advance of encountering a haunting spirit does not protect one against possession—it is a cure, not a preventative.

One downside to the pharmaceutical is that it causes intense nausea and headaches. Versions of the drug exist without this side-effect, but they are extremely complex to manufacture (Artifact 4).

A batch contains five doses, each of which is good for a single use.

Enhancements: Ritual: Banish Spirit (+2 Enhancements), Skill: Medicine 8 (+6 Enhancements)*

Limitations: Exhausting: -2N (-4 Enhancements)

* *As this is weird science rather than an occult relic, Medicine is used in place of Magic for invoking the ritual.*

Ghost Lantern

Artifact 1

Leagues: Cunning Folk, Ghost Club,

Golden Circle, Holy Brotherhood, Magicians' Circle, Ministry of Unusual Affairs, Vengeants' Guild

Detecting ghosts is not easy. Etheric Glass Plates require time to develop, and whether one has managed to point the camera in the right place is a matter of luck. Etheric Paint Cartridges require you to know where the ghost is before you fire, and by the time an Etheric Disturbance Monitor beeps it may be too late to take defensive action. Fortunately, it is a problem magicians have now solved.

The Ghost Lantern is based around a standard household lantern of the sort which burns oil. Ectoplasm is essential in the construction—the wick must be made of it and the substance must be worked in the lantern's glass. When Ghost Oil (see below) is placed inside and the wick lit, the lantern radiates a beam of pale light to a range of 50 feet.

There is one rather serious problem magicians have yet to iron out—any normal source of illumination, be it natural or artificial, negates the Ghost Lantern's effect. Thus, it can be used only at night or in darkened rooms. The weak illumination from the lantern imparts a -4 Visibility penalty to see anything except ghosts, which become fully visible to all viewers so long as the phantom remains in the light. In game terms, the spirit is treated as having a zero Visibility modifier as opposed to its usual -8 modifier.

Enhancements: Extra Sense: See ghosts (+2 Enhancements), Increased Range: 50 feet (+2 Enhancements)

Limitations: Requires Special Fuel: Ghost Oil (-2 Enhancements)

Ghost Oil

Artifact 0

Leagues: Cunning Folk, Ghost Club, Golden Circle, Holy Brotherhood, Magicians' Circle, Ministry of Unusual Affairs, Vengeants' Guild

Ghost Oil is a special blend of ectoplasma, etherinol, and standard lamp oil. Its sole use is as fuel for a Ghost Lantern.

A batch contains five vials, each of which fuels a Ghost Lantern for one combat or scene.

Leyometer

Artifact 2

Leagues: Ancient Order of Druids, Ghost Club, Holy Brotherhood, Magicians' Circle, Society of Metaphysicians, Vengeants' Guild

Ley lines are not only useful sources of magical energy for sorcerers. Whether it acts as a magnet or tears through the veil between worlds is not yet understood, but the energy that flows along them is often connected to supernatural disturbances. As such, detecting ley lines can be an essential part of a globetrotters' investigations.

In form, the device takes the shape of a traditional Y-shaped dowsing rod. This being weird science, the artifact is metal and has a special resonating crystal on the indicating arm, plus numerous wires concealed inside its length.

To operate it, one simply grips the two arms and walks slowly. The user makes an Empathy roll using the Skill dice provided by the device. A globetrotter with the Dowsing Talent uses his own Empathy but gains no bonus dice from the artifact. The greater the number of success rolled, the more sensitive the artifact is to the strength and location of the ley line.

Enhancements: Skill: Empathy 6 dice (+2 Enhancements)*, Talent: Dowser (+1 Enhancement)**

** Can be used only for dowsing purposes with the Leyometer, hence its reduced cost.*

*** Because the device can detect only ley lines, it has a reduced Enhancement cost.*

Life-Transference Engine, Mark J

Artifact 5

Leagues: None

This terrible machine has the capability to heal crippling injuries in a matter of minutes. Unfortunately, for one person to heal, another must suffer horrific injuries. Few would volunteer to be subject to this device, lest it was to save a dear friend.

The operator rolls the device's Magic Skill with a Difficulty equal to the victim's Body rating. Each additional success inflicts one point of lethal damage on the target and heals one nonlethal (or downgrades one lethal wound to nonlethal) on the patient.

Lights in the Darkness

Enhancements: Ritual: Drain Life (+3 Enhancements), Skill: Magic 8 dice (+6 Enhancements)

Life-Transference Engine, Mark JJ

Artifact 2

Leagues: None

A variant of the above, this diabolical machine provides short-term respite from illness by transferring the malady from one patient to another. The respite is temporary, lasting but one week. This is little comfort for the unfortunate recipient, who may suddenly be struck down with cancer or malaria for the same period.

Enhancements: Increased Duration: One Week (+4 Enhancements), Remove Flaw: Dying, Illness, or Sickly (+2 Enhancements)

Limitations: Flaw: Dying, Illness, or Sickly (-2 Enhancements)

Miniature Gatling Gun

Artifact 1

Leagues: Ministry of Unusual Affairs

While many supernatural creatures are immune to mundane weapons, there is something satisfying about unleashing a torrent of lead in their direction. Against certain monsters, such as vampires, the sheer force of impact is enough to stagger the fiend and prevent their advance, even if it inflicts no true harm.

The best weapon for laying down a wall of lead is the machine gun. Alas, a conventional weapon of that type weighs as much as 60 pounds, preventing it from being carried by one man and fired from the hip. Fortunately, the Gun Club has produced a miniaturized version.

Weighting just 15 pounds, which is only a few pounds more than an elephant gun, and fitted with a 125-round magazine, the Miniature Gatling Gun is perfect for mowing down hordes of insane cultists or giving packs of werewolves something to think about (the latter being especially true if one can actually afford to manufacture 125 silver bullets).

Enhancements: Reduced Weight 2 (+4 Enhancements)

Limitations: Reduced Capacity: -50% (-2 Enhancements)

Leagues of Gothic Horror Expansion

Psychoanalyzer

Artifact 0

Leagues: Society for the Advancement of Science and Technology, Society of Metaphysicians

The human brain is a wondrous but fragile organ. It is also extremely complex—when it goes wrong, repairing it can be a lengthy process for both the victim and the treating alienist.

The Psychoanalyzer consists of two parts. The patient wears a metal helmet covered in wires and valves. A cable connects the helmet to a wooden box of similar size to a small suitcase covered in dials. By asking questions, the alienist can immediately see how various parts of the patient's brain are responding, allowing him to probe further down a given line or switch to a new track.

Although the device itself does not speed up recovery, it allows the alienist to find the root problem with greater efficiency and determine whether his methods are effective. With trial and error, even a person with no experience of alienism can attempt psychotherapy. The Psychoanalyzer gives a skilled alienist 2 bonus dice and an unskilled operator Alienism: Psychotherapy 4.

The Psychoanalyzer and Electrotherapy Engine can be used in conjunction with each other. A trained alienist using both devices gains a total of 6 bonus dice. An operator with no knowledge of alienism has a rating of 6 dice in Alienism: Psychotherapy.

Enhancements: Skill: Alienism: Psychotherapy 4 (+1 Enhancement)*

** Because the device affects only one specialization, it has a reduced Enhancement cost.*

Specimen Collection Vehicle

Artifact 5

Leagues: Ministry of Unusual Affairs

Although committed to defend Great Britain and her empire against supernatural threats, the Ministry is not comprised of executioners. In order to understand one's foes one requires information, and the easiest way to acquire that is through the interrogation and study of specimens.

With horses being easily spooked, especially by supernatural creatures, the vehicle is based around an internal combustion engine automobile. In place of the rear passenger seats is a reinforced cage, into which specimens may be bundled by the crew or by means of an extendible grasping arm.

Other features include a spotlight fitted with a lens capable of illuminating ethereal entities and a complex weave of electrified wires that provide the crew limited protection against mentalism, rituals, and supernatural powers.

Enhancements: Extra Limb: Strength 4 (+6 Enhancements), Extra Sensors: Ethereal (+2 Enhancements), Improved Defence: +8 (+4 Enhancements)*, Improved Structure: +4 (+2 Enhancements)*, Talent: Psychic Resistance (+2 Enhancements)

Limitations: Reduced Passenger Capacity: 75% (-3 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

** Holding cage only. Based on the basic automobile's statistics.*



Nightmare

Rank 4

Where as the Fear ritual generates a short-lived vision of terror, this insidious ritual torments the magician's victim with night after night of nightmares.

The caster makes a Magic roll modified for range and the desired Difficulty to overcome the effect of the nightmare upon waking. If he rolls more successes than the target's Willpower, the victim suffers a nightmare each time he tries to sleep. He must endure bad dreams for a number of days equal to the additional successes. The victim makes a Body + Willpower roll each morning upon waking. If this roll is failed, the victim has suffered a restless night and suffers one point of nonlethal damage from fatigue.

Nightmare	Modifier
Difficulty 1	+2
Difficulty 2	+0

Difficulty 3	-2
Difficulty 4	-4
Difficulty 5	-6

New Occult Relics

Babel Stone Amulet

Artifact 5

Leagues: Magicians' Circle, Ministry of Unusual Affairs

Genesis 11:4 describes how the people of the plain of Shinar constructed a tower whose top would reach the heavens. Later theologians named this building the Tower of Babel. Thanks to erroneous translation, the description of the tower contains a flaw, though. Rather than "reach unto heaven," the phrase should read "is like unto heaven." In fact, the apex of the tower had a crystal capstone.

Down the millennia, a few shards of this unique crystal have been located and formed into amulets by occultists who understand their arcane potential. Suitably enchanted, they greatly enhance the user's ability to understand languages.

In game terms, the user gains Linguistics: Deciphering and Translate at 8 dice (or +8 bonus dice if he already has the Linguistics Skill). He gains no additional language groups, nor can the relic's Linguistics Skill be used for any other purpose.

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

Limitations: Flaw: Blabber Mouth (-2 Enhancements)**

* *Bonus dice or Teamwork modifiers apply only to Linguistics: Deciphering and Linguistics: Translate.*

** *Your character couldn't keep a secret if her life depended on it. She isn't boastful or malicious—she just doesn't know when to stop talking. You earn a Style point whenever your character reveals information that comes back to haunt her or causes trouble for her or her allies.*

Lights in the Darkness

Coward's Heart

Artifact 2

Leagues: None

Discretion is the better part of valor, or so the adage goes. Sometimes it pays to just turn tail and run like the wind. This relic allows the user to move at greatly enhanced speeds (for any reason, not just running away from a fight), but imbues his heart with cowardice.

A coward's heart is not easy to create, primarily because the required component is the heart of a coward. The word "coward" is subject to much interpretation, though. A soldier who flees in the face of the enemy, while potentially doing the right thing to save his life, may be branded a coward, and thus his heart can be used in the enchantment. The organ must be removed from his corpse before it putrefies. Only a Black Magician would cut out a living coward's heart, for that is mostly certainly an Evil act.

Dried until it is shriveled, the heart is then inscribed with mystic signs. In order to be effective, it must be placed over the user's heart. Typically it is worn as a pendant.

Enhancements: Talent: Run (+2 Enhancements), Talent: Swift 2 (+4 Enhancements)

Limitations: Flaw: Coward (-2 Enhancements)

Cursed Idol

Artifact 3

Leagues: Holy Brotherhood, Magicians' Circle, Ministry of Unusual Affairs

From an inscribed stick to a gold statue, idols take many forms. It is a foolish globetrotter who steals idols from ancient temples, for many are cursed to plague those who wrongfully remove them.

This particular variant inflicts the thief with terrible nightmares night after night. It continues to do this until the idol is returned to its rightful place and the thief atones for his actions. Even if the ritual is unsuccessful, the victim still suffers bad dreams—he does not, however, lose any sleep because of them.

Enhancements: Ritual: Nightmare (+4 Enhancements), Skill: Magic 10 dice (+8 Enhancements)*

Leagues of Gothic Horror Expansion

Limitations: Special: Can only cast the ritual once per day and only at sunset (–4 Enhancements), Special: Only affects target for one night per casting (–2 Enhancements)

** The idol always attempts to cast its ritual to affect the thief, no matter his distance from the idol. This is always at Difficulty 3 (–2 penalty). Thus, while it has a total of 10 dice, it only ever rolls a maximum of 8 dice. Unlike the normal ritual, the effect lasts only for one night.*

Executioner's Axe

Artifact 1

Leagues: Golden Circle, Vengeants' Guild

To create an Executioner's Axe, the magician must enchant a two-handed axe (3L damage) that has been used to decapitate someone. This may be an actual historical relic used to execute prisoners or, in the case of Black Magicians, a modern axe that has beheaded a sacrifice.

Through magical enchantments, the weapon becomes attuned to seeking out the head of user's foes when wielded in combat.

Enhancements: Skill: Melee 4 dice (+2 Enhancements), Talent: Accuracy 2 (+2 Enhancements)*

Limitations: Flaw: Callous (–2 Enhancements)

** Can be used only when making a Called Shot to the head.*

Fumsup

Artifact 2

Leagues: Golden Circle, Holy Brotherhood, Magicians' Circle, Ministry of Unusual Affairs, Vengeants' Guild

Carved in the form of a baby or small person, a Fumsup is a good luck charm worn by soldiers to protect them from enemy bullets. Its name is a derivative of "thumbs up," a symbol meaning good luck in many cultures.

An enchanted Fumsup truly possesses the ability to protect the wearer from ranged attacks. While not especially useful against most supernatural creatures, it is a potent form of protection against the weapons of their mortal servants.

Enhancements: Skill: Athletics 4 dice (+1

Enhancements)*, Talent: Dodge (+2 Enhancements)

** Can only be used when performing a Dodge. The wearer adds his Strength to this as normal. Characters who already have Athletics gain +2 bonus dice when dodging.*

Ghost Shirt

Artifact 0

Leagues: Cunning Folk, Magicians' Circle

First created by the Lakota people, these garments provide magical protection against bullets. Rather than being bulletproof vests for warriors intent on bloodshed, they were enchanted to provide protection to natives conducting peaceful resistance. Should the wearer resort to violence, the Ghost Shirt immediately and permanently loses all of its powers.

Enhancements: Increased Attribute: Defense +6 (+3 Enhancements)*

Limitations: Flaw: Pacifist (–2 Enhancements)

** Can only be used against bullets.*

Holy Relics

Unique Artifact 1

Leagues: Any

Holy relics are the physical remains or personal effects of saints. Despite commonly being associated with Catholicism, they are not confined to Christianity.

From pieces of bone and strands of hair to fragments of cloth and well-worn rosaries, the Catholic Church recognizes three categories of relic. First-class relics are either directly related to Jesus (such as a nail or splinter from the True Cross) or are the physical remains of a saint. Second-class relics are items once used by a saint. Third-class relics are simply any object that has touched a first or second-class relic. That is, they are holy only by association.

In game terms, all relics are unique Artifacts, even if they are of the same sort—such as a strand of hair from a given saint. First-class relics are powerful objects, and are rarely possessed by the Leagues (the Holy Brotherhood being the noted exception). Instead, they are found in cathedrals and the like.

Lights in the Darkness

Lamen

Artifact 3

Leagues: Ancient Order of Druids, Cunning Folk, Golden Circle, Hellfire Club, Magicians' Circle, Vengeants' Guild

Worn as a pendant around the neck, a lamen acts as a storehouse of magical energy a magician can call upon to help fuel rituals.

Unlike other occult relics, each lamen must be attuned to a specific magical tradition on its creation, such as Ceremonial or Natural. This cannot be changed. Only those with the Magical Aptitude Talent **and** the same magical tradition as imbued into the lamen can draw upon its power.

A lamen can take most any material form—it is, at its most simple, an object inscribed with mystical signs.

Enhancements: Skill: Magic +4 dice (+4 Enhancements), Talent: Skilled Assistant 2 (+4 Enhancements)

Limitations: Special: Specialized Tradition (–2 Enhancements)

Lobera

Unique Artifact 3

Owned by Saint Ferdinand III, King of Castille (1201-52), this sword's full name is *la espada lobera*, or "the wolf-slaying sword."

Ostensibly canonized for his military successes against the Spanish Moors during the lengthy *Reconquista*, Ferdinand truly owes his exalted position to his fight against a plague of werewolves that threatened Spain in the 13th century. Such was the Vatican's regard for his secret crusade that Pope Innocent IV named him "invincible champion of Jesus Christ."

The blade with which Ferdinand slew a goodly number of werewolves supposedly lies in Seville Cathedral, where it is honored as a holy relic. This is actually a fake—the real sword has not been seen for many centuries.

Enhancements: Increased Damage: +4 (+2 Enhancements)*, Special: Can harm werewolves (+4 Enhancements)

** Only against werewolves, vampires in wolf form, ordinary wolves, and other lupines.*

Second-class relics are either lucky charms or aid with a certain skill associated with the saint. For instance, St Francis of Assisi and Animal Handling, or Firearms and St Adrian of Nicomedia. The Enhancements below are for this type of relic. Third-class relics may comfort their owner, but they have no supernatural powers.

Enhancements: Skill: Pick one (+2 Enhancements) or Talent: Lucky (+2 Enhancements)

Hungry Grass

Artifact 4

Leagues: Golden Circle

The vital ingredient of this relic is grass plucked from around an unshriven corpse. Once fully prepared, ingesting the dried grass causes the imbibor to suffer from ravenous hunger for the next month. Rarely fatal, hungry grass is a type of physical curse. A batch contains five doses.

Enhancements: Increased Duration: One Month (+6 Enhancements), Induce Flaw: Ravenous (+2 Enhancements)*

** If the imbibor does not consume twice the quantity of food required for an average adult, he will suffer from starvation. You earn a Style point whenever your character's hunger forces him or his friends to starve.*

Kladenets

Unique Artifact 4

Featured in several Russian fairy tales, Kladenets is known as the "self-swinging sword." When commanded by its owner, the sword floats in the air, thrusting, slashing, and parrying with the skill of a master swordsman.

In combat, the sword grants its owner a second attack or defense action (his choice). In both cases, the sword's Melee rating must be used. As his move action, the owner can move the sword a short distance. Should line of sight be lost, the blade crashes to the ground, an inanimate object once more.

Enhancements: Skill: Melee 8 (+6 Enhancements), Special Movement: Floats with a Move equal to half wielder's Willpower rating (+2 Enhancements)

Leagues of Gothic Horror Expansion

New Talent

Berserker Fury

Prerequisites: Willpower 3

Your character can enter a state of reckless battle frenzy, increasing power and aggression at a cost to health.

Benefit: As a free action, your character can exert (take one point of nonlethal damage) to gain +2 bonus to all Strength-based Skill and Attribute rolls until the end of the combat turn.

Normal: Your character cannot exert himself in battle to gain an advantage.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 bonus to all Strength-based Skill rolls at second level and a +8 bonus at third level.

Long Healing Prayer

Artifact 3

Leagues: Any

Created by Bahá'u'lláh (1817-1892), founder of the Bahá'í Faith, the Long Healing Prayer (Lawh-i-Anta'l-Kafi in Arabic) is a prayer inscribed on an amulet.

Worn around the neck, it promotes rapid recovery from physical injury. In order to gain any benefit, the amulet must be constantly worn. Removing the amulet at any time and for any reason negates the magical effect. For instance, a globetrotter wearing the pendant would normally heal a single lethal wound each three days. If he removes it for any reason, he must wait an entire week to heal his injury.

Enhancements: Talent: Quick Healer (+2 Enhancements)

Lucky Heather

Artifact 1

Leagues: Any

Heather has long been associated with luck by the Gypsies. The bunches sold by old women to raise a few coppers are pretty

enough, but are utterly mundane. Only those who cross a Gypsy's palm with silver will be granted a bunch of truly lucky heather, and even then they must be cautious, for Gypsies have been known to cheat outsiders.

A batch contains five bunches, each of which is good for a single use. When the luck from a particular bunch is used, the heather rapidly withers

Enhancements: Talent: Lucky (+2 Enhancements)

Nábrók

Artifact 3

Leagues: Hellfire Club

The procurement of wealth through magical means is possible, but it often requires drastic action. Nábrók, literally "death underpants" in Icelandic, is one such means.

Unlike other relics, nábrók cannot be borrowed—they must be custom made for the individual user. Their creation is both complex and grisly. First, one must convince a living person to allow the magician to use their skin after death. For reasons that will become clear, the person must be male. Once the volunteer is dead, his corpse must be exhumed and his skin flayed from the waist down as a single piece. Finally, the magician must steal a single coin from a poor widow and place it in the nábrók scrotum. So long as the coin remains in place and the pants worn, the wearer will benefit from great wealth.

In game terms, the relic functions as a Bonus Resource, save that the user has Wealth 3. The pants stack with any Wealth Resource the magician has, but to a maximum of Wealth 3. Powerful magicians can create more potent nábrók, vastly increasing their wealth. Similarly, weaker magicians can enchant less potent versions.

Enhancements: Resource: Wealth 3 (+6 Enhancements)

Skofnung

Unique Artifact 3

Described by King Hrólfr Kraki of Denmark as the best sword ever wielded in the northern land, Skofnung possessed supernatural sharp-

ness. It was also imbued with the spirits of a dozen berserkers, who would grant their fury to the wielder on command.

According to the *Laxdœla saga*, the sword was last carried by Gellir Thorkelsson. Although born in Iceland, Gellir is buried in Denmark, where he died on the return voyage from a pilgrimage to Rome. The saga states that Gellir was interred in a burial mound near Roskilde and that his blade was buried with him.

Enhancements: Increased Damage: +2 (+2 Enhancements), Talent: Berserker Fury 2 (+4 Enhancements; see sidebar opposite)

Sword of Saint Peter

Unique Artifact 1

The history of the weapon is shrouded in folklore. All that is known for sure is that it was wielded by saint Peter in the Garden of Gethsemane and used to slice off the ear of Malchus, the high priest's servant.

One later tale claims it was brought to England by Joseph of Arimathea. Stored at Glastonbury Abbey, it was later gifted to Saint George in his struggle against the dragon. Another tells that Pope John XIII gave it to Bishop Jordan, Bishop of Poland, in the 10th century. The bishop subsequently donated it to Poznan Cathedral, where it supposedly lies to this day.

It differs from conventional swords in that it more resembles a machete. The sword is not a super weapon, nor is it especially blessed. Its only known power is that anyone wounded by it becomes deaf for a short period.

Enhancements: Inflict Flaw: Deaf (+2 Enhancements)*

** Anyone who suffers a lethal wound from the blade gains the Deaf Flaw. The Flaw remains until all wounds inflicted by the blade are fully healed.*

Troll Blood

Artifact 1

Leagues: Cunning Folk, Golden Circle, Holy Brotherhood, Magicians' Circle

If the legends are to be believed, Viking warriors would mix mead with troll blood and consume it, temporarily enhancing their

Lights in the Darkness

strength and size. Trolls, if they still exist, are much rarer these days, and so magicians have formulated a new recipe involving herbs imbued with magical essence.

Unless the imbiber remembers to remove his clothes, the sudden alteration in size and mass will cause clothing to rip. Armor, or similarly restrictive clothing, requires tremendous pressure before it rips apart. Failing to remove such garments inflicts 1N damage on the wearer.

A batch contains five doses, each of which is good for an entire combat or scene. The brew has no affect on globetrotters who already have the Giant Talent.

Enhancements: Talent: Giant (+2 Enhancements)

Witch Pin

Artifact 1

Leagues: Cunning Folk, Ghost Club, Golden Circle, Holy Brotherhood, Magicians' Circle, Ministry of Unusual Affairs, Vengeants' Guild

In days of yore, witchfinders would prick the flesh of suspected magicians with a long, thin needle. If the victim felt no pain and no blood was drawn, then clearly they were in league with Satan.

The modern versions of this crude device work in exactly the same manner. Of course, they tell the user only whether the target is capable of invoking magic—it does not reveal their magical tradition. Use of a Witch Pin should be done surreptitiously—magician or not, people tend to react poorly to strangers trying to stick them with pins.

Enhancements: Extra Sense: Detect magic (+2 Enhancements)

New Occult Tomes

Codex Coemeterium

Language: Latin; **Author:** Unknown; **Publication:** 16th century; **Complexity:** 4; **Horror:** 4; **Tradition:** Ceremonial Magic; **Contents:** Channel Dead, Raise Dead, Spirit Binding, Summon Horror

Leagues of Gothic Horror Expansion

Devoted to necromancy and demonology, the sole surviving copy of the grimoire is considered one of the great books of the magic arts. Rumors abound that concealed within the text are all the names of Satan. Recited in the correct order, which alas the volume does not provide, a magician might not only be able to summon Satan, but to bind him to their will.

Compendium Maleficarum

Language: Latin; **Author:** Francesco Maria Guazzo; **Publication:** 1608; **Complexity:** 3; **Horror:** 2; **Tradition:** Black Magic; **Contents:** Beast Speech, Empower, Lesser Hex, Summon Horror

Written as a witch hunter's manual, this tome goes into great detail on the subject of making pacts with devils. Among the information are the names of many fallen angels and the gifts they bestow on corrupted mortals. This makes it a handy resource for magicians keen to invoke Summon Horror.

Daemonolatrie Libri Tres

Language: Latin; **Author:** Nicholas Rémy; **Publication:** 1595; **Complexity:** 2; **Horror:** 3; **Tradition:** Black Magic; **Contents:** Control Animal, Spirit Binding

An early work concerning witchcraft, the *Daemonolatrie* contains archival evidence and testimonies from over 900 witch trials. Much of the horror comes not from descriptions of rituals, but the various means of torture used to extract confessions.

De Lamiis et Pythonicis Mulieribus

Language: Latin; **Author:** Ulrich Molitor; **Publication:** 1489; **Complexity:** 3; **Horror:** 2; **Tradition:** Natural; **Contents:** Augury, Control Weather, Lesser Hex

Written as a dialogue, *Of Witches and Diviner Women* argues that magic is an illusion produced by the Devil to fool mortals. Oddly, the work states that Satan is not an evil spirit opposed against God, but works his arts with God's permission to sort out the righteous from sinners. Similarly, he dismisses any evidence of

magical practices obtained through torture, insisting that prisoners will say anything when gripped by the fear of punishment.

Despite the author's belief that magic does not exist, several of the spells he includes are very real.

Formicarius

Language: Latin; **Author:** Johannes Nider; **Publication:** 1475; **Complexity:** 2; **Horror:** 2; **Tradition:** Black Magic; **Contents:** Form of the Beast, Lesser Hex, Levitate

The second book ever to be printed on the subject of witchcraft, the book moves magic away from the typical Renaissance view that it was the purview of educated men performing elaborate rituals. Instead, the author argues that magic is more commonly practiced by uneducated women. In essence, Nider is the first person to describe the stereotypical witch of later times. Ironically, the author insists that witches cannot fly, yet includes a ritual that allows a magician to levitate.

Elsewhere, the text provides information on several infamous sorcerers of the age. One, Scavius, was supposedly able to avoid capture multiple times by transforming into a mouse. The author was gracious enough to include the ritual in his book.

Madrid Codex

Language: Mayan; **Author:** Unknown; **Publication:** Unknown; **Complexity:** 4; **Horror:** 3; **Tradition:** Old Ways (Mayan); **Contents:** Augury, Control Weather

Discovered in Spain around 1860, the Madrid Codex is one of only three Mayan works dating to the period before the Spanish conquest. The codex is mainly concerned with calculating horoscopes and divinatory rituals, though there is a lengthy section concerning weather control and human sacrifice.

Translation: Charles Étienne Brasseur de Bourbourg (1814-1874) produced a French translation in 1870. As little is known of Mayan glyphs at this time, the work is mostly erroneous. As a result, the Complexity increases to 6 and it contains no Control Weather ritual.



Chapter the Second: Gypsies & Szgany



"So, Gypsies are out of favor, too?"

"We Rom are always out of favor, no matter the time or place. We are used to it."

—F, Paul Wilson, *The Keep*

Ever since the publication of *Dracula*, Gypsies, more correctly known as the Romany, have been linked with Gothic Horror. This chapter plays up to the fictional literary and cinematic stereotype of Gypsies as being possessed of strange powers and knowledge of the occult. It is not intended to be a factual representation, nor is it intended to deliberately offend.

Despite sharing many common traits, the Romany people have many unique customs. In order to provide a coherent image for role-playing purposes, we have cherry picked various aspects from across the spectrum.

A Brief History

The origin of the Gypsies lies far back in time, in an age when the pyramids of Egypt were unweathered by time and the animal-headed gods were still worshipped.

Ancient Origins

They numbered among the followers of Pharaoh Akhenaten and worshipped the one god, Aten. Of all the modern peoples, they alone remember the true reason for the imposition of the new faith—it was not, as Akhenaten's successors suggested, an attempt

to destabilize Egypt, but to protect it against the creeping darkness that had gradually infiltrated all levels of society and religion.

Many had fought against evil since the days of the first pharaoh, laying to rest animated mummies and vengeful ghosts, and combating insidious cults bent on promoting chaos, but it was not until the rise of Akhenaten that they were able to consolidate their strength and emerge from the shadows and into the light.

The victory of light over darkness burned bright but short. Akhenaten and his immediate successor, Smenkhare, died young, causing the flame to sputter. The next pharaoh, the boy king Tutankhamun, was swayed by the evil priests to resume the old practises.

Wary that the king might return to Atenism as he grew older and came to know his own mind, Horemheb, the general of the army and a secret worshipper of Set, had his master assassinated and claimed the throne for himself. His first acts were to destroy Akhenaten's new city, Amarna, and scour away all vestiges of the unwanted faith. The feeble flame died, casting Egypt once more back into the embrace of darkness.

Exile

Hounded by servants of evil and fearing for their lives, the worshippers of Aten who would become the Gypsies fled Egypt, but not before their enemies rained down a hail of vile curses. No place would the exiles find in society. No welcome could they expect from others.

Leagues of Gothic Horror Expansion

Effects of the Curses

The ancient curses placed upon the Gypsies remain as potent today as when they were first invoked. This manifests in two ways.

No Place in Society

A Gypsy who remains in the same place for a week automatically gains the Unlucky Flaw. For each additional week in the same location, the curse affects the character one additional time per session. In order to rid themselves of this blight, Gypsies must break camp often and move at least ten miles from their previous campsite.

This curse prevents the Gypsies from ever settling out of free will. Until only a few decades ago, Gypsies in some parts of Eastern Europe were forcibly enslaved and prevented from wandering. Since slaves are arguably outside the norms of society, they were not affected by the curse, although that was little relief for those beaten and abused by cruel masters.

No Welcome from Others

The second curse has placed an eternal stain on the Gypsies' honor and reputation, a fact made worse by the actions of their nefarious Szgany cousins. Whether it is deserved or not, every Gypsy automatically has the Bad Reputation Flaw.

Two groups fled the burning sands of Egypt. A small column headed across the Mediterranean to the lands that now form the Balkans, Romania, and Bulgaria. Of these we shall speak more later. The greater column travelled further east, slowly wandering until they reached what is now India.

For millennia they survived on the edge of society, but never peacefully. The ancient curse worked its fell magic and persecutions increased to the point of unbridled violence against the Gypsies. Forced out again, the Gypsies headed west, intent on joining up with those of their kin who had chosen Europe as home.

Europe

Historical records indicate an influx of Gypsies occurred in Europe sometime in the 14th century. Symon Semeonis, a Franciscan monk writing in 1322, wrote of the "descendants of Cain, who have swept into our lands in search of their vile kin."

The phrase "vile kin" surprised the Gypsies, for while they had been forced to live outside of conventional society, they were by nature a good people, sworn to defend all of humanity against evil. What they discovered in Europe shocked them.

The original Gypsy settlers, now known as the Szgany, had fallen far from grace. No longer servants of light, they had been corrupted by the native supernatural horrors that inhabited the lofty mountains and dense woodlands. Divided into small bands, each beholden to a powerful noble, they had cast aside their faith in favor of superstition and sold their loyalty for gold, which they now craved for its material rather than spiritual value.

Even to this day, the Szgany continue to taint the name of all Gypsies, for they are a wicked people and knowingly vow loyalty to powerful vampires.

The new arrivals suffered varied fates. Some were welcomed by the Holy Roman Emperor, who granted them safe passage through his realm (but not permission to settle). Others were expelled from the lands they now called home, enslaved, or put to death. This mixture of wary acceptance and utter rejection would continue to plague them until current times.

Various attempts were made to prevent the free movement of Gypsies and eradicate their culture and language. Maria Theresa, Holy Roman Empress, issued a number of decrees that required Gypsies to adopt permanent homes, as well as give up all right to own horses or wagons. In 17th century Spain, Gypsy children were forcibly removed from their parents and adults sent to workhouses.

Such actions were not confined to distant history. As late as 1896, Norway passed a law permitting the state to remove children from their families and place them into state institutions.

Modern Age

Although they are found across the globe, the greatest numbers of Gypsies remain concentrated in Eastern Europe. The lands there are a border, not between the realms of men but between light and darkness. Many horrors, the existence of which are now denied in the west, continue to haunt the night and prey on the inhabitants. Unwanted and misunderstood, the Gypsies continue to remain the first line of defense against an evil that would otherwise sweep freely across the continent.

Cultural Overview

Gypsies are a proud and passionate people, used to living on the fringes of society and enjoying a freedom of movement virtually unknown elsewhere in Victorian Europe. Gypsy culture is ancient, complex, and rich. This section takes a brief look at some of the more important aspects.

Animals

Gypsies have long been associated with certain animals. Dogs are kept both to ward off predators and aid in hunting, while dancing bears are used to extract money from crowds at markets and fairs. Both animals are treated well—people will not pay to see a scrawny, malnourished bear, and since both serve as additional layers of security in camp, it pays to have them healthy and strong.

It is with horses that they are most associated, though. Even those who dislike Gypsies grudgingly acknowledge them as master horse breeders. Their mounts are expensive, especially to outsiders, and one must always be wary of being cheated by an unscrupulous trader (almost always of Szgany descent), but the mounts are of superior stock.

Not everyone sees the Gypsies' natural rapport with animals as a blessing. Ignorance coupled with inherent prejudice has led many a superstitious peasant to equate this to a pact with the dark powers, further fuelling distrust and antipathy toward Gypsies.

Arts & Crafts

Gypsies seldom buy tools and musical instruments from *gadje*, being more than capable of manufacturing their own, and while they might trade animals with other Gypsies it is only to improve their breeding stock. Over time, different sub-groups have emerged, each with a specialty. Although rarely joined by blood ties, they function as a clan, each member tracing his ancestry—real or imagined—back to the founder.

Metalworking is divided among the Argintari (silversmiths), Aurari (goldsmiths), and Kalderash (copper and tinsmiths), for example. The Boyash are master carpenters and shapers of wood in general, while the Lingurari make wooden spoons. The Ursari are renowned for their ability to train bears. The Lautari have the best singing voices and musicianship. The Rudari make excellent miners.

New Rules

New Group Contact

Gypsies: Whether or not they have Gypsy blood, and whether they are true friends or require payment for their services, the globetrotter has contacts among the Gypsies. The Resource does not extend to the Szgany, who are servants of evil and have no desire to interact in any friendly manner with outsiders.

Gypsy Horses

"Nothing is faster than Transylvanian horses." —Van Helsing (2004)

Any horse raised and trained by Gypsies has an additional Talent from the list below. This does not change the mount's Follower rating. Available Talents are: Agile, Danger Sense, Diehard, Disease Resistance, Dodge, Famine Hardy, Intelligent, Iron Jaw, Iron Will, Jump, Keen Sense (usually hearing), Lucky, Pack Mule, Quick Healer, Quick Reflexes, Robust, Run, Strong, Swift, Swim, Tough, Vigorous Defense.

Leagues of Gothic Horror Expansion

King of the Gypsies

No matter where in the world a globe-trotter travels, wherever there are Gypsies there are one or more people who title themselves King of the Gypsies. Such lofty titles should not be taken at face value.

Gypsies are not, and never have been, a feudal people. While prepared to aid other Gypsies in trouble, they hold allegiance only to the elders of their family or sub-group. There is no one title used by these elders—some call themselves chiefs or captains, others headmen.

Out of respect for their age and wisdom, younger Gypsies often refer to any much older person as “grandfather” or “grandmother,” irrespective of any actual familial bond.

When the title King of the Gypsies is accepted, it almost always applies to a small region. In that regard, the Gypsy is most often stating two simple claims. First, that any Gypsy in trouble may come to him for support, and second, that anyone who harms a Gypsy under his protection will suffer consequences. More often than not, the so-called King simply commands the largest family in the area, and thus can call upon more resources.

Clothing and Wealth

While rich Europeans invest their wealth in buildings or store it in banks, Gypsies display what little wealth they possess openly.

This is most visible in their clothing. Not only are green and red considered lucky, but colorful clothing requires dyes, and they are not cheap. Similarly, they wear their gold and silver in the form of jewelry. Anklets and bangles, rings, and necklaces are the most common, but some choose to punch holes in coins and thread them together.

The equation of wealth with body fat is not unique to Gypsy culture. Fat wives and children are a clear sign that the husband and father can provide well for them, and a fat man is displaying his ability to earn enough coin to keep himself nourished as well.

Distrust

Differences in culture and language have, along with the ancient curses, fomented distrust between Gypsies and *gadje*. The latter is a plural word used to describe non-Gypsies and Gypsies who have given up their traditional culture. The singular terms are *gadjo* (masculine) and *gadji* (feminine).

No matter where they live, Gypsies have endured a reputation for being cheats and thieves. To be honest, Gypsies are more inclined to steal, but not by their definition of the word. Gypsy culture is very much centered on the family. Within the close knit group, people borrow what they need from relatives without asking permission. With regard to outsiders, they believe that anything left unattended is unwanted, and thus free for the taking. Once the Gypsy has finished with it, it might be traded for something they currently need.

The Szgany, who are always referred to by that name in this chapter, are a different breed altogether. They are readily prepared to cheat and steal from anyone except their immediate kin. Unfortunately, the predations of the Szgany have tainted the Gypsies as a whole, for in their ignorance non-Gypsies group both factions together.

The Evil Eye & Curses

One reason why outsiders fear Gypsies is their supposed ability to lay down heinous curses through the malevolent power of the evil eye or dread rituals.

While it is true some Gypsies do have the ability to invoke potent curses, either through magical rituals or inherent arcane knowledge, they are loathe to use them unless they are truly deserved—having borne the weight of terrible curses for millennia, they know the effect they can have. Equally, cursing someone, even if they truly deserve it, invites corruption, for it is inherently evil (with a small “e”).

Again, the Szgany are a noted exception. Thoroughly evil, they think nothing of invoking a curse either to weaken their foes or simply because it amuses them.

Known throughout antiquity and across the

Gypsies

globe by various names, the evil eye is cast with the eyes rather than an uttered jinx. It is widely believed to bring misfortune, though the exact form this takes depends on the punishment the curser desires. Many cultures have developed protective talismans to ward off the evil eye. In most cases, they are utterly mundane objects, sold to the gullible. Only rarely is one a true occult relic.

Faith

Atenism is a dead faith, though its spirit is not entirely lost. Modern Gypsies have adopted the faith of the lands in which they dwell, with those in Europe divided between Christianity (Catholic and Orthodox primarily) and Islam. Despite their adoptive faiths, Gypsies place no trust in priests, places of worship, or holy places. The elders of each family serve as spiritual leaders, orally passing on teachings to the next generation.

Unfortunately, Gypsies of any faith refer to God as Devla. Its linguistic similarity to the word devil has fuelled the erroneous belief that Gypsies are servants of Satan. Arguably the Szgany are, for those who bow before gods do so only to the vilest entities.

As an aside, the Aten was a solar deity, and it is for this reason that Gypsies continue to favor gold jewelry and coins.

Fortune-Telling

Gypsies have developed a reputation for being able to foretell the future through the Tarot cards, reading palms and tea leaves, and gazing into crystal balls.

A small few females (known as *drabardi*), for only they possess the gift, can indeed discern what is yet to come. In most families there are only ever two fortune-tellers at any one time—an older woman, often an aged crone, and her young apprentice. Rarely do they use their gift to aid *gadje*, for most have only petty desires or uninteresting lives. On occasion, though, an outsider will be invited to have his fortune told by a true fortune-teller. Such invitations are met with a mixture of excitement and dread.

No Gypsy can read the fortune of another

Gypsy, however. This was one of the curses laid upon them in antiquity—while they can see the ultimate fate of others, their destiny is shrouded in utter darkness. Gypsies are not the only people with the gift, of course, and *gadjos* have no problem reading their fate.

Other Gypsies may claim to possess the ability. These charlatans practise *bokkani boro*, the “great trick.” Experts at cold reading strangers, they take the dupe’s money and then “reveal” whatever he or she wants to hear.

Justice

When a dispute arises before Gypsies, they turn not to outside authorities, in whom they place no trust, but to the *kris*, the traditional Gypsy court. Gypsies prefer to settle problems within the family, and taking a matter to the *kris* is considered a last resort.

The make-up of the court is fluid. The elders of the families involved always attend, and Gypsies respected for their wisdom and knowledge of the traditional laws from other families are often invited. Regardless of who sits, there is always an odd number to prevent the possibility of a tied vote.

Until recently, only married men were permitted to show evidence or act in the role of advocates. Many Gypsies are more open these days, and women may play their part as well.

Unlike in a Western European court, the judgment of the *kris* is, in most cases, a recommendation—one intended to restore harmony between the families. A divided people are easier to persecute, while a strong bond ensures that all prosper.

When the restoration of balance is not possible, the *kris* may impose a fine, the guilty party being declared impure (which forces him to lie apart from his family) for a fixed duration, or permanent expulsion from Gypsy society. Once known among all Gypsies, the death sentence is now limited only to the Szgany.

Marriage

As a nomadic people, family, both immediate and extended, is extremely important to Gypsies. Marriage serves as the bond between

Leagues of Gothic Horror Expansion

two groups, thus widening the extended family in an ever-expanding and increasingly tangled web.

Arranged marriages are not unusual, though rarely do parents force their children into a marriage. Contrary to British tradition, in which a woman entering marriage comes with a dowry, among Gypsies it is the groom's family that must pay a bride price.

Until they wed, Gypsy girls wear their hair openly. Once they have a husband, they are required to wear a headscarf when in the presence of outsiders—in this context, it means anyone not of the immediate family. Given that many groups travel in extended families, many women keep their covering on at all times.

The Szgany admire and greatly desire beautiful Gypsy girls as much as they do their magnificent horses. Where the two peoples live in proximity, Szgany raids to kidnap potential brides are all too common.

Music, Song, and Dance

Arguably, Gypsies have plenty to lament, and yet they never allow these to weigh heavily on their souls. Music, song, and dance form an important part of their culture, serving as a means of passing on traditional values and folklore, and reinforcing the familial bond.

Traditional songs are rarely accompanied by musical instruments. Slow songs are sung unaccompanied, while the beat of faster melodies is kept by clapping hands, clicking spoons, and even clacking one's tongue.

The musical instrument most often associated with Gypsies is the fiddle. In the hands of a master, the instrument can stir the emotions, bringing on everything from deep melancholy to intense joy. As the old saying goes, "When the fiddle cries, so does the listener."

Purity

The memory of Atenism still lingers in Gypsy culture in the form of their beliefs and customs regarding purity. The lower body, including the genitals, are considered unclean and impure. Items of clothing worn on the lower body are washed separately from upper

body garments, while the clothing of menstruating women are kept away from all other clothes to avoid contamination. Clipping one's toenails and fingernails is taboo, though filing them down is perfectly acceptable.

The act of giving birth, because it produces so many impure emissions, is never permitted indoors. Additionally, no matter what steps she takes, the new mother is considered impure for the next 40 days. During this time, she is tended only by menstruating women.

The last act of impurity a Gypsy can bring upon his people is death, for it affects not only the deceased, but his entire family. Few, if any, personal items are passed down the generations. In order that they do not corrupt the family, such items are either given to paupers outside Gypsy society or cremated along with the corpse.

Gadje are seen as impure by dint of their lifestyle and lack of understanding of Gypsy culture. Gypsies may invite them to eat with the family, but they serve food from separate pots using separate utensils. Most Gypsies eat meals with their fingers, considering cutlery a potential source of impurity.

When it comes to accepting food from *gadje*, Gypsies are caught in a dilemma. On the one hand, one cannot be sure the food has been prepared in accordance with Gypsy requirements. Thus, it might be impure. On the other hand, it is considered extremely impolite to refuse food offered to you.



The *vardo*, an enclosed horse-drawn wagon, is the traditional home of the nomadic Gypsies. Following a traditional, practical design, the wooden sides of the wagon slope outward as they rise, thus increasing the interior space. The wheels are mounted outside the main body of the wagon, allowing them to ride lower to the ground.

Brightly painted and elaborately carved, a *vardo* is a work of art. Gold leaf is a common interior decoration, being both a visible sign of wealth and in keeping with their distant origin.

While they might appear small, *vardos* can accommodate a small family in modest comfort. Inside, there are areas reserved for cooking, living, storage, and sleeping. Not a square inch of space is wasted. The family rarely confines itself to living just inside its *vardo*, however. Meals are often communal, cooked over an open fire in the heart of a circle of wagons. On warm nights, the occupants frequently forgo the comfort of their bed and sleep under the stars.

The circling of wagons is not just a convenient means of parking vehicles in a manner that shows all are considered equal. As well as being a protective measure against wolves and bandits, a circle of Gypsy wagons counts as a private residence for vampires with the Invitation Weakness (see *Guide to Vampires*). Circled wagons also make it easier for Gypsy magicians to protect a larger area with certain rituals (see sidebar).

Refuge Resource

Any globetrotter with Gypsy blood can own a *vardo* (and a single horse to pull it) if he takes the Refuge: Size 0 Resource. Given the wagon's finite size, this aspect cannot be increased later. The character may, however, take and improve both the Equipment and Security aspects.

Traditional areas for Equipment include Craft, Diplomacy, Empathy (only for the purposes of using the Medium Talent), Investigation (only for the Fortune-telling Talent), Magic, and Medicine. At the Gamemaster's discretion, Performance, while likely to occur outside the wagon, can benefit from there being a range of instruments on hand plus exterior carvings that help invoke the mood.

In addition to a lock on the single door, the Security aspect of the Resource can relate to a stronger build. In this case, it provides a bonus to the vehicle's Structure. The modifier also relates to the Gypsies' supposed ability to move around the land unseen and to vanish wherever trouble comes their way. Thus, it also hampers the Survival: Tracking of anyone pursuing the *vardo*, as well Social Skill rolls to

Rules for Vardos

Rituals

The circling of *vardos* greatly benefits Gypsy magicians invoking rituals for the benefit of the group. Two specific conditions must be met before they can reap any reward, however.

- * The *vardos* must be stationary and arranged in a circle encompassing an area no greater than a 100-foot radius.

- * The magician must be a member of the family or a Gypsy magician granted permission by the chieftain to work his art on the family's behalf. Magicians without pure Gypsy blood cannot benefit from this rule.

These achieved, a Gypsy magician invoking Alter Visibility, Arcane Ward (see *Guide to Black Magic*), Elemental Fury, Nature's Embrace, or Seal Portal within the perimeter treats the enclosed area as being only a five foot radius (-2 modifier) when calculating Area of Effect modifiers. In essence, the entire camp becomes an extension of the magician.

Statistics

Regardless of exact size or shape, a Gypsy *vardo* has the following statics—**Size:** 2; **Defense:** 4; **Structure:** 12; **Speed:** 3 mph for a single horse and 6 mph for two horses; **Handling:** -1; **Crew:** 1; **Passengers:** 6.

question people the caravan may have passed. It even applies to Magic rolls when casting the Track ritual (see *Guide to Black Magic*) if the *vardo* is the ritual's target.

Finally, since the *vardo* is a vehicle, there is no reason why it cannot be improved with weird science or magic. Regardless of the methodology, a *vardo* could easily be equipped with Improved Defense, Handling, Passenger Capacity, Speed, or Structure. And imagine the shock on a werewolf's face when they realize the *vardo* has a turret-mounted machine gun firing silver bullets!

Leagues of Gothic Horror Expansion

Gypsy Globetrotters

Creating a Gypsy globetrotter is no different than creating a character from any other culture. The one aspect players might wish to devote a little time to is choosing their character's two Level 0 background Skills.

Given that *Leagues of Gothic Horror* is a game involving plenty of supernatural occurrences, the obvious choice is to leap straight for Academics: Occult. No player can be blamed for this stereotypical view of Gypsies, especially since it is one the game promotes. There is more to Gypsy culture worthy of exploring than magic and mysticism, though.

On the face of it, Animal Handling may seem like a waste compared to Skills such as Brawl, Firearms, Investigation, and Melee, arguably the big four when hunting monsters. Let's face it, how often is training an animal going to come up in an adventure?

There is absolutely no reason why the Skill cannot be used to try and calm wild beasts, such as wolves, and it is certainly a more logical choice than Diplomacy or Intimidation. Given that the Empathy write-up specifically states that it covers humans, Animal Handling could double up as an equivalent Skill for animals. Now you know if that bear is merely curious or about to charge.

Gypsies are passionate about dance, song, and music, all of which are neatly tied up in Performance. The Skill is essential for the Captivate Talent, which is very handy for temporarily stopping everything from ghosts to vampires in their tracks.

Picking a Craft is true to Gypsy culture, though it is of limited use in many games without the Weird Science Talent. As master metalworkers, Gypsy globetrotters might well use clockwork and steam to create wondrous artifacts.

Since some players will undoubtedly wish to go down the stereotypical "Gypsies are thieves" road, we must devote a little attention to their needs. Con and Larceny are the logical choices, for together they allow both confidence tricks and true theft.



As mentioned above, Szcany are Gypsies' wicked cousins, a malicious people who have stained the name of all Romany.

Rarely found outside the wilds of Hungary and Transylvania, the various tribes serve powerful lords. Often this service dates back many generations. In such cases, the tribe adopts the name of its master as its own. That some of their lords are vile vampires weighs little on their souls—the Szcany are themselves heavily tainted by darkness, and it is better, they say, to serve as a dog than be served as a pig.

Szcany loyalty to their master is absolute. They may feign friendship with outsiders and promise to complete services in return for coin, but they will never betray their lord, no matter the reward offered. Any contact with outsiders is quickly reported back to their master, who is likely to reward them further.

Szcany are not considered favored servants by their overlords. Rather, they are used as laborers, wagon drivers, and guardians. They are masterful if callous horsemen, though they do not breed their own mounts. They prefer instead to steal them from Gypsies. In combat they favor heavy knives and rifles, the latter of which they can fire from horseback as easily as an infantryman on foot.

Deep-seated loyalty and martial prowess make Szcany fearsome opponents. Vampires especially value them, for they make ideal protectors during hours of daylight. When it comes to their master's life, they can be suicidal, standing against overwhelming odds or throwing themselves in harm's way to safeguard their lord.

When not on their master's business, Szcany amuse themselves by raiding Gypsy camps in search of hard liquor, gambling, and horses and women to steal. They give no lip service to any benevolent religion, devoting their prayers instead to dark, pagan deities whose cults have long been extinguished among other peoples. Whatever their "faith," they are a very superstitious people. For example, they always spit on money handed to them to ensure it brings good luck.



Chapter the Third:

Supernatural Sites



*It was true that the ghastly sounds I had heard through the fog had greatly upset me but far worse was what emanated from and surrounded these things and arose to unsteady me, an atmosphere, a force—I do not exactly know what to call it—of evil and uncleanness, of terror and suffering, of malevolence and bitter anger. I felt quite at a loss to cope with any of these things. —Susan Hill, *The Woman in Black**

Supernatural sites come in many forms. From haunted houses and castles to the crumbling piles of despotic lords who entreated with the Devil. From the bloody crypts of vampires, to the dark forests haunted by werewolves; from the gore-soaked altars of Aztec ruins, to the magnificent pyramids and temples of Egypt; to the standing stone circles of northwest Europe, across the world there are perhaps tens of thousands of such sites.

Simply being a site linked with the supernatural does not automatically qualify it for *Leagues of Gothic Horror*, which aims for a specific atmosphere. Likewise, many sites do not have interesting legends. In many cases, legends from different parts of the world share similar themes: a wife murdered for a supposed act of betrayal, a wicked lord who returns as a ghost or vampire, a child who died from disease.

Let's face it, most ghost sightings involve specters that do nothing beside walk around minding their own business. While they might spook casual visitors, they are unworthy of be-

ing investigated and combatted by the Leagues of Adventure!

What we have tried to do with this work is detail sites that have good roleplaying potential, where the Gamemaster can take the basic facts and legends we have presented and shape them into a spooky tale.

Every site detailed in this chapter exists (or at least existed once upon a time). That said, we have taken a lot of leeway with dates and legends (which are often conflicting) to create more dramatic and useful adventure seeds.

For each entry we have suggested an antagonist from *Leagues of Gothic Horror* or the *Guides to Apparitions, Black Magic, and Mummies*. For the latter works, standard entries from the core book can be substituted if you don't own the supplements. Similarly, we have also suggested a number of bonus Style points for those using the optional Dark Places rule.

In all instances the Gamemaster should feel free to use whatever entities and Style points best fit his campaign.



Natural Loci



If there is one thing Great Britain has plenty of, it is sites associated with summoning other-world entities (most notably the Devil or faeries) or healing (typically holy wells or springs). At the Gamemaster's discretion, these sites may be pure folklore, mistaken folklore, or natural loci, places where a specific form of natural magical energy is concentrated in varying degrees of strength.

Leagues of Gothic Horror Expansion

Pure Folklore

Sites that are pure folklore are utterly mundane. Whatever legend arose around them has no basis in the supernatural.

Mistaken Folklore

Mistaken folklore contains a grain of truth to the legends. Such sites are often located on ley lines. Oral traditions often become confused, and tales of summoning devils and imps may simply be a distant memory of ancient rituals carried out at certain times of year—times when the ley line provides additional magical energy. These places follow the usual rules for ley lines.

Natural Loci

Natural loci are concentrations of energy that magicians can tap into to invoke one specific ritual. Gamemasters should assign these special sites a value of 1, 2, 4, 8, or 16. Values of 1 or 2 are most common, while 16 should be extremely rare.

At a healing site, for instance, the bonus applies only to the Healing ritual. Note that removing the water from a holy well or spring renders it mundane—it is the source of the water, rather than the water itself, that is the locus.

At a summoning site, the magician adds the site's value to his Magic dice when the Summon Horror spell is invoked. While the bonus is appreciated by magicians, it is rarely enough to offset the difficulty of breaking the veil and calling forth a powerful entity. Hence, channeling extra magical energy or blood sacrifices are still required in most circumstances.

Optional Rules

Corrupted Sites

Whether it is due to a supernatural presence or mankind's inexhaustible capacity for dark acts, some locations are so infused with

evil that merely entering them can cause men and women of otherwise good nature and pure souls to suffer corruption.

All globetrotters gain one point of corruption immediately upon entering a corrupted site. At the Gamemaster's discretion, a site of great evil, such as Castle Dracula, might inflict two or even three points of corruption. As bad as this might be, remaining in the site for extended periods significantly increases the risk of further taint.

For each 24-hour period spent at the site, a globetrotter must make a Willpower x 2 roll. The Difficulty begins at 1 for the first day, but increases by one point for each subsequent 24 hours thereafter. There is no upper limit to the Difficulty number—prolonged exposure increases the likelihood of total corruption. For each roll failed, the globetrotters gain an additional point of corruption.

Vacating the accursed site prevents the risk of further taint, but it does not alleviate any corruption accrued from visiting the site—that must be cleansed in the usual way.

Eerie Atmosphere

Whether it is the weight of ages pressing down on the soul, a bad reputation that fills even the most learned mind with dread, the state of decay reflecting that even the grandest monument must eventually submit to the ravages of time, the claustrophobic darkness of a forest at night, or some other factor, certain sites are spookier than others. Here one cannot help but glance at shadows, feel the hair on the back of one's neck rise, or utter a nervous laugh to try and calm one's jitters.

Whereas the optional Dark Places rule gives supernatural creatures more Style points as they draw strength from the latent evil associated with a site, this rule inflicts a penalty to globetrotters' Horror checks. Such dark places are not for the fainthearted!

More often than not, the Eerie Atmosphere only manifests at night, once the veil of darkness creeps over the land. Even in a known haunted castle, visitors rarely feel spooked during the hours of sunlight, though they may

Supernatural Sites

Existing Sites: Dark Places & Eerie Atmosphere

Location	Dark Places	Eerie Atmosphere
Austria-Hungary: Castle Dracula	8	-4
Austria-Hungary: Csejte Castle	4	-2
Austria-Hungary: Hoia Forest	2	-1
Austria-Hungary: Zvikov Castle	2	-1
Egypt: Tomb of Neferkaptah	1	0
Flying Dutchman	2	-1
Generic: Asylum	1	0
Generic: Castle	1	-1
Generic: Forest	0	-1
Generic: Graveyard	0	-1 (night only)
Generic: Haunted House	1	-1
Generic: Ruins	0	0
Generic: Village (Fearful)	0	-1
Generic: Village (Guilty)	1	0
Generic: Village (Combination)	1	-1
Germany: The Black Forest	1	0
Germany: The Brocken	0	-1
Germany: Castle Frankenstein	2	-1
Great Britain: Borley Rectory	1	-1
Great Britain: Flannan Isles	0	0
Great Britain: Glamis Castle	0	-1
Romania: Poenari Castle	2	-1
Scandinavia: Blå Jungfrun	0	0
Scandinavia: Blåkulla	0	0
Scandinavia: Domen	2	0
United States of America: New Orleans	0	0
United States of America: Tarrytown	1	0

be naturally wary of dark rooms or basements. At the Gamemaster's discretion, truly sinister sites may retain a penalty during the daytime, albeit at a lower level.

Not every supernatural site needs an Eerie Atmosphere rating, of course. Likewise, the Eerie Atmosphere may only manifest after a supernatural creature makes its presence known. Walking

around an mansion at night may be slightly spooky (but worth no penalty), but it takes on a different air once the globetrotters know for certain it is inhabited by a grisly specter.

As a final note, the Eerie Atmosphere rating of the sites in this work are suggestions only—the individual Gamemaster has the final say.

Leagues of Gothic Horror Expansion

Location	Penalty
An old or sinister looking building with known dark legends attached, or with a naturally sinister atmosphere. With regard to buildings, the site is occupied by normal people. E.g. most any castle/grand house or forest after sunset.	-1
An old and rarely inhabited site with known legends of terrible events attached. E.g. a typical abandoned haunted house.	-2
The haunt of a known and terrible evil that sane men know to avoid. E.g. Castle Dracula.	-4



Devil's Pool

Suggested Entity: Ghost (Grief)

Dark Places Style Points: 1

Eerie Atmosphere Penalty: 0

Formed at the confluence of three streams, the Devil's Pool (in Queensland) is believed to be cursed. Long ago, the local Aborigine tribe celebrated a wedding—that of a respected elder and a younger girl. During the celebrations, a wandering tribe passed through the area. Following ancient tradition, they were invited to attend the festivities.

The bride, Oolana, met the gaze of Dyga, a young warrior from the visiting tribe and the pair instantly fell in love. While the guests danced, the pair snuck away to the pool, where they spent the night together.

Come the morning, the two tribes discovered the couple were missing. Finding them at the pool, Dyga was forced to travel on with his tribe, leaving Oolana behind. Grief-stricken at losing the man she loved so intensely, the girl threw herself into the pool and drowned. Unable to rest in peace, her soul haunts the pool. Still searching for Dyga, her ghost calls men to her, luring them into a watery death.

Adventure Seed: Sir Reginald Pettigrew, famed explorer and chronicler of haunted sites across the globe, has gone missing in

Australia. The last telegram received by his daughter indicated that he was about to enter a remote part of Queensland with the intention of disproving a superstition concerning a supposedly haunted pool. That was four months ago. She, along with the Ghost Club, are prepared to sponsor an expedition to track down Sir Reginald.

Larundel Mental Asylum

Suggested Entity: Ghost (Child; add Lacerate)

Dark Places Style Points: 1

Eerie Atmosphere Penalty: 0

Australia is a relatively new country, but its care for the mentally ill remains as backward as much of Europe—Freud is only just embarking on his career and there have been few meaningful breakthroughs in alienism. Located on the outskirts of Melbourne, Larundel asylum has been open for only a decade.

Currently, Larundel sits on the nebulous border between the old world and the new world of psychiatric care. Patients are kept locked in overcrowded cells or straight jackets and locked boots when not working in the garden, and yet there is a gymnasium where they may exercise. The head alienist, a fervent supporter of weird science, has agreed to test two new devices—the Electrotherapy Engine and the Psychoanalyzer. If these prove successful, Larundel may be at the dawn of a new age in alienism.

Despite its recent construction, the asylum already has a resident specter. Taken into state custody after being orphaned, a young girl by the name of Martha died within three months of her arrival. As an orphan, the state did not bother to conduct any form of official investigation into her demise, and her corpse was hastily buried in an unmarked grave on the grounds.

Martha is not resting peacefully. Beginning on the first anniversary of her death, both patients and staff reported hearing sinister, giggling laughter and the sound of a music box (Martha's only possession) during the hours of darkness.

Martha is no benevolent child ghost seeking justice for her untimely death (though it is possible she was murdered). She was commit-

Supernatural Sites

ted to Larundel because she had stabbed both her parents to death using a kitchen knife. It seems she continues to enjoy inflicting harm, for more than one worker has received deep cuts as if slashed by a knife, despite being alone at the time.

Adventure Seed: Martha's ghost has apparently claimed her first life—a guard was found dead, his throat slashed. The head alienist, who has little faith in the existence of apparitions, has reluctantly given in to the demands of his staff and contacted the Leagues of Adventure for support.



Brasov

Suggested Entity: Ghost (The Pied Piper)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

In 1211, the small village of Brasov underwent a major change. Under order of King Andrew II of Hungary, the Teutonic Knights transformed the sleepy settlement into a fortified city—Kronstadt (“City of the Crown”).

In less than a generation the knights had been expelled, but the German colonists who came with them remained. Thanks to its position on the borders of Western Europe and the Ottoman Empire, Brasov prospered as a trading center. Borders have changed and Brasov's fortunes have declined, but it remains an important city.

The story of the Pied Piper of Hamelin has been tied to Brasov. Local folklore has it that the children spirited away from Hamelin were taken to Brasov. Despite the lack of any evidence, several families claim to be descendants of those unfortunate souls. Likely they have heard the tales of the Brothers Grimm, who claim the children lured away by the Piper became the founders of Transylvania.

Adventure Seed: Regardless of whether or not the original Pied Piper story has any ties to Brasov, the phantom has set his sights on the city to help fulfill the quota he owes the Devil. Many denizens have begun blaming the local

gypsy tribes for the kidnappings. Tensions are growing and there have already been instances of violence.

The globetrotters are contacted by Francis Hindes Groome (1851-1902), a senior member of the Gypsy Lore Society and leading commentator on the Romani people. He believes the gypsies are scapegoats for a common murderer and seeks the help of the Leagues of Adventure in bringing the real culprit to justice before anger turns into bloody persecution.

Houska Castle, Bohemia

Suggested Entity: None

Dark Places Style Points: 8

Eerie Atmosphere Penalty: -2

Constructed on the order of King Ottakar II of Bohemia in the early 13th century, Houska later became home to aristocratic families. Few tarried more than a generation, and the castle changed hands with great regularity. Abandoned in the 18th century, it has recently undergone renovation, though on whose orders is unclear.

The castle was constructed over a deep hole, the chapel lying directly above the center of the pit. Locals referred to the void as “The Gateway to Hell,” and with good reason—creatures that were both man and animal crawled from its inky depths, while winged creatures too large to be birds were frequently seen to circle above it.

Before construction work began, the king offered amnesty to any prisoner under sentence of death prepared to be lowered into the hole and report on what lay at the bottom. The first volunteer to be lowered descended only a few yards before he began screaming in terror. Quickly hauled back to the surface, he was found to have aged several decades. Incurably insane, he never revealed what had caused his terror. Despite rousing intense curiosity, the incident ensured that no one else ventured into the hole. One can only assume that the other volunteers' execution was carried out as planned.

Houska Castle hardly lives up to its name. It lacks any fortifications (although the walls are quite thick), holds no strategic position in the landscape, had no kitchens or source

Leagues of Gothic Horror Expansion

of fresh water at the time of its construction, and was never occupied during the early years of its existence. Its construction, it seems, was simply to plug The Gateway to Hell.

Adventure Seed: Leopoldine. Princess of Hohenlohe-Langenburg (1837-1903), has long been fascinated by the tale concerning Houska Castle. Keen to have the pit explored, she has secured the services of the Speleological Society. Having learned of the castle's supposed history, the Society has turned to Leagues with an occult interest to join the expedition, just in case there is any truth in the story.

Scholomance, Transylvania

Suggested Entity: Cultists (Magical Cult Leaders)

Dark Places Style Points: 8

Eerie Atmosphere Penalty: -2

First known to Western occult scholars through Emily Gerard's (1849-1905) seminal work *Transylvanian Superstitions*, published in 1885, the Scholomance is a school of black magic. Its location is described only as being south of the city of Hermannstadt, close to an unnamed mountain lake. Whether the school is an actual building or merely a cave is not known. The lake, though small, is said to be bottomless.

Traditionally, only ten students are admitted at any time to learn the dark arts at the feet of Satan. The pupils are collectively known as the *Scholomonariu*. Of these, only nine will ever leave. The tenth remains behind to serve Satan as his aide-de-camp in the mortal world.

Although possible, it is unlikely that the pupils are truly instructed by Satan in person. More likely, the tenth student is the most gifted, and he remains at the Scholomance to pass on his wisdom to the next generation of dark sorcerers.

Adventure Seed: Many budding magicians have sought the Scholomance, but none are known to have succeeded—entrance no doubt comes with a vow of secrecy. Eager to bring the teaching of black magic to an end, the Holy Brotherhood offers a sizeable reward to anyone who can locate the accursed school, and an even bigger reward if they can destroy it.



Isle of Demons

Suggested Entity: Ghost (Wendigo; see p. 56)

Dark Places Style Points: 4

Eerie Atmosphere Penalty: -1

Quirpon Island lies off the northeastern tip of Newfoundland's Great Northern Peninsula. Beginning in the 15th century, cartographers referred to it as "The Isle of Demons." Various nautical texts from the age describe the island as being inhabited by wild beasts and terrifying demons. Few people have any reason to visit the rugged island, and even the local Inuit tribes give it a wide berth.

Adventure Seed: Two months ago, a fishing vessel was shipwrecked off Quirpon Island. It took rescuers three weeks to find the crew, and by that time there was only one survivor. Quite insane, he told his rescuers that he was possessed by a demon that made him eat his comrades. Shocked to the core, the authorities promptly had him committed to a lunatic asylum.

Doctor Pierre Gascon, the alienist treating the mariner, believes there is more truth to the man's tale than people are prepared to admit. Although he cannot save the mind of his patient, he believes he can save others from a similar fate. All he needs are globetrotters prepared to venture onto the Isle of Demons and lay the demon (or demons) to rest.

Lake Minnewanka

Suggested Entity: None (see below)

Dark Places Style Points: None (see below)

Eerie Atmosphere Penalty: 0

The shores of Lake Minnewanka, a glacial lake in western Canada, have been inhabited for around 10,000 years. According to the myths of the indigenous people, a demon that snatches people from the shore dwells within the cold waters. It is described as being half-man and half-fish. The demon is not an apparition or some unholy cryptid, nor is it a figment

Supernatural Sites

of the imagination. Locals legends, however, only tell half the story.

The shores of the lake were ideal hunting grounds for the ancient tribes, but even in this remote location they were not spared the ravages of disease. When their traditional medicine failed, the shamans turned to summoning Vepar, the demon of pestilence (see *Guide to Black Magic*).

Although rarely summoned, century upon century of summoning has left its mark on the lake. Magicians seeking to summon Vepar, for whatever purpose, receive an 8 dice bonus to their Magic roll.

Adventure Seed: Although the Angel of Death (see *Globetrotters' Guide to Cads & Cults*) is a man of science—albeit perverted to suit his diabolical cause—he is always on the lookout for new diseases. He does not put much faith in magic, but having learned of Vepar's existence, he is prepared to try his hand. To that end, he has hired a debauched black magician to travel to Lake Minnewanka, summon Vepar, and return with a batch of his diseased flies.



Farafra Depression

Suggested Entity: Ghost (Lost; add Possession and Speech)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

In attempting to sweep aside millennia of polytheism in favor of worshipping a single god, the Aten, Pharaoh Akhenaten sealed his own fate. Far from revolutionize Egypt, it was an experiment that lasted a single lifetime. Following the death of Tutankhamun, Akhenaten's majestic new city was razed to the ground and left for the desert to swallow, while his name was systematically removed from all inscriptions and monuments.

Cast out from living memory, cursed by the desecration of his name, and rejected by the gods he sought to remove from power, Akhenaten found no welcome in the afterlife.

His soul was condemned to haunt the western desert at Egypt's border, the arid, desolate, and sparsely populated Farafra depression until the end of time.

Bedouin folklore testifies to this, for the spectral image of the pharaoh has been spotted on many occasions. A sad figure, he attempts to converse with the living, imploring the restitution of his name and attempting to convert a new generation to Atenism.

Adventure Seed: The world of Egyptology places no belief in pharaonic ghosts. Professor Gordon MacLeish, however, believed that Bedouin stories were based partly on fact, and insisted the somewhere in the desert lies a second city constructed by Akhenaten. A year ago, the MacLeish Expedition set out to discover and map the lost city. No word has been heard since they left Cairo, and the Leagues are planning a joint rescue mission.

Valley of the Sorcerer

Suggested Entity: Royal mummy (greater mummy if you are using *Guide to Mummies*) with Astral Body ability

Dark Places Style Points: 2

Eerie Atmosphere Penalty: 0

Few Europeans visit the far south of Egypt, especially the wild desert held back from engulfing the remnants of the ancient civilization only by the Nile. East of Aswan lies a narrow, deep valley known to the local Bedouins as the Valley of the Sorcerer.

Few of the hardy desert-dwellers will enter the valley late in the day, for they fear being caught by darkness before emerging from the other end of the winding route. This fear is deeply ingrained, and yet the Bedouins know very few facts. The name of the fabled sorcerer, supposedly once a mighty king or queen, said to be buried somewhere in the valley, is a mystery to them. Likewise, they cannot provide an accurate date for his or her existence, proclaiming only that the sorcerer lived "millions of millions of years ago." Europeans should not take such a span of time literally, for it is an expression that dates back to antiquity and means "long ago" with the added emphasis of "I am not sure exactly when."

Leagues of Gothic Horror Expansion

Part way along the valley, engraved into the southern cliff, are images of men and beasts and suns and stars, as well as certain cabalistic symbols easily recognizable to students of the occult. Other symbols, though, are much more obscure and hint at elder secrets best left undisturbed by the passage of ages.

Opposite the markings, halfway up the sheer northern cliff, is a concealed opening—a slab of rock cut to fit a gap with almost perfect precision. Such as the skill of the ancient artisans that only a methodical study of the cliff reveals its presence.

Beyond, a shaft leads down to a single chamber, its walls and ceiling elaborately decorated with hieroglyphs. In the center lies an open sarcophagus wrought from a stone found nowhere within the confines of Africa. Inside rests a mummy—the sorcerer after whom the valley is named. Clutched in the mummy's hand is a multifaceted red gem, a prize of such value as to ensure a man would want for nothing for the remainder of his mortal days. In their rush to possess such a wondrous treasure, thieves may fail to notice that the mummy's left hand has seven fingers.

Adventure Seed: A friend of the globe-trotters approaches them with the intent of recruiting them for an expedition to Egypt. Having recently acquired an old papyrus from his grandfather's estate, the friend has learned of a hidden valley in which lies a fabulous treasure. Whether the heroes agree to accompany their friend or not, he is found dead the next morning, apparently strangled. Examination reveals that his killer had seven fingers on their left hand. Clutched in the friend's hands is the ancient papyrus.



Château de Châteaubriant

Suggested Entity: Ghost (Revenant)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1

Originally constructed from wood in the 11th century, the castle has undergone many

modifications and expansions down the centuries. Damaged in a storm in 1720, the main keep was abandoned and left to the elements. While the keep remains in ruins, the other structures on the site are currently being used as a police station, court, and prison.

The castle grounds are haunted by the spirit of Françoise de Foix (1495-1537). At court, she became an official mistress of King Francis I (r. 1515-1547). Eventually rejected in favor of a younger woman, Françoise returned to her husband, Jean de Laval. She suddenly died in 1537.

Officially, the cause of death was listed simply as "sickness." In fact, her husband, jealous of her closeness to the king, had her locked up in a padded room and slowly bled to death. Each year on 16 October, as the nearby church bells ring midnight, the specter of Françoise de Foix stalks the dark corridors of Château de Châteaubriant.

The ghost of Françoise de Foix does not realize it is an apparition. Confused, it believes she is still a prisoner slowly being bled to death by her husband. To that end, she uses her vampire-like power to drain blood from the living. Sadly, this very act of trying to sustain her long-perished physical body is what keeps her fettered to the world of the living.

Adventure Seed: A new governor has taken up residence in the castle. Previously ignorant of the story of Françoise de Foix, he was horrified when told it, for he is a very distant descendant of Jean de Laval.

Fearful that the specter will seek to drain his blood come the next October, and far too proud to vacate his position even for one night (especially since no one else believes the legend), he turns to the Leagues to protect him.



Abandoned Village

Suggested Entity: Vampire

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -2

Not far from the city of Munich stands the

Supernatural Sites

ruins of a long-abandoned village. Likely it once had a name, but the people of Munich never use it, for they believe the village is unholy. Little remains save the crumbling shells of houses and the cemetery.

Dominating the graveyard is a marble tomb, unusual for the large iron stake hammered through its roof and its bronze doors. Inscribed on the tomb in German is the inscription, "Countess Dolingen of Gratz / in Styria / sought and found death / 1801." On the rear face is another inscription, this time carved in Russian. It reads, "The dead travel fast." The people of Munich are right to fear the village, for the Countess is a vampire.

The weather around the village behaves strangely. One moment it can be sunny, the next the air is filled with stinging pellets of hail. Fog is commonplace. At least one large wolf has been spotted in the vicinity.

Adventure Seed: Whether it is a vampire lackey, a crazed cultist, or a foolish tourist, someone has removed the iron stake from the tomb. Now free to travel abroad once more, the Countess has begun feeding on the fearful citizens of Munich.



By area, Great Britain is perhaps the most haunted nation on earth. Every castle, manor house, and ruin, not to mention public house, seems to have at least one apparition associated with it, and in some cases as many as half a dozen spirits haunt the same site.

In addition, the practise of Black Magic and witchcraft remain common in rural areas, with many insular communities honoring the gods of their long dead ancestors.

England

Ancient Ram Inn

Suggested Entity: Ghost (Poltergeist)

Dark Places Style Points: 4

Eerie Atmosphere Penalty: -1 (night only)

Dating backed to 1145, the Ancient Ram has fulfilled a variety of roles in its long existence. Little remains of the original structure, for it has been modernized over the years. The modern building dates back to the 17th century.

The Ancient Ram appears numerous times in local folklore. Depending on whom one asks, the inn was the site of a witch burning, sits atop a pagan burial site, and was once used by a cult of devil worshippers. What is not known is that the inn stands on the intersection of two ley lines, making it a place of natural magical energy.

Little of the supernatural activity makes the regular newspapers, but it appears many times in periodicals devoted to spiritualism. Guests have been known to desert the inn in the middle of the night, complaining of being pulled from their beds, witnessing ghostly apparitions, hearing disembodied voices, and sensing an overwhelming aura of evil.

Adventure Seed: The Ancient Ram makes the local newspaper, the *The Citizen* (est. 1876), following an unexplained death. The victim, a visitor from Bristol, was found dead in his bedroom. According to the article, his face was locked in a rictus of terror.

Badbury Rings

Suggested Entity: Ghost (Phantom Soldier)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1 (night only)

An iron age hill fort, Badbury Rings sits in an ancient landscape, as evidenced by the presence of Bronze Age barrows nearby. Part of a series of similar fortifications stretching across the region, the Rings (named for its three circular earth ramparts) is also seated at the crossing of two ley lines.

Held by the Durotriges tribe until captured by the Romans in 44 AD, the fort's later neighbors include a Roman fort (historically discovered in 1975), Vindocladia (a Roman town discovered in 1992), and a Roman temple (first excavated 1900). Badbury Rings was later reused by the Romano-British in their attempt to keep out the invading Saxons.

Four ghosts have been recorded here—a phantom warrior whose armor places it back

Leagues of Gothic Horror Expansion

in the 6th century, a disfigured dwarf, a woman in black, a black hound, and ghostly Roman soldiers locked in battle with their Celtic counterparts. Of these, only the first poses any threat to curious visitors, for it has been known to inflict swordlike injuries on the living.

Adventure Seed: Despite being an obvious site of antiquity, no excavations have taken place within the Rings itself. Convinced that Badbury Rings marks the site of Mount Badon, where King Arthur defeated the Saxons, the Society of Antiquarians plans a major excavation. First, though, it needs the troublesome phantom warrior laid to rest.

Bognor

Suggested Entity: Ghost (Child; Manifestation, Minor Possession, Strangulation)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

A coastal town in the county of Sussex, Bognor was a fishing village of little note until the 18th century, when Sir Richard Hotham established it as a resort. The growth of the railways, coupled with better working conditions, soon attracted the masses to the coast.

The ghost of a child haunts a house in a backstreet lane. Strangled by her stepfather and hidden in one the walls, the specter has grown vengeful. As well as strangling adults (though never to the point of death), she takes possession of young children and causes them to leap from upper story windows to their death on the cobblestones below. For this reason, the residents of the lane nail their upper windows shut.

Adventure Seed: Little is known about the Bognor ghost outside the town, until one of the globetrotters receives an anonymous letter listing a number of "accidents" involving children dating back many decades. Who sent the letter and what is their motive? Only a trip to the seaside will uncover the answers.

Canewdon

Suggested Entity: Cultists or Witches

Dark Places Style Points: 2

Eerie Atmosphere Penalty: 0

Inhabited since the Neolithic era, Canewdon (in Essex) has been noted for three things—its status as a trading port, production of sea salt, and witchcraft. Folklore dictates that there are always nine witches present in the small village, a sizeable number for a settlement that has a population of less than 1,000 souls. Unfortunately, the tales do not clarify whether the witches are true witches, more innocent practitioners of natural magic, or a devil worshipping cult.

The existence of witches is tied to the church and its 15th century bell tower. Whenever a stone falls from the tower, one witch dies, only to be replaced by another. So long as the tower remains standing, Canewdon will always be home to their ilk.

Adventure Seed: The witches of Canewdon have been relatively well-behaved for over 300 years. Recently, however, a number of animals have been found mutilated. George Pickingill (1816-1909), a resident of Canewdon and a high-ranking member of the Cunning Folk, believes their worship has taken a darker turn. Through his contacts with the other Leagues, he hopes to combat the witches before they turn to human sacrifice.

Castra Regis

Suggested Entity: Cultists (possibly an enormous white worm)

Dark Places Style Points: 4

Eerie Atmosphere Penalty: 0

All that remains of the great house of Castra Regis (Camp of the King) is a blasted pile of rubble. The locals are quick, perhaps too quick, to point out that the house was struck repeatedly by lightning in 1860, during what later became known as the Great Storm. Even a cursory investigation reveals that the stone has not crumpled inward, but has instead been blasted outward, as if the destructive force occurred inside the building.

The house, and the last scions of the Caswall family who owned it for many generations, were destroyed not by lightning from the heavens, but by the emergence of a colossal worm from within the earth. Sickly white and monstrous in length, the creature

Supernatural Sites

is an abomination that has lived in the tunnels and caves beneath the region since before the arrival of the Romans.

Stories of the worm exist in folklore, though the tales have become muddled and merged over time. While locals sing of a brave knight who slew a fearsome, wingless dragon, the origin of the creature lies further back in time. First worshipped by the druids as an earth god, the cult was later taken over and continued by the Romans. The tale of the knight refers not to the slaying of the worm itself, but a righteous crusade to stamp out the vile cult.

For all their fervor, the knights failed in their task. Since that fateful day, the Cult of the White Worm has remained very small—one master and three apprentices. The current head of the cult is Lady Sylvia Donohoe, who owns the estate neighboring Castra Regis. The remainder of the cult is made up of the local constable, magistrate, and doctor.

Sacrifices offered to the white worm are primarily livestock. Only on the rare occasions when strangers pass through the sleepy and remote district are human sacrifices offered to the bloated monstrosity.

Adventure Seed: The Society of Antiquarians recently started an excavation in Druid's Grove, which borders Castra Regis. Digging unearthed the remains of a Roman temple with a large well at the center. The last telegraph sent from the local post office declared they had explored the base of the well and discovered it connected to a sprawling natural cave system. Reports of Roman coins and an "odd skull" (one of the worm's many children from earlier ages) had the Leagues excited, but since then nothing has been heard from the expedition.

Chillingham Castle

Suggested Entity: Ghost (Child; swap Noise for Ghost Light and add Despair)

Dark Places Style Points: 4

Eerie Atmosphere Penalty: -1

Constructed as a monastery in the 12th century, Chillingham Castle stands on the border between England and Scotland. With the two nations locked in a series of conflicts,

the monastery became both a staging post for English armies advancing north and a prime target for Scottish armies raiding south. In 1344, a License to Crenellate was granted, allowing the monastery to be transformed into a true castle.

Relations between England and Scotland gradually improved, and the castle was slowly transformed from a fortification into a grand house. This was completed in the early 19th century, when the grounds were landscaped into a park. The modern castle is home to the Bennets, under their title as the Earls of Tankerville.

During its early history, many Scots captured in battle were dragged to the castle dungeon, tortured, and then executed. Numerous ghosts are said to haunt the site, but it is the "blue boy," also known as the "radiant boy," whom the inhabitants fear the worst.

His visitations are usually as a ball of light that floats aimlessly around the castle. On rare occasions, though, he manifests as a young child clad in blue garments. Such manifestations invariably spell dark portents for a member of the household.

Adventure Seed: The "blue boy" has recently manifested. Fearful, Lord Charles, the current earl, contacts his friends in London. They suggest he summon the Leagues of Adventure to the castle with all haste.

Historically, the "blue boy" haunting stopped following renovation work in which the bodies of a man and young boy were unearthed inside walls 10 feet thick. Numerous documents, some dating back to the time of the Spanish Armada (1588) were discovered alongside the bodies. This is the era of Renaissance Magic, and the documents could be occult texts.

Earls of Tankerville: Charles Augustus Bennet, 6th Earl of Tankerville (1810-99), George Montagu Bennet, 7th Earl of Tankerville (1852-1931)

Loglin Grange

Suggested Entity: Vampire

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Leagues of Gothic Horror Expansion

The sleepy Cumbrian village of Coglein doesn't have much to make it noteworthy to globetrotters, save for two modest mansions and an old church. Coglein Grange, one of the two houses of note, stands beside the ancient churchyard.

Although owned by the Fisher family, the Grange has been rented out for several years. The current occupants are the Cranswells—Amelia, and her two brothers, Edward and Michael.

Adventure Seed: Amelia has recently suffered a traumatic incident. On hearing a noise by her ground floor bedroom window, she awoke to see a creature with a brown face and long nails scratching at the window. Paralyzed by fear, she watched in horror as the fiend began to tear away the lead flashing around the window. Dislodging a pane of glass, the creature soon opened the window and entered.

Amelia is unsure of what happened next. Her brothers record hearing her scream and rushed into the room to find the window open and their sister clutching multiple bleeding bite injuries on her neck. Locals have subsequently reported a spate of mysterious sheep killings.

Creech Hill

Suggested Entity: Ghost (Fright; swap Glimpse for Cold)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1 (night only)

Creech Hill, which stands in eastern Somerset, takes its name from the Celtic word *crich* ("hill"). Dense undergrowth and trees conceal much of the upper hill, but antiquarians have recently recognized that the summit is a small hillfort dating back to the pre-Roman era. Unlike larger hillforts, Creech Hill boasted just a single rampart. Within its boundary are the foundations of a Romano-Celtic temple.

The lower slopes and surrounding landscape are extensively farmed, but few locals possess the courage to mount the summit after dark. For generations, the locals have heard tales of the Laughing Man.

The specter is a dark shadow, humanoid in form, but considerably taller than a grown man. It takes its name from maniacal laughter,

which it utters as it chases unfortunate victims away from the summit.

Although it only ever manifests as a shadowy figure, its laugh can drive a man insane. Treat this audio effect exactly as the Manifestation power (desired Horror rating +1 Haunting points). This particular effect lasts for a single combat turn.

Adventure Seed: The Society of Antiquarians believes it is on the verge of unearthing a spectacular archaeological find on Creech Hill. Keen to prevent outsiders from looting the site, watchmen were posted. Unfortunately, the presence of the Laughing Man caused the guardians to flee in terror, vowing never to return to the excavation. Although they have little belief in the existence of the spirit, the antiquarians have been forced to contact Leagues with an interest in the occult to allay the watchmen's fears. Little do they realize that the Laughing Man is a very real entity.

Dane Hills

Suggested Entity: Black Annis (see p. 67)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1

The inhabitants of Leicester avoid crossing the wild and rugged Dane Hills to the west of the city once the sun has set or when a fog has risen. It is said the desolate hills are home to a terrifying creature, a crone or witch by the name of Black Annis. She resides in a cave, carved into the side of a sandstone cliff by her terrible iron claws. Known as Black Annis' Bower, it is distinguishable by the solitary oak tree that grows near its entrance.

The story of Black Annis is well known in the region, but few consider it to be truth. The crone is deemed to be bogeyman, a fictitious monster created to scare children into avoiding the natural perils of the Dane Hills.

Adventure Seed: The legend of Black Annis has just become very real. Two local boys recently went missing in the hills. Only one was found and he was half-insane. In moments of lucidity he screamed the name of Black Annis and claimed she took away his friend. Fear has gripped Leicester, forcing the mayor to look to the Leagues of Adventure.

Supernatural Sites

Like most educated people, the mayor believes the boys became separated in the fog. Alone, and well aware of the legend, the surviving boy's imagination went into overdrive. Unfortunately for him and those of his ilk, Black Annis is very real.

Dering Wood, Pluckley

Suggested Entity: Ghost (Shadow; swap Illusion for Noise)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -2 (night); -1 (day)

The village of Pluckley, Kent, boasts over a dozen ghosts, making it perhaps the most haunted village in England. The great majority of these spooks are harmless, in that they mean no specific harm to mortals. Those that haunt nearby Dering Woods, though, are more hostile toward mortals.

Rarely seen, save as black shadows, they are frequently heard. Their hellish cries give the woods its local nickname—Screaming Woods. According to folklore, the specters are the souls of travellers who became lost in the wood and either wandered until they died of thirst or took their own lives.

Adventure Seed: Events in Dering Woods have taken a ghastly turn. The corpses of 20 people were found by a poacher the day after Halloween. The local coroner has been unable to find a cause of death and has turned to the Leagues of Adventure to solve the mystery.

Farndon Bridge

Suggested Entity: Ghost (Child, add Minor Possession)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Bridges hold a special place in folklore, being crossing points between the world we know and that of the supernatural. Little wonder, then, that many are said to be haunted. Farndon Bridge, on the English-Welsh border, is one such structure.

The story concerns the children of Madog ap Gruffudd of Dinas Brân, a medieval Welsh prince. Following his death in 1277 at the hands

of English invaders, John de Warenne, 6th Earl of Surrey (1231-1304), and Roger Mortimer (1231-82) were appointed legal guardians to his two sons. Seeking to take possession of the boys' inheritance before they came of age, the pair threw the young children from Farndon Bridge into the freezing water below. When the air is still and the night is at its blackest, locals claim the pitiful wails of the children calling for help can still be heard.

Adventure Seed: Three children have recently drowned near Farndon Bridge. A fourth child, who was with the group, claims to have seen two boys in the river. They called out to his friends, who promptly dove into the chilly water. Are the specters of the two young princes venting frustration on the living, or are they simply seeking new playmates after 600 years on their own?

Farringdon Street Station, London

Suggested Entity: Ghost (Child; add Shove)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: -1 (night only)

Opened in 1863, Farringdon Street Station is part of the Metropolitan Railway underground system. The station is haunted by "the Screaming Specter."

She is believed to be the spirit of Anne Naylor, an orphan who lived in the 18th century. At the age of 12, she was murdered by her employer at the workhouse, her corpse dumped on the spot where the station now stands. Her piercing screams have been reported many times since the station opened.

Adventure Seed: "The Screaming Specter" is doing more than just wailing. Actually manifesting as a young girl, she is using her Shove ability to push people in front of arriving trains. Several people has escaped with minor injuries, but it is only a matter of time before there is a fatality.

As an aside, there is a minor train accident at Farringdon Street in 1892. Supposedly caused by a defective axle, a train derailed shortly after pulling out of the station. Five people are injured. In *Leagues of Gothic Horror*, the accident may well be caused by the ghost of Anne Naylor.

Leagues of Gothic Horror Expansion

Fitz Manor

Suggested Entity: Ghost (Hate; its Lacerate manifests as deep holes in its victim's hands and feet)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: 0

Fitz Manor has gazed out over the River Severn since 1450, although it is widely believed a wooden Saxon hall once occupied the same site. Currently owned by the Baly family, it was once the seat of the bishops of Shrewsbury.

The manor was the scene of a grisly execution in the late 18th century. Charged with homosexuality (possibly a false charge created to legalize the murder of a Catholic clergyman), a priest was crucified in the dining hall. It is said that his persecutors ate their dinner in front of him as he suffered.

Adventure Seed: On the 100th anniversary of his grisly death, the specter of the priest has returned to haunt the living. Utterly terrified after being assaulted by the angry spirit, the Baly family has been forced to abandon their ancestral home. What the phantom wants is as yet unknown, but it is rumored that a Baly was present at his crucifixion.

Hexham

Suggested Entity: Ghost (Shadow)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: 0

Founded in 674, Hexham began as a monastery (Hexham Abbey). Over time, a settlement grew outside the walls, creating a village.

For a small settlement, Hexham's history is steeped in blood. The Saxon king Aelfwald was murdered there in 788. William Wallace raided and torched the town (as it had become) in 1297. King David II of Scotland sacked the monastery in 1312. During the War of the Roses, The Duke of Somerset, commander of the defeated Lancastrian army, was executed in the market square. A riot in 1761 was quelled with violence, leaving 51 dead.

It is not the bloodshed that gives Hexham its current dark reputation, though. In 1889, two boys digging in their garden unearthed a

pair of small stone heads of Celtic origin. Since then, the boys' home has been haunted. The family has reported seeing a werewolf, a half-man, half-sheep figure, and a shadowy form.

Adventure Seed: A friend of one of the globetrotters, who knows of his interest in the occult, hands him a copy of the Hexham Courant, the local newspaper. Inside is an article on the haunting.

Holy Trinity Church, Blythburgh

Suggested Entity: Ghost (Hellhound)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Known as the Cathedral of the Marshes, Holy Trinity Church occupies a site that has been a place of Christian worship since 654. In 1577, the church had the dubious honor of being visited by none other than Satan himself. In the guise of a monstrous black dog with glowing red eyes, the Devil clawed at the church door, startling the congregation and leaving scorch marks in the wood. The marks are still visible today. In local folklore, the canine is known as Black Shuck.

After suffering from lightning strikes and storm damage, the great church was largely abandoned around 1651. By 1847, it was described as a "moldering into ruin." The few parishioners still prepared to risk falling masonry were forced to shelter under umbrellas whenever it rained. Following substantial renovation work, the church reopened in 1884.

Adventure Seed: The new vicar of Holy Trinity Church was awoken in the night by the sound of baleful howling. On investigating, he discovered fresh burn marks on the door of the church.

Knowing that the presence of Black Shuck in 1577 led to near-disaster for the church, he plans to make sure the Devil's plans are foiled by the Leagues of Adventure. Shortly after making contact, though, the vicar was found dead, mauled by some horrible hound.

Levens Hall

Suggested Entity: Ghost (Gray Lady)

Dark Places Style Points: 2

Supernatural Sites

Eerie Atmosphere Penalty: 0

Built as a fortified keep in 1350, Levens Hall stands in southern Cumbria. Originally raised to keep an eye on the marauding Scots, it has evolved into a grand country house, complete with ornamental topiary garden.

In the 18th century, a starving gypsy sought alms at the hall. Turned away empty handed by the lady of the house, she soon died, but not before laying down a curse that no male heir would be born to the family. For four generations the estate has passed through the female line, with husbands taking their wives' surname.

Adventure Seed: Sir Josceline Bagot, the great-great-nephew of the previous lady of the manor, inherited the house in 1883. Well aware of the curse, and desperate to sire a son to inherit both the hall and his name, he writes to the Leagues of Adventure. Sir Josceline is adamant that if the gypsy's ghost (she still haunts the hall) can be banished, then the curse will be broken.

Medieval Monastery

Suggested Entity: Ghost (Pestilence)

Dark Places Style Points: 4

Eerie Atmosphere Penalty: 0

Due to the efforts of King Henry VIII, Great Britain's green and pleasant land is dotted with crumbling monasteries. This unnamed monastery outside of Farnborough in southern England was not one that fell to the monarch's privations. Indeed, his men were deathly afraid to even enter the building, which had already been abandoned for nearly two centuries.

During the mid 14th century, the monks inhabiting the monastery were accused of heresy. Imprisoned in small cages and tortured to extract confessions of their dealings with fell spirits, the monks suffered constant agonies for three years. Their torment was not ended by the executioner's axe or cleansing flame of the pyre, but by the Black Death, which ravaged the land at that time.

Attempts to repopulate the monastery repeatedly failed. Each time new monks took up residence, they quickly fell victim to a variety of diseases. When no more monks could be

persuaded to inhabit the monastery, the site was abandoned and left to rot. By the time of Henry VIII, it had already developed a sinister reputation.

Adventure Seed: A local businessman has purchased the monastery with the intent of transforming it into a grand hotel. Work ground to a halt almost immediately, the workmen suddenly falling ill or fleeing in terror at the sight of plague-ridden spectral monks drifting toward them.

Having invested a small fortune in acquiring the building, the businessman is not about to abandon his dream, and so turns to the Leagues of Adventure for assistance.

Red Lion Public House, Avebury

Suggested Entity: Ghost (Gray Lady; swap Telekinesis for Lacerate)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Avebury, more famed among the Leagues of Adventure for its prehistoric stone circle and henge (which is a major ley line nexus), is home to many haunting spirits. Like most ghosts, the majority are harmless phantoms who bear no particular malice toward the living. Not so the ghost of the Red Lion.

Florrie, so the story goes, was the wife of an English Civil War veteran. While her husband was away fighting, Florrie became intimate with several men. On his return, and learning of his spouse's infidelity, the soldier strangled his wife and dumped her body in a well. Rarely seen or heard, she commonly manifests by scratching and biting patrons.

The pub actually has a second haunting spirit. Little is known about it, save that it manifests as a man covered in blood. Whether he is victim or perpetrator remains unknown. The spirit, who has remained unnamed, has, beside the occasional physical manifestation, not interacted with mortals.

Adventure Seed: Florrie has become agitated in recent months. Her activities are bad for business, forcing the publican to seek help. The globetrotters learn of his plight through a druidic or scholarly acquaintance who regularly visits the stone circle.

Leagues of Gothic Horror Expansion

St Mary's Church, Beaminster

Suggested Entity: Ghost (Child; add Lacerate)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Beaminster, mentioned in the Domesday Book (1086), has had a church since the Saxon age. The site of the original church is now lost, but the current Anglican church occupies a site on which a Norman church formerly stood. The only feature that remained of the Norman structure into the modern age was the font, though that was removed in 1863 for reasons that are not altogether clear in the parish records.

Although noted for its linen and wool factories (not to mention its numerous inns), Beaminster has no railway line. A modern town, it nevertheless retains a remote and isolated atmosphere.

The locals, well aware of the legend, are careful never to approach children seen weeping on the church steps. One of these is no child of flesh and blood, but a sinister specter. Said to be the ghost of a child brutally murdered with an axe (and in many versions said to be denied a place in Heaven until its murderer is revealed), it appears like any normal child. When approached, its innocent form is replaced by that of its hewn corpse. Finger pointed accusingly, the ghost then either emits a terrifying scream and fades away or, more malevolently, inflicts horrific wounds on his victim. In the latter case, the deep cuts resemble axe wounds.

Adventure Seed: The ghost has gone too far and actually committed murder (if a ghost can be charged with such). Mrs. Dalrimple, an elderly spinster, who was in town visiting her sister and her family, was found dead in the churchyard with horrific wounds. Is the ghostly child really responsible for such a heinous act? Is the Dalrimple family somehow connected to the child's ghostly existence? The Leagues of Adventure intend to find out!

St Mary's Church, Claphill

Suggested Entity: Cultists

Dark Places Style Points: 4

Eerie Atmosphere Penalty: -1

Built in 1350, Saint Mary's Church was abandoned in the 1840s, when its small size made it unsuitable as a place of worship. Erected on the site of an earlier leper hospital, the church is unusual in that the altar is located at the western end, rather than the traditional eastern end. In occult lore, this means it faces the Devil rather than Christ. Even when used as a place of Christian worship, villagers reported a strong aura of evil.

Adventure Seed: St. Mary's sinister reputation and unusual alignment has attracted devil worshippers. The local reverend has found occult graffiti on the walls and witnessed flickering lights in the structure late at night. Convinced a cult is at work, but unsure who to trust locally, he calls upon the Leagues of Adventure to rid his small village of their wicked presence.

West Ham

Suggested Entity: Unknown

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Located in London's East End, West Ham is a poor area, predominately made up of row upon row of terraced housing broken by narrow streets. Here, life is hard and death is easy, and the outside world pays little interest to disappearances and strange stories.

Between 1880 and 1889, at least seven girls (none out of their teens) were kidnapped from the streets of West Ham and either vanished or were later found brutally murdered. It is only in early 1890 that the crime wave finally makes the newspapers.

On 31 January, Amelia Jeffs left her home to fetch a fish supper for her family and promptly disappeared. Her mutilated corpse was found stuffed in a cupboard in an abandoned house on 14 February. As with the other cases, news of which is slowly filtering out, the police investigation was slow off the mark and quickly ran out of steam.

There are plenty of rumors, of course. Some say the missing girls were taken by a chemist offering drug-laced sweets. Others suggest they were taken to be sold into slavery in some barbaric corner of the world. One eyewitness, an army

Supernatural Sites

Ireland

Carrickaphouka Castle

Suggested Entity: Ghost (Revenant)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1

Located in County Cork, Carrickaphouka Castle has been haunted by a vampire since at least 1601. According to legend, the blood-sucker is Cormac McCarthy, the local sheriff at the time. Aided by the English, he used his position to subdue his fellow Irishmen and hunt down rebels opposed to English rule.

One story says that McCarthy, keen to display his loyalty to his English overlords, invited a popular rebel, James Fitzgerald, to a peace conference at Carrickaphouka Castle. Instead of being greeted as a guest, Fitzgerald was poisoned and then roasted. In front of his shocked masters, McCarthy promptly ate the rebel's flesh and drank his blood.

Despite this grisly act, McCarthy, now ostracized by his clan, lived for many more years, albeit in exile in France. When he eventually died, his thirst for blood animated him as a vampiric specter and drew him back to his old haunt. No records exist of the ghost ever being destroyed, and thus one must assume that he still haunts the castle (now a ruin) to this day. Indeed, locals have reported hearing terrifying screams emanating from the castle after dark and seeing fresh blood on the gateway.

As an aside, the name of the castle means "rock of the pouka." A shapeshifting spirit or faerie, poukas, depending on which faerie court they follow, can be benevolent or malevolent entities. McCarthy's clan claimed the rock on which the castle stood was inhabited by a wicked pouka, and that it ensorcelled their kinsman and forced him to commit his heinous acts.

Perhaps there is some truth in their claims, or maybe their words were merely an attempt to explain away their relative's vile act.

Adventure Seed: Acting on a wager, a young scion of the McCarthy family entered the castle with the intention of spending the night. When he did not emerge the next morn-

major, swears to have seen one of the girls being dragged off the street by an ugly old woman. More oddly is that the spate of disappearances and murders began mere months after the first electric arc-lights were installed in the city.

Adventure Seed: A colleague of the globe-trotters has hit upon something peculiar while investigation the various crimes plaguing West Ham. He has discovered that the disappearances and murders all appear to be centered on a house in Portway—the house where the body of Amelia Jeffs was so recently discovered.

Wicken Fen

Suggested Entity: Ghost (will-o'-the-wisp)

Dark Places Style Points: 1

Eerie Atmosphere Penalty: -1 (night only)

A reed wetland in the flatlands of Cambridgeshire, Wicken Fen is haunted by the Lantern Man. Only visible at night, the spirit manifests as a ball of glowing light, similar in appearance to a lantern. Many travellers have reported an irresistible urge to follow the light into the dank fens. Few locals have succumbed to the spirit's lure, for it is well known that laying face down on the ground nullifies its unearthly entrancement.

Spinney Abbey, a former medieval priory now a farm, sits on the edge of the fens. In its long history it has been home to Isaac Barrow (1630-77), a noted theologian and mathematician, and Oliver Cromwell's fourth son, Henry (1628-74). Both men, plus numerous other owners, have reported hearing the chanting of monks. In 1892, the farmhouse was purchased by Thomas Fuller.

Adventure Seed: Several weeks ago, Police Constable Richard Peake disappeared in the fens. A manhunt involving scores of locals revealed no trace of his body. The local police believe he was murdered by a criminal gang, whose activities he had discovered, but the local vicar is not so sure.

Peake came to him earlier the week of his disappearance, claiming that he was being targeted by the Lantern Man. The last he heard, Peake, armed with a bottle of holy water donated by the vicar, was going into the fens to confront the spirit.

Leagues of Gothic Horror Expansion

ing, his kinsmen searched the ruins. His bloodless corpse was found with a look of abject terror on its face. The boy's father, a wealthy landowner, wants his son's killer brought to justice, whether that is the justice of the land or of the Almighty.

Leap Castle

Suggested Entity: Ghost

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1

Once owned by the O'Carroll clan, Leap Castle has seen its fair share of atrocities. Following the death of the patriarch, his heirs fell into dispute over who was the rightful owner of the fortification.

Tadhg, one of the sons, murdered his brother Thaddeus while the latter, a priest, was holding Mass in the castle chapel. Folklore claims that Thaddeus' bloody corpse fell across the altar. Not content with this bloody act of blasphemy, Tadhg converted the chapel into a feasting hall. Beneath the floor he constructed an oubliette, into which his enemies were thrown and left to die. Despite, or perhaps because of, his bloodthirsty ways, the English granted Tadhg a knighthood. This spelled his doom, for his remaining brothers ganged up and murdered him.

No sooner had Tadhg died than his ghost began to walk the castle, denied access to Heaven for the act of slaying his brother while he was communing with God. It is said that on the anniversary of Thaddeus' death, a blood stain appears on the floor of what has become known as the "Bloody Chapel," marking the spot where he died.

The castle is currently owned by Jonathan Charles Darby (whose family inherited the castle in 1659) and his wife, Mildred. An aspiring author of Gothic literature, Mildred has held several seances in Leap Castle. She has frequently witnessed a haunting spirit she calls The Elemental, but whether or not this is the ghost of Tadhg O'Carroll has yet to be determined.

Adventure Seed: Darby contacts the Leagues out of fear for his wife's sanity. She has recently started acting strangely and writ-

ing in an unknown language. During a recent thunderstorm, he found her in the "Bloody Chapel," scratching at the flagstones until her fingers bled. Is this the work of Thaddeus or the Elemental, or has she been possessed by the souls of those unfortunates who perished in the oubliette?

Scotland

Greyfriars Kirkyard

Suggested Entity: Ghost (Poltergeist; swap Telekinesis for Lacerate)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1 (night only)

Greyfriars Kirkyard ("churchyard") surrounds Greyfriars Kirk, a parish church in central Edinburgh dating back to the early 17th century. It takes its name from an older building that stood on the site, a friary operated by Franciscan monks (who wore gray habits). A popular burial site for Edinburgh's elite, it is perhaps best known for the story of Greyfriars Bobby—a tale of a dog whose loyalty to his master extended beyond death.

The tale most likely to concern the globe-trotters centers around the domed tomb of Sir George MacKenzie (1636-91). Lord Advocate of Scotland, he was nicknamed "Bloody MacKenzie" for his treatment of Covenanters during the brief rebellion by Presbyterian Covenanters following the restoration of King Charles II. While awaiting trial, prisoners were kept in makeshift barracks in Greyfriars Kirkyard. MacKenzie was previously involved in a number of witch trials, the outcome of which saw several women executed for their supposed crimes.

The first report of strange activity concerning MacKenzie's tomb dates back around 50 years. Seeking to escape corporal punishment, a boy from the nearby George Heriot's School sought refuge in the mausoleum. He was found the next day, a gibbering wreck whose sanity never recovered.

Since that event, MacKenzie's spirit has refused to rest in peace. Visitors to the church-

Supernatural Sites

yard have reported being cut, bruised, bitten, and scratched by an unknown assailant, and numerous people have collapsed with no obvious medical reason. As one might expect, these attacks occur only after dark.

Adventure Seed: The 300th anniversary of MacKenzie's death is fast approaching. Concerned that the poltergeist might step up its activities, the pastor of Greyfriars Kirk writes to the Leagues of Adventure.

Hermitage Castle

Suggested Entity: Ghost (Fear)

Dark Places Style Points: 4

Eerie Atmosphere Penalty: -2

Constructed in the Norman motte-and-bailey style in the mid-13th century by Nicholas de Soulis, Hermitage Castle stands in the Scottish Borders. The castle remained in his family for only 80 years, when his eldest son, William, forfeited it as punishment for involvement in witchcraft and his part in a conspiracy against King Robert the Bruce.

Folklore says William was a despot who preyed on his tenants and practised Black Magic. Finally tiring of his excesses, the populace rose up in arms against William. Such was the fear that Satan would revive his disciple, the people bound their captive in lead plates and boiled him alive at Ninestane Rig, a nearby stone circle.

Given his place of execution and the fact his corpse was placed in a cauldron, a vessel long associated with the Celts, it is possible that the story of wicked William is not all it seems. Perhaps he was a just and noble lord whose tenants practised the old faith and refused to convert to Christianity. Maybe his death was a time honored sacrifice to appease the old gods.

One thing makes the above unlikely—the ghost. Wrapping his body in lead may have prevented William physically rising from the grave, but it did nothing to prevent his spirit from living on. Known as Bad Lord Soulis, the apparition stalks the abandoned castle, accompanied by the sounds of demonic laughter and the anguished cries of children (no doubt his victims, fettered to him even in death).

Adventure Seed: Legends abound that the

de Soulis family studied the arcane arts under Michael Scot, the renowned mathematician, scholar, and magician. When William was executed and the castle seized, there was no record of any arcane paraphernalia. This has led many occult scholars to believe the lord hid his grimoires and relics before his demise.

When William Henry Walter Montagu Douglas Scott, 6th Duke of Buccleuch and 8th Duke of Queensberry, who owns the castle, uncovers a flagstone marked with a pentagram, the Leagues prepare to head to Scotland in search of de Soulis' hidden treasures.

Inverary Castle

Suggested Entity: Ghost (Phantom Musician)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: -1 (night only)

The secluded Inverary Castle, actually a large country house, is the seat of the Duke of Argyll, who is also chieftain of the Campbell clan. By British standards the castle is a new construction, having been raised in the 1750s.

The castle's resident ghost is no terrifying wraith or malevolent specter. Folklore says he was a harpist hung for daring to peep at the lady of the house while she was in a state of undress.

Adventure Seed: For many years the harpist has been content to make his presence felt only through his unearthly music. Alas, old habits die hard, and the ghost has recently made several appearances to the lady of the house. Her husband has requested the Leagues to attend with all haste.

Laying the peeping harpist to rest could earn the globetrotters a powerful contact in John George Edward Henry Douglas Sutherland Campbell, 9th Duke of Argyll. His wife, the victim of the harpist's leering, is Princess Louise, Duchess of Argyll, sixth child of Queen Victoria.

Loch Ness

Suggested Entity: Various

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

A 23-mile long ribbon of cold, dark water,

Leagues of Gothic Horror Expansion

Loch Ness holds more water than the combined lakes of England and Wales. It is most famous for the Loch Ness Monster, affectionately known as Nessie, a creature that certain Leagues have sought, and failed to find, for many years. While Nessie may interest some occult-focused Leagues, there are plentiful other sites more worthy of their attention.

Not far from the small village of Drumnadrochit stand the crumbling remains of Urquhart Castle. The first documented existence of the castle dates it to the 13th century, though some scholars believe there was a fortification on the site as early as the 6th century. History records its last use as a fortification as being in 1690, when the gatehouse was deliberately destroyed by British forces to deny it as a place of refuge to the rebellious Jacobites.

The castle attracts scores of visitors and artists each year. Few, though, have heard the tale of the two chambers said to be hidden beneath the majestic ruins. One is said to be filled with treasure, the other with plague.

Another legend, one all but forgotten even by locals, speaks of the castle being destroyed because the desperate Jacobites were attempting to summon forth “a horror from the loch” to aid their cause. Could they have been trying to summon Nessie, or were their attentions focused on forging a dark pact with Vepar (see *Guide to Black Magic*)?

Roughly halfway along the eastern shore lies Inverfarigaig, a remote hamlet. Situated on a hill overlooking the small community are the ruins of an Iron Age fort. A crude construction, it is unusual in that the stonework has been vitrified, a process that requires intense, prolonged exposure to heat.

Further north and on the western bank is Abriachan Forest. A wild upland area covered in conifers, it is home to the “Abriachan Beast,” a shaggy humanoid creature.

Adventure Seed: The inhabitants of Drumnadrochit have reported seeing strange lights flickering in Urquhart Castle at night and of unseasonal fog on the loch’s surface near the abandoned fortification. The ruined castle’s owner, Caroline Henrietta Stuart, Dowager Countess of Seafeld, requests the presence of the Leagues of Adventure to investigate.

Overtoun Bridge

Suggested Entity: Ghost (Hellhound)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

John Campbell White, 1st Baron Overtoun (1843-1908), inherited his lands in 1891. The following year, he purchased the neighboring estate. Seeking to join the two tracts together, he ordered the construction of a bridge wide enough to accommodate a carriage. Known simply as Overtoun Bridge, work was completed in 1895.

Almost straight away the bridge developed a bad reputation. For reasons yet to be explained, dogs crossing the bridge are compelled to leap to their deaths. Witnesses are adamant that these were not simple accidents—the dogs deliberately leapt over the parapet.

No humans were injured during the construction of the bridge, let alone killed. The spirit responsible for the deaths is a hellhound—the soul of a poacher. Cornered by a gamekeeper, the poacher, a wicked and cruel man, shot the keeper dead. The keeper’s dog leapt at his master’s murderer and the pair tumbled to their death into the gorge now spanned by the bridge.

Adventure Seed: Word of the bizarre dog suicides has reached the clubhouses of both the Kennel Club and the Menagerie Club. They know little of the supernatural, but they are prepared to sponsor an expedition to determine the nature of whatever is affecting the bridge and bring it to a satisfactory conclusion.

Wales

Baskerville Hall

Suggested Entity: Black Dog or Ghost (Hellhound)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Ask any followers of the exploits of Sherlock Holmes and Dr. Watson and they will tell you that Baskerville Hall is located in Devon. Unfortunately, this is erroneous.

Holmes and Watson did indeed investigate

Supernatural Sites

reports of ghostly hounds at Baskerville Hall in 1889, but their adventure took place in Powys, Wales. Although they proved unable to end the rampage of the spectral hounds, Arthur Conan Doyle wrote up their story, changing the location to protect the owners of the true hall and adding a false ending in which the hound turns out to have earthly origins.

The true Baskerville Hall, also known as Clyro Court, was erected in 1839 by Thomas Mynors Baskerville as a gift for his second wife, Elizabeth. The legend of ghostly hounds predates the house by several centuries, though manifestations became more pronounced following the completion of the abode and the arrival of Elizabeth. The current occupants of the hall are Walter Mynors Baskerville, Thomas' son, his wife Bertha Maria, and their only child, Ralph (b. 1884).

Adventure Seed: While away on business in France, Walter receives a telegram from his house, who is being terrorized by the horrible hounds. Thanks to a mutual friend, word of his wife's plight reaches the ears of one of the globetrotters.



Aokigahara Forest

Suggested Entity: Ghost (Grief)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1

Nestled on the northwest base of Mount Fuji, Japan's sacred mountain, Aokigahara, also known as the Sea of Trees, is an area of dense woodland. Such is the thickness of the canopy and density of ground vegetation that large areas are cast in darkness even on summer days and it is extremely easy to become disoriented if one leaves the paths that crisscross the woodland.

The remote forest has proven popular with people looking to commit suicide. Indeed, dozens venture here every year to end their lives. It should be noted that the desire to travel hundreds of miles to die in Aokigahara is not down to any supernatural urging—it has simply become the site for suicide in people's minds.

The cause of the urge to commit suicide is

down to a grief. According to legend, the site is haunted by the ghost of a young woman who killed herself here after her husband, a samurai, was reported as slain in battle. He had, in fact, survived. On learning of his wife's fate, the samurai entered the forest and committed seppuku (ritual suicide). Alas, the pair did not meet up in the afterlife. One (possibly both) of them linger still in the forest, possessing people and committing suicide in the hope of finding their lost partner.

Adventure Seed: Japan is a modern nation. While much of the population still believes in ghosts, the government does not—at least not officially. Foreigners are sought to rid the forest of its reputation by proving there are no ghosts dwelling there. Unofficially, the government wants the ghosts banished forthwith.



Pyramid of Vines

Suggested Entity: Animated Vines

Dark Places Style Points: 1

Eerie Atmosphere Penalty: -1

In the depths of the Yucatan stands a pyramid temple dedicated to a deity unknown to antiquarians. The structure is unusual in that it is surrounded by 50 yards of utterly barren earth. Closer inspection reveals the ground has been regularly burned and salted. The upper layers of the structure are covered in thick vines, from which grow blood red flowers.

The vines are both alive and animate. Slow moving, and possessed of a cunning but dull intellect, they attack only those asleep or unconscious, sliding into their chosen prey's nose and mouth to suffocate him. They then wrap around the body, consuming the flesh and blood.

A worse fate may await those with open wounds, for the vines crawl inside the cut. A small sliver then breaks off and grows. Eventually the host will die, his flesh erupting in a spray of blood and seeds.

The local Indians, whose ancestors abandoned the temple in ages past, scorch and salt the earth to prevent the vines from spreading.

Leagues of Gothic Horror Expansion

Aware of what would happen if the vines ever escaped, they show no mercy to those who would trespass on the temple. Infected or not, an arrow awaits anyone who has touched the temple and tries to cross the barren strip of land.

Adventure Seed: An expedition has recently returned from Mexico. One of the globetrotters meets a messy end as vines erupt from his body while giving a public lecture. The Leagues hurriedly plan an expedition to find the source of the infection (the party visited several sites) and prevent further deaths.



Chiajna Monastery

Suggested Entity: Unknown

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1

Located on the outskirts of Bucharest, Chiajna Monastery was abandoned before work was completed. Some scholars argue it was attacked by Turks, others that plague forced a cessation. Oddly, the great bell, which had been installed in the tower was removed and thrown into the Dâmbovitza River. A few visitors have reported seeing strange faces formed by plaster fallen from the walls.

Adventure Seed: A small band of gypsies has vanished while camped near the monastery. The Gypsy Lore Society plans to launch an immediate investigation.

House of the Devil

Suggested Entity: Ghost (Hate)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -2

If this ivy-covered house in Bucharest had any other name it has long been forgotten. Centuries old, the house has an unhappy past. In the middle years of the 19th century, the owner, regarded as a polite and caring person, inexplicably murdered two women in the house. A few years later, a young, clear-headed, happy woman was driven to take her own life.

On nights of the full moon, the number 666

(said to be the number of the Devil) can be seen written in blood on one of the interior walls. Even passersby in the street have commented that one can feel a tangible aura of hate and anger emanating from the house on such nights.

Adventure Seed: Whatever entity haunts the house, its presence is growing stronger and ranging further—people in the street claim to have been attacked by a spectral assailant. Panic is spreading, and the Mayor of Bucharest, desperate to restore order, swiftly contacts the Leagues.

Witches' Pond

Suggested Entity: Witches

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1 (night only)

Some 12 miles south of Bucharest is Boldu-Creteasca Forest. Deep among the trees is a small pond known as the Witches' Pond. Romanian folklore tells that it was beside this pond that Vlad the Impaler was beheaded, his blood flowing into the still water. With his last breath he reportedly uttered a terrible curse.

The pond has an unsavory reputation. Animals refuse to drink from it, animals such as frogs and newts do not live on its edges, and local women who want to terminate their pregnancy come to bathe in the water.

Regardless of the weather, the pond never changes. Hot summers do not cause it to dry out, nor do heavy rains cause it to swell in size. More oddly, the water never freezes over, even in the depths of the biting Romanian winter. The weather too plays strange tricks here, for it has been known to snow in the area around the pond in midsummer.

Each year on the eve of St. George's and St. Andrew's Day, gypsy witches gather at the pond's edge to invoke unspeakable rites. Locals are extremely careful to avoid the pond at these times, for fear of becoming the victim of the gypsy's dark magic.

Adventure Seed: Unsubstantiated rumors claim the gypsies are kidnapping children for sacrificial purposes. Over a dozen gypsies, completely unassociated with those said to be responsible, have been viciously attacked. Theodore Cuza, a professor of history at the

Supernatural Sites

University of Bucharest and friend to several gypsy tribes, contacts the League, imploring their help in bringing the guilty to justice and protecting the innocent.



Ivan Vasilli

Suggested Entity: Ghost (Haunted Ship; as Haunted House)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -2

Not every supernatural site is a static location. Launched in 1897, the *Ivan Vasilli* was a Russian steamer. Within weeks of her launch strange things began to occur. The crew claimed of sudden drops in temperature, paralysis, and feelings of utter terror. More than one crew member committed suicide just to escape whatever accused entity haunted the ship.

Adventure Seed: The owners of the steamer are finding it difficult to replace lost crew and would appreciate help by experienced ghost hunters.



Bruncnow's Cabin

Suggested Entity: Ghost (Hate)

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1

News doesn't travel particularly fast in the Wild West, but Bruncnow's Cabin has already developed a sinister reputation.

Constructed from adobe with a tin roof, the cabin was built by Frederick Bruncnow and four fellow prospectors, who together had formed the San Pedro Silver Mine company. In July 1860, William Williams, a miner in Bruncnow's employ, left the cabin to purchase supplies at Fort Buchanan. On returning, he found the cabin ransacked, his comrades dead, and the Mexican laborers they had hired missing. Despite any evidence linking them to the deaths,

the Mexicans were duly blamed. Little good it did the dead, for they were never seen again.

By 1873, the cabin and mine were owned by Milton B. Duffield, the first US Marshal appointed to the Arizona Territory. It was occupied, though, by James Holmes, who also claimed the mining stake. As Duffield approached the cabin to arrest the squatter, Holmes emerged from the cabin with a crazed look in his eyes and gunned him down in cold blood.

In 1877, Ed Schieffelin (later known as the "father of Tombstone") used the cabin as a base for his prospecting activities. Although no more murders occurred during his occupancy, he and his comrades discovered several fresh graves. These deaths were blamed on the Apaches who lived nearby, again without any evidence linking them to the death.

An article in the Arizona Democrat newspaper published in 1881 claimed that an additional 17 men had died at the cabin. The article stated that, "The graves lie thick around the old adobe house.... Prospectors and miners avoid the spot as they would the plague, and many of them will tell you that the unquiet spirits of the departed are wont to revisit.... and wander about the scene."

Unbeknownst to the various owners of the cabin, it is built on an Indian burial ground. The spirit that induces men to murder, and slaughters those that resist its powers, is a hate, the collective souls of countless Indian warriors angered at the White Man's lack of respect for their place of burial.

Adventure Seed: The area around the cabin still has plenty of valuable ore to yield and it makes an ideal center of operations. The Prospectors' Club plans to launch a prospecting expedition, but it is looking for globetrotters with knowledge of the supernatural to accompany the party.

Hotel del Coronado

Suggested Entity: Ghost (Grief)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Opened in 1888, the 399-room Hotel del Coronado, located just across the bay from San Diego, California, is the world's largest resort hotel. Catering to the rich and powerful, it

Leagues of Gothic Horror Expansion

boasts a large salt-water pool, tennis grounds, a yacht club, and Japanese tea garden. Guests can take part in activities such as hunting, billiards, bowling, and deep sea fishing. Until 1892, the hotel is nothing out of the ordinary with regard to the supernatural.

That year, though, a guest by the name of Kate Morgan is found dead on the steps leading to the beach. No foul play was suspected and it made little impact in the local newspapers' gossip columns. A few nights later, Kate returned to begin haunting the hotel.

The young architect who designed the hotel, James W. Reid, never explained why it had 399 rooms, when 400 would have been a more aesthetically pleasing number. Shortly after he completed the plans, he had a mental breakdown. Stories circulate among the staff that there is a room 400, but that it was sealed up for an unknown (but obviously mysterious) reason.

Adventure Seed: For obvious reasons, the hotel owner, John Diedrich Spreckels, does not want his guests disturbed by a spirit. A sizeable check, plus the chance to stay at the resort, should attract globetrotters from far and wide.

Jerome, Arizona

Suggested Entity: Ghost (Revenant; swap Chill Touch for Firestarter)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

Claims to mine ore in the Verde District of Arizona were staked in 1866, but it wasn't until 1873 that a small mining camp was opened on Cleopatra Hill. A frontier mining town, Jerome's population is a mere 250 at the start of the 1890s. Over the decade, it increases tenfold as miners flock to the town to extract copper, gold, lead, silver, and zinc ore. The town is mostly populated by white Americans, but there is a growing number of Chinese, Irish, Italian, and Slavic inhabitants.

Despite its relatively small size and isolated location, Jerome boasts a post office, schoolhouse, and public library. There are plenty of establishments where workers can spend their money on alcohol, opium, women, and games of chance, but absolutely nowhere for them to

sate their spiritual needs. Jerome soon earns the title "the wickedest town in the West."

Less than 20 years old (as of 1890) and Jerome already has a vengeful specter. The apparition is the soul of a young prostitute murdered by a drunken client. As so often happens in such lawless places, her killer remains free to continue his life.

Lack of justice has caused the ghost to take drastic steps. Between 1884 and 1888, four major fires devastate the business district. In 1888, over half the houses in the town are burnt to the ground.

Adventure Seed: William Munds, a local merchant and rancher, and the nearest thing Jerome has to a mayor, is worried that the ghost will drive away miners from the productive ore veins. Having heard of the Leagues of Adventure from a friend back east, he decides to write to them for assistance.

King Opera House

Suggested Entity: Ghost (Revenant; swap Chill with Lacerate. Manifests as a spectral whip)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: 0

For the past six years, the King Opera House in Van Buren, Arkansas, has put on numerous plays and operas. It has also been the site of a grisly murder.

In 1889, a troupe of traveling performers was visiting the opera house. The daughter of a local doctor had become infatuated with the troupe's leading man and hoped to leave with him when the performers departed town. Word of this planned elopement reached the doctor, who arranged to meet with the actor supposedly in order to give the arrangement his blessing.

Instead, the doctor pulled out a pistol, shot the actor in the leg, and proceeded to whip him to death. Needless to say, the actor's spirit took affront at this tragic event and began haunting the opera house. What became of the doctor's daughter is unknown. She supposedly left town to live with relatives, though some suspect she was committed to a lunatic asylum after breaking down on hearing of her lover's cruel death.

Supernatural Sites

Adventure Seed: Business has sharply decreased since the whip-cracking vengeful spirit of the actor took up residence in the opera house. The manager desires it rid of with all haste before he goes bankrupt. Appeasing the spirit's lust for vengeance may not be easy, as his killer died of a heart attack (perfectly natural causes) several months after the incident.

Pickens County Courthouse

Suggested Entity: Ghost (Fright)

Dark Places Style Points: 1

Eerie Atmosphere Penalty: 0

To the people of Carrollton, Alabama, the Pickens County Courthouse was a source of great civic pride. It wasn't a particularly grand or attractive building, but its construction to replace the one destroyed during the Civil War involved a lot of hardship and sacrifice. On the night of November 16, 1876, the second courthouse was burned to the ground.

Henry Wells, a freed slave, was accused of committing the heinous act. For sure Wells was something of a thug, prone to use his fists at the slightest provocation, but there was little firm evidence linking him to the fire. Lack of evidence didn't much bother the townsfolk. A mob quickly gathered outside the new court building where Wells was being held. Their intention was obvious—they would seek justice the old fashioned way.

Peering from the courthouse window, Wells knew what fate had in store for him. As he shouted out that he would return to torment the townsfolk if they killed him, a massive bolt of lightning rent the sky, illuminating the prisoner's face at the window. Well's threat carried little weight and he was duly dragged from his sanctuary and hanged for his supposed crime. No one was ever charged with his murder.

The very next day, one of the lynch mob awoke from his drunken stupor on the steps of the courthouse. Glancing up, he was horrified to see the face of Henry Wells, whose corpse was still swinging from a tree, staring down at him from the window at which he had shouted his curse the previous evening.

Despite being unjustly hanged, Wells is not a hanged man spirit. Nor is his spirit free to

wander as it wishes. Instead, it dwells within the window panes of the new courthouse. It can freely move between different panes, but it is unable to manifest outside of them.

Adventure Seed: Wells' ghost has moved from simple appearances to terrifying the locals. It is not only those directly involved in his murder and their families that have been subjected to his wrath—he equally blames everyone who failed to prevent his death. Until the ghost is laid to rest, the courthouse has been closed (officially for renovation work on storm damage).

Rhode Island

Suggested Entity: Vampire

Dark Places Style Points: 0 (except when encounters occur in places such as graveyards)

Eerie Atmosphere Penalty: 0

The neighboring states have always viewed the inhabitants of Rhode Island as a little odd and prone to superstitions they left behind centuries ago. Take, for instance, the vampire plague that reportedly began in 1799.

The first event tied to the supernatural predates the vampires by three years. In this year, Stephen Staples wrote to his local town council asking for permission to conduct an experiment, in which he planned to save the life of his daughter by exhuming the remains of another daughter who had died soon before. The Ghost Club, among others, has long pondered whether Staples believed his dead daughter was a vampire feasting on his remaining child, or whether he intended some bizarre necromantic experiment.

Not every case seems to have had the townsfolk of Rhode Island's various communities lining up as innocent victims to be slaughtered. In Woodstock, sacrifices were offered at an altar to the Demon Vampire as late as 1852. Whether or not they continue to this day would require investigation by the Leagues.

Adventure Seed: Attacks continue into the late Victorian period. In 1892, the family of Mercy Brown desperately writes to Leagues with an occult interest requesting help in bringing peace to their daughter, who they suspect has risen from her grave as a vampire.

Leagues of Gothic Horror Expansion

The Sultan's Palace

Suggested Entity: Ghost (as Hate, but swap Suggestion for Liquid and Shatter for Noise)

Dark Places Style Points: 4

Eerie Atmosphere Penalty: -2

Located on the corner of Dauphine Street and Orleans Street in New Orleans' French Quarter, the Sultan's Palace (more correctly known as 716 Dauphine St.) has a dark and sinister history.

Around 1837, the house was purchased by a Turkish gentleman who quickly became known simply as the Sultan. Within days of his arrival, the windows were covered with heavy drapes, additional locks were added to all the doors, and the front gates were secured with chains. Strange music and chanting were often heard emanating from the building at night, and the smell of incense wafted down the neighboring streets.

Rumors quickly arose that the mysterious owner had installed a harem of girls and boys, with whom he undertook all manner of debauched pleasures.

A few weeks later, the Sultan's residence came to a bloody end. On discovering blood seeping from the house, a passerby duly informed the authorities. When the police forced entry, they found a bloodbath—every man, woman, and child in the house had been dismembered in a frenzy of violence. Another discovery was unearthed in the courtyard—the Sultan had been buried alive in the earth, leaving only his left hand grasping hopelessly at the air.

One version of the story adds a twist to the ending. The Sultan was not in fact a sultan, but the true Sultan's brother. Absconding with a fortune in gold and a large part of his brother's harem, he fled to America, where he could enjoy his new lifestyle. Incensed at the betrayal, the real Sultan ordered assassins to rid him of his troublesome sibling.

Others claim there is a more sinister ending, an ending quickly hushed by the New Orleans' authorities. In this version, the Sultan was summoning demons. No one knows the whole truth, but it is whispered that the Sultan went a step too far and unleashed a horror he could not control. An alternate version says the Sultan had made a deal with Satan, promising his soul

in return for power, but tried to renege on the deal. In both stories, it is claimed the police hurriedly erased mystical symbols from the walls.

Adventure Seed: It seems that the Sultan did indeed summon some malevolent entity, and it has yet to leave. Although no one has yet died, residents have been frightened away by pools of blood and horrible screams. The house is currently empty. The globetrotters are contacted by an elderly policeman, one of those who washed away evidence. Near to death from cancer, he wants to know the truth before he dies.

Winchester House

Suggested Entity: Ghost (Hate)

Dark Places Style Points: 0

Eerie Atmosphere Penalty: -1 (night only)

After inheriting a vast fortune and large share of the Winchester Repeating Arms Company from her husband's estate, Sarah Winchester chose to invest in the construction of a grand new house. This was not entirely her choice.

Consulting a medium after the death of her daughter and husband, Sarah was told in no uncertain terms that she should leave her current home, move West, and construct a new house. Oddly, the construction had to be ever ongoing and the home would also be inhabited by the souls of those shot with Winchester rifles.

Sarah must have believed the medium, for she immediately headed to San Jose, California, and bought a plot of land. Work commenced in 1884 and, as per the medium's words, continues to this day. To date, the mansion has seven storeys and numerous wings. As predicted, it also attracted ghosts. Rather than unique entities, the collective souls have formed a gestalt hate.

Adventure Seed: Sarah Winchester believes that only through continued expansion of the house can the spirits be appeased. Alas, they are making the task difficult by driving away workmen. Money is no object for the rich widow, and she is prepared to bring the best ghost hunters in the world to her mansion (with first class travel and accommodation as an added bonus).

Chapter the Fourth: Things That Go Bump in the Night



Whoever fights monsters should see to it that in the process he does not become a monster. And if you gaze long enough into an abyss, the abyss will gaze back into you.
—Friedrich Nietzsche



Ghosts

Apparitions share certain common abilities. In order to avoid repeating these abilities multiple times, all haunting spirits have been grouped under the one heading. Entries in the statistics marked "*" and "**" refer to the common entries below.

* *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.*

Avenger

Revenge is a common motivation for spirits refusing to pass over to the next world. In the case of the avenger, it is all-consuming. Simply killing the focus of its hate is not enough to satisfy this apparition. Its chosen victim or victims must be made to suffer before the searing heat of the spirit's fury can be sated.

Avengers have just one special power—the

ability to possess the living. Some target their victims, inhabiting their bodies and forcing them to take actions that damage their social standing, drain their finances, or cause harm to those close to them. Others use unwitting dupes to fulfill their dark desire.

Given that they cannot access the skills of their hosts, avengers are among the most varied of apparitions, for they possess the skills they had in life. The Gamemaster should always alter the Skills below to suit the occupation of the spirit in life.

The example statistics below are for a businessman who lost everything he held dear after being cheated and ended his life by committing suicide. Through his host, he can interfere with his enemies' business plans and besmirch their names. If he chooses to use multiple hosts, tracking down his activities becomes a very difficult task for any investigators. Eventually, the spirit will reveal its identity and enact the final revenge, but not before destroying the names and businesses of those who led to its death.

Avenger

Follower 1

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

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

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

Leagues of Gothic Horror Expansion

Skills: Athletics 4, Bureaucracy 4, Con 4, Diplomacy 4, Firearms 4

Talents: Iron Will (+1 Willpower rating)

Resources: None

Powers: Possession (see below)

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

Weapons: None

Possession: An avenger's possession is especially powerful. If it rolls more than the target's Willpower rating, the victim is possessed for one hour per additional success. If it rolls more than double the victim's Willpower rating, it takes possession for one day per additional success.

Clanker

A distant and weaker cousin of the poltergeist, clankers are in many ways the traditional vision of ghosts. Their name comes from their most common form of interaction with mortals—the sound of clanking chains. Many of these minor spirits have a preferred noise, and thus may be known by other names. For instance, a clanker that generates the noise of heavy footsteps is more often known as a “stomper,” while a “tapper” taps on doors, walls, and windows. Of all the clanker types, “screamers” are perhaps the most frightening.

In Wales, Southwest Britain, and the United States, these spirits are often associated with mines. Known as “knockers,” they are said to either cause cave-ins by hammering at support beams until they give way or warning miners of impending doom by mimicking the noise of timbers about to shatter and bring the roof down.

Although their constant noise can eventually shred nerves, clankers are rarely ever malicious—their noise is their only means of communicating with mortals. In most cases, the ghost is simply stuck in the mortal world, unable to move on to the next world without human intervention. For example, a knocker might be the spirit of a miner killed in a cave-in. While his bones remain buried under tons of rock rather than lying in sanctified ground, his spirit is unable to rest peacefully.

Clanker

Follower 0

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

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

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 2, Defense 4, Stun N/A*, Health 5*, Horror —

Skills: Empathy 4, Intimidation 4

Talents/Resources: None

Powers: Noise

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

Weapons: None

Dream Evil

Children fear many things. The wrath or abuse of parents. The darkness that engulfs their bedrooms once the lights are turned out. Bullying by older siblings. Even clowns. When a troubled child sleeps, its deep-seated fears can manifest a life of their own.

Although included under apparitions, the dream evil is not a true ghost. While it shares many similarities with haunting spirits, it is, in fact, a sub-conscious psychic projection. A dream evil's power varies with the fears of its creator. A child with intense fear, for example, creates a more potent dream evil (Follower 2+) than one with only minor troubles (Follower 0).

In one sense, ridding the world of a dream evil is remarkably simple—one need only awaken the child from his slumber. Unfortunately, once the child next slides into Morpheus' embrace, the fiend will manifest again. Not even weird science and magic are permanent remedies. A dream evil blasted with ectoplasmic bullets or subject to a Banish ritual is indeed destroyed, but only until the next night, when it reforms completely uninjured and ready to wreak more havoc.

The only permanent method is to rid the child of its fears, for once they are gone the dream evil cannot form.

Things That Go Bump in the Night

Dream Evil

Follower 0

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

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

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 2, Defense 5, Stun N/A, Health 5*, Horror —

Skills: Intimidation 6

Talents/Resources: None

Powers: Illusion, Manifestation, Shove, Telekinesis

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

Weapons: None

Gast

In Scandinavian folklore, a *gjenganger* is a form of revenant. Like other revenants, some return from the grave in search of vengeance, while others are too sinful to enter Heaven yet not sinful enough to spend eternity in Hell. Gasts are a form of *gjenganger*.

Scandinavian folklore tells how revenants can be recognized because the spirits resemble the person they were in life. Not so the gast, whose natural appearance is skeletal. Gasts are always of the second type of revenant.

Although it has wickedly sharp claws and teeth, its most feared power is the *dødningeknip*, or "dead man's pinch." The flesh or mortals touched in this manner quickly turns blue. Shortly afterward, the victim is stricken with a terrible, and often fatal, disease. The insidious gast most often targets sleeping people, for they are unable to avoid its privations.

Gast

Follower 1

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

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

Secondary Attributes: Size 0, Move 4, Per-

ception 6, Initiative 4, Defense 6, Stun N/A*, Health 6*, Horror —

Skills: Brawl 7, Intimidation 7

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

Resources: None

Powers: Corporeal Form, Lacerate, Manifestation, Sickness

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

Weapons: Bite/Claw 8L***

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

Gibberling

Unlike other haunting spirits, the manner of a person's death is largely irrelevant when it comes to creating a gibberling. All that matters is that the unfortunate mortal was in the grip of mental illness at the time. Rather than curing their ill, death actually magnifies it.

Gibberlings are utterly insane and seek only to bring others to the same state of madness. This they do through sanity-draining illusions, insane cackling, and shadowy glimpses of their ghostly presence. This is not a planned, malicious campaign against the living. Although the ghost begins gently and slowly ramps up the terror, its actions are instinctive rather than thoughtful.

Gibberlings are among the hardest spirits to help pass over. Incapable of speech, and non-reactive to alienism, it is next to impossible to deduce what ties the spirit to the mortal realm without lengthy investigation, and even that may prove ultimately fruitless.

Gibberling

Follower 1

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

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

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

Skills: Empathy 6, Intimidation 7

Leagues of Gothic Horror Expansion

Talents: None (The spirit has an additional power, instead)

Resources: None

Powers: Glimpse, Illusion, Liquid, Minor Possession (see below), Nightmare, Noise

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

Weapons: None

Minor Possession: Victims of this insidious power develop mental illness while possessed. The spirit can inflict only the following Flaws: Delusion, Depressed, Megalomania, Multiple Personalities, Obsession, Paranoia

Haustrait

Not every apparition is a free-roaming entity. A haustrait, as the name suggests, is fettered to a portrait and exists only within the confines of a picture frame.

Many haustraits are tethered to just one specific portrait—usually that of the spirit in life, though it may be the image of a loved one or victim in rare cases. A small few are capable of flitting between any portrait within the same building. These spirits are especially difficult to destroy, for they can be harmed only within the painting to which they are tied.

Since they cannot move freely, haustraits can only affect mortals within line of sight of the painting they currently infest.

Haustrait

Follower 0

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

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

Secondary Attributes: Size 0, Move 2, Perception 5, Initiative 2, Defense 5, Stun N/A*, Health 6*, Horror —

Skills: Intimidation 7

Talents/Resources: None

Powers: Despair, Minor Possession, Telekinesis, plus two others

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

Weapons: None

Leech

No matter what life throws at people, there is always hope. This powerful emotion, without which there is only despair, is food for an insidious haunting spirit.

A relative of the grief (see *Guide to Apparitions*), the leech survives by draining the hope of the living. Ironically, it is birthed by suicides. Destined to an eternity in Hell for its sin, the spirit desperately clings to the hope that it can be saved. Lacking any sense of personal hope, it must feed on the hope of others to save it from damnation.

Assuming corporeal form, the spirit attempts to befriend a mortal it has chosen as its prey. The spirit spends as much time as possible with its chosen victim. Over a period of months, the leech's presence causes the victim to sink first into a general malaise. As time progresses, the victim becomes depressed, before finally committing suicide as the last vestiges of hope are drained from his soul.

Leech

Follower 1

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

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

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

Skills*:** Empathy 7

Talents: Charismatic (+1 Charisma rating)

Resources: None

Powers: Corporeal Form, Despair, Drain Hope (see below)

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

Weapons: None

*** A leech has five Skill points left to assign. These should be based on its chosen prey.

Drain Hope: Each month a leech befriends a mortal, it may make a Willpower roll with a Difficulty equal to the target's Willpower. Victims with the Hope Motivation treat their Willpower as being one point higher.

The first successful roll gives the victim

Things That Go Bump in the Night

the Doomsayer Flaw. The second roll trades Doomsayer for Malaise, and the third Malaise for Depressed. The fourth and final successful roll means the victim ends his own life.

The Flaws remain (and should be roleplayed) until either superseded as above or the victim spends an entire month without any contact with the leech. This is far from easy, as the victim considers the spirit the only person who understands his growing despair.

Each month without contact, the Flaws are reversed—Depressed becomes Malaise after the first month, Malaise becomes Doomsayer after the second month. After the third month, the victim is fully recovered.

Lost

Numerous reports of ghosts carrying lanterns or candles prompted the Ghost Club to conduct a lengthy investigation. Their conclusion was that many of these haunting spirits formed a unique class—the lost.

As the name implies, a lost is searching for something, and it is this search that keeps the ghost bound to the physical world. It might be its bones, which lie forgotten in some unhalloved grave. It might be the remains of someone it murdered and whose corpse it concealed. It might equally be a buried treasure, which it either wants returned to its rightful owner (if stolen by the ghost in life) or to reveal to the public (to break the hold over the apparition).

Unfortunately, the lost have taken it upon themselves to complete this task and resent interference. Although rarely powerful entities, they can be extremely malicious and no two losts necessarily share any common powers. Indeed, apart from the ability to manifest, they have displayed a wide range of supernatural powers.

Given enough time, a lost will eventually find what it seeks on its own and silently depart to the next world. In the meantime, it continues to haunt the living, though usually as an incidental part of its seemingly endless task.

Lost

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: Intimidation 6

Talents/Resources: None

Powers: Manifestation plus two others

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

Weapons: None

Pest

Some apparitions are a threat to life and limb. Others pose a hazard to sanity. Some, though, are just annoying entities. One such spirit that falls into the latter category has been dubbed the pest by the Ghost Club.

While they possess a limited ability to inflict physical harm or mental damage, pests are mostly harmless. They might scrawl threatening messages on walls in blood, create a stench like rotting flesh during dinner, spoil food and drink, and flutter one's newspaper or correspondence, but that is about it. As harmless as this interaction with mortals might be, pests are still souls trapped in this realm and thus should be helped to the other side.

Ghost hunters are mostly agreed that pests are the spirits of children, mischievous but not truly evil in most instances. It is widely supposed that they are victims of some crime, unable to reach the spirit world until their murderer is brought to justice or their bones recovered and buried in hallowed ground.

Pest

Follower 0

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

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

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 2, Defense 5, Stun N/A*, Health 5*, Horror —

Leagues of Gothic Horror Expansion

Nightmares

Since Phobes have only a single power, it is easy to reduce their presence down to a single Horror check when their victims awake. The existence of these spirits (and others with the Nightmare power) allows the Gamemaster to run an entire adventure set in a dreamscape, especially if all the globetrotters have fallen asleep. Such an adventure would not be confined to the laws of reality—as any dreamer knows, the landscape and characters in a dream or nightmare can change rapidly and without rhyme or reason. In place of a single Horror check on waking, the globetrotters would make them as they face specific encounters.

Any character who fails a Horror check can make an immediate Body + Willpower roll (Difficulty 2). With success, he awakens in a cold sweat and his torment ends (at least until he slumbers once more).

Whether a person who dies in his nightmare perishes in the real world is left for the Gamemaster to determine. We suggest that if he “dies” in his nightmare, the globetrotter awakens and makes a Horror check (Difficulty 3). Any lethal wounds he suffered in his nightmare become nonlethal wounds on waking. This represents extreme tiredness and mental shock from the experience.

On waking, the globetrotter may believe his experiences were just a conventional, if rather terrifying, nightmare. If he was injured, the Gamemaster can inflict a matching minor injury to indicate that his disturbed sleep was more than a crumb of half-digested cheese.

For example, a globetrotter who suffered a wound to his arm during an attack by some ferocious beast may awake to find scratches on the same arm. One who “died” from falling a great height may find bruises on his skin.

Another convention in horror stories is for a character to awaken from a troubled dream, only to later discover that he is actually still asleep and trapped in the nightmare. Such a ploy should be used sparingly to give it maximum effect and prevent the players from wondering when the nightmare ends and their characters’ normal lives begin.

Skills: Empathy 6

Talents/Resources: None

Powers: Breeze, Liquid, Odor, Putrefy

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

Weapons: None

Phobe

Named for Phobetor, the Greek god of nightmares, these spirits haunt not the houses of the living, but their dreams. Although capable of interaction with mortals only through nightmares, these nocturnal visions may be form a of limited communication. By correctly interpreting them, a globetrotter may unlock the secret of how to lay the spirit to rest.

Unfortunately, the nightmares generated by a phobe are especially horrific. More than one victim has awoken incurably insane, while others have died of heart failure in their sleep.

Phobe

Follower 1

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

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

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

Skills: Empathy 7, Intimidation 7

Talents: Iron Will (+1 Willpower rating)

Resources: None

Powers: Nightmare*

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

Weapons: None

* *The cost in Haunting points is equal to half the Horror check Difficulty, rounded up. For instance, a Difficulty 5 nightmare would cost 3 Haunting points instead of the usual 5 points.*

Topplegänger

Related to poltergeists as opposed to

Things That Go Bump in the Night

doppelgängers, the topplegänger name was attributed by the Ghost Club. Initially a joke, the name has stuck and entered common ghost hunter parlance.

Unlike their noisy cousins, topplegängers interact with the physical world only through pushing over objects. They are more annoying than anything else, having little interest in throwing objects at mortals or lacerating them with ephemeral claws. Instead, they amuse themselves and terrify their victims by slamming doors, pushing objects off shelves and tables, or annoying household pets by lifting them off the ground. That said, they are quite capable of shoving someone down stairs if the mood takes them.

Among the weakest haunting spirits known, they have no capability to manifest a visual presence, any noise save for what their tantrums produce, or odors. While their weak wills make them relatively easy to exorcise, their lack of visual form makes it extremely difficult to track them down.

Topplegänger

Follower 0

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

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: Breeze, Shove, Telekinesis

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

Weapons: None

Vampire Mist

Technically a vampire mist is not a trapped soul and thus is not a haunting spirit. Due to its intangible form, though, it is frequently listed among that ilk by the Leagues.

Although they can be summoned from other dimensions by powerful magicians, most

are spontaneously created by the relentless wickedness perpetrated in cities. Negative energy builds up to a critical point, whereupon it is released in the birth of a vampire mist. Several Leagues are investigating the theory that vampire mists can be spawned from the ashes of slain vampires. Although currently unsupported by hard evidence, the fact that some vampires can transform into mist while others can apparently survive death makes it a worthy investigation.

A vampire mist has no defined shape. It is nothing more than a fuzzy gray blob with nebulous borders, like a tiny patch of fog, albeit one that can move against the wind.

Dissipated by sunlight, the creatures emerge from whatever shadows they call home only at night, and preferably when the land is blanketed with mist or fog. Mindless and driven by insatiable hunger, they drift along in search of prey.

Whereas a vampire leaves distinctive puncture wounds, a vampire mist has no teeth with which to tear flesh nor mouth to sup. When it feeds, it literally draws the blood out through its victim's exposed skin. The first the victim knows is a stinging sensation. Should they look at their exposed skin, they appear to be sweating miniscule droplets of blood. Once any residual droplets of blood are wiped away, the victim appears to be covered with deep bruises on any exposed flesh.

As a vampire mist feeds, its color rapidly changes from gray-white through various shades of ever-darkening pink until it becomes crimson. The latter generally occurs after consuming eight pints in rapid succession. This change in color is one of the mist's primary weaknesses, for it reveals its presence to any monster hunters.

Speed is of the essence, though, for as the creature digests its meal it gradually resumes its natural coloration. As a rough guideline, one pint is digested each hour after feeding.

Vampire Mist

Follower 0

Archetype: *Monster*; **Motivation:** *Survival*;

Style: 0

Leagues of Gothic Horror Expansion

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

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

Skills: Stealth 8

Talents/Resources: None

Flaws: Intangible (Cannot communicate or use tools)***

Weapons: Blood drain (see below)

*** *Unlike true spirits, a vampire mist cannot pass through solid objects. It can, however, slide through the smallest of holes.*

Blood Drain: A vampire mist fills a five foot square. Any creature caught in this area automatically suffers 1L Area of Effect caustic damage as its blood is drained.

Invisibility: When concealed in natural fog, a vampire mist is effectively invisible (–8 to Perception and attack rolls against it).

After feeding, its change of hue makes it more visible. The Perception modifier is reduced by one for each point of damage it inflicted in the previous combat. The modifier returns to normal at the rate of one point per hour. For example, a vampire mist that caused five points of damage has an effective modifier of –3. Starting in the second hour after feeding its modifier becomes –4, then –5 in the third hour, and so on.

Sunlight Weakness: Vampire mist 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. The creature may resist only with its Passive Defense.

Wendigo (Alternate)

Note: The wendigo detailed in *Leagues of Gothic Horror* is a human whose cannibalism has transformed them into a monster. This alternate version is a malevolent and hungry spirit.

On dark nights, when the cold north wind howls and frost coats the ground, the medicine men of the Algonquin tell stories of the wendigo, the personification of cannibalism.

Wendigo refers to both a malevolent spirit and a corporeal being. Its natural form is that of an ephemeral spirit. When manifest, a wendigo has gaunt features, sunken eyes, pallid gray flesh, withered muscles and fat, and tattered lips. It wears the smell of death and corruption about it like a funeral shroud.

The fell spirit seeks to possess mortals, whereupon it drives them to commit cannibalism—the wendigo craves human flesh but cannot eat in its spirit form. In this regard, its victims become corporeal wendigo.

The Algonquin believe that when one faces death by starvation, it is better to die than partake of human flesh and become a wendigo.

Wendigo (Alternate)

Follower 1

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

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

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

Skills: Empathy 7, Intimidation 6

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

Resources: None

Powers: Manifestation, Nausea, Possession (see below), Putrefy

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

Weapons: None

Possession: The wendigo's possession works differently than the standard power. Instead of taking control of its host and using it as a meat puppet, the spirit forces the victim to resort to cannibalism. Rather than the length of possession being based on its Willpower roll, the possession lasts until the spirit is expelled.

While possessed, the victim has the Obsession: Cannibalism Flaw. If the target of this ability has previously consumed human flesh, the wendigo treats its Willpower as being 2 points higher, both for possessing the victim and resisting a Banish ritual.

Things That Go Bump in the Night



Animated Armor

Many grand houses, castles, and museums contains collections, or at least a single suit, of plate armor. A small few of these suits are capable of walking and fighting of their own volition. In many instances the armor has been purposefully designed as a form of occult relic, its movement made possible only by binding a minor demon or spirit into the metal. In other cases, the armor is a fetter for a minor ghost, perhaps the suit's former owner.

Regardless, the spirit cannot survive outside the armor and is automatically banished from the physical world when the suit is destroyed. While it remains in the armor, however, the entity is immune to the Banish ritual in any form.

Animated Armor

Follower 1

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

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

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 3, Defense 5 (9)*, Stun N/A, Health 6*, Horror 2

Skills: Athletics 6, Brawl 6, Melee 7

Talents: Parry (Can parry as a reflexive action)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Sword 10L or mace 9N

* +4 *Passive Defense* due to plate armor.

** *Animated armor is immune to nonlethal damage, and cannot be stunned.*

Fachen

Found in Scottish folklore, there are few reliable descriptions of a fachen, for it is said its appearance is so terrifying that it drives men insane or causes their heart to seize in fear. It

is commonly described as being humanoid, but has only one arm, which sprouts from the center of its torso, and one leg, which is also arranged centrally. Many are ascribed to have a tuft of black feathers on top of their head.

Despite its seeming infirmity, the fachen is a nimble fiend, capable of leaping great distances as it harries its chosen prey across the wild and lonely places of Scotland.

Fachen

Follower 2

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

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

Secondary Attributes: Size 0, Move 7, Perception 5, Initiative 5, Defense 6, Stun 3, Health 6, Horror 5

Skills: Athletics 5 (*Jumping* 6), Brawl 6 (*Punching* 7), Intimidation 6, Stealth 6, Survival 4

Talents: Fearsome (Can intimidate opponents within 10 feet), Jump (Jumping distance is doubled)

Resources: None

Flaws: Primitive (+1 Style point whenever its primitive nature hampers it or causes trouble)

Weapons: Claw 8L

Fext

The first recorded appearance of a fext dates back to the Thirty Years War (1618-48). By all accounts they appear quite human and extremely charismatic. All that separates them from mortals is their ageless appearance and the fact they can only be slain by a bullet made from glass.

The creation of a fext typically requires dark magic, and more commonly the interference of a powerful demon. Dying officers are approached with an offer of eternal life in return for delivering fresh souls. Since fexts are essentially human, they can still procreate. Thus, it is possible to be born a fext.

Fexts revel in carnage. They endeavor to join armies as officers, whereupon they lead

Leagues of Gothic Horror Expansion

men in senseless charges or butchery. Their task done, they move on to new battlefields in search of fresh amusement.

Fest

Follower 2

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

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

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

Skills: Brawl 4, Diplomacy 7 (*Leadership* 8), Firearms 4, Intimidation 7 (*Orders* 8), Melee 4, Ride 4

Talents: Attractive (+1 Charisma when dealing with people; already included in its stats)

Resources: Rank: Junior Officer (+2 Social bonus)

Flaws: Callous (+1 Style point when he does something particularly selfish or refuses to help someone in dire need)

Weapons: Punch 4N, Light revolver 6L, Arming sword 7L

** Ignores all damage except that caused by glass bullets. A fest suffers stun, knockback, and knockdown as normal from other forms of damage, but cannot be knocked out.*

Hangman Tree

Whether in accordance with punishment laid down in law or at the hands of an unruly mob, man has been hanging wrongdoers and suspected criminals since antiquity.

The intense fear associated with impending death and the growing agony of a slow hanging, especially if the tree has been used for multiple executions and lynchings, can sometimes imbue the tree with a limited, and thoroughly evil, intellect. This is not the same as ghostly possession—what inhabits the tree are strong, residual emotions, rather than trapped souls.

Known to the Leagues as hangman trees, they appear to be ordinary trees. Although incapable of picking up their roots and walking,

their branches are fully mobile. When a victim moves within range, the branches spring to life, grasping the prey around the neck and lifting it high into the air.

Hangman Tree

Follower 3

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

Primary Attributes: Body 9, Dexterity 2, Strength 0, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 8, Move 0, Perception 4, Initiative 2, Defense 3, Stun N/A, Health 21*, Horror 3

Skills: Brawl 14

Talents: Parry (Can parry as a reflexive action), Unarmed Parry (Can block melee weapons), Vigorous Defense (Can parry two attacks without penalty)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Branch 14N, Grapple 14

** Trees are immune to nonlethal damage, and cannot be stunned.*

Hanging: If the tree performs a grapple and successfully pins its opponent, then the victim has been grabbed around the neck and lifted into the air. He automatically suffers 2L caustic damage each round the grapple is maintained as the branch constricts around his neck, suffocating him.

Hearth Imp

Similar in size to a small child, a hearth imp's body is made up of white and gray cinders and ash. Its eyes and mouth are denoted by red-hot coals, as are its hands. Its burning hands can cause flammable material to combust, but only if the fiendish creature retains contact with the same spot for an entire combat turn. Its tiny feet leave little scorched patches behind it as it walks, but are not hot enough to cause fires.

Hearth imps can enter our world only through the Summon Horror ritual. The ritual has certain additional requirements in order for it to function.

Things That Go Bump in the Night

During the summoning phase, magician must be staring into a lit fire. Unlike a conventional Summon Horror ritual, a hearth fiend can be summoned in a different location than the magician (the range modifiers apply). However, there must be a hearth, oven, or other potential source of fire at the spot where the creature is to be summoned. The heat source need not be active, though, as it merely serves as a gateway to our world.

Hearth imps are notoriously stupid creatures. Once one is summoned, the magician can see through its eyes. Failure to maintain concentration on guiding its actions results in the imp going on the rampage, setting fire to anything or anyone that crosses its path. Hearth imps are primarily used as tools of destruction, either setting fire to buildings or incinerating living victims.

Once the imp's usefulness is ended, the magician need only extinguish the fire he used in the summoning rite. This done, whether deliberately or accidentally, the imp promptly collapses into a pile of cold ashes.

Hearth Imp

Follower 1

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

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

Secondary Attributes: Size -1, Move 6, Perception 3, Initiative 3, Defense 7, Stun 3, Health 7*, Horror 3

Skills: Athletics 6, Brawl 8, Stealth 6*

Talents: Robust (+2 Health rating)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Punch 9N, Grapple 9

* +1 Size bonus to Stealth rolls

Grapple: A hearth imp that successfully grapples an opponent inflicts 2L caustic fire damage each round. Since the target is already being held, he cannot roll his Active Defense to avoid the damage. The victim's clothing will also catch fire after one combat turn of grappling.

Immune to Fire: No matter its intensity, no form of fire or heat inflicts any damage on a hearth imp.

New Vampire Ability

Heartless

Prerequisites: Patron 2+

Staking a vampire is a tried-and-tested method of destruction, at least among Western European bloodsuckers. Piercing the heart of a vampire with this ability is especially difficult. Despite the ability's name, the vampire does have a heart. Unfortunately, it is not in his body.

Through dark and terrible rituals, the vampire has torn his black heart from his chest cavity, thus ensuring he is considerably harder to destroy. This has not made the vampire a true immortal, however, for if the heart is found it can still be pierced and the vampire's unholy mockery of life ended. In many ways it is considerably easier—the heart is an inanimate object (no Active Defense), though it retains the Passive Defense (Body) of the vampire. Of course, the vampire is well aware of this drawback and will undoubtedly have taken great pains to ensure it is not easily stumbled upon.

Water Weakness: Hearth imps are highly susceptible to water. Each pint thrown over one in the same attack inflicts 1L caustic damage. For example, a typical jug holds two pints and would inflict 2L damage.

Homunculus

From the Latin for "little man," a homunculus is an artificial creation, a mockery of life given consciousness by a demonic spirit. The ritual for creating a homunculus is known to only a few dark magicians.

The basic ingredient of the enchantment requires a mandrake root. This strange plant, named for its root's anthropomorphic appearance, allegedly grows only where the semen of hanged men falls to the ground.

The root must be picked before the sun rises on a Friday morning (likely related to the crucifixion of Jesus) by a dog of midnight

Leagues of Gothic Horror Expansion

black fur. It must then be washed of any soil and "fed" a mixture of milk, honey, and the magician's blood as fell enchantments are uttered over the growth. This ritual is repeated until the next full moon, whereupon the root will develop into a miniature human-like creature. While the blood sacrifice is typical of black magic, with regard to homunculi it bonds the creature to the one who nurtured it.

The use of the creator's blood not only ensures the creature's loyalty, it also allows the magician to use the homunculus' senses as if they were his own. Thus, the creature is often employed to spy on others.

A homunculus is loyal unto death to its master and possessed of a most vile temperament. Although small, they are incredibly strong, with a maniacal penchant for inflicting pain. As a being created by magic, it has no soul and no knowledge of good. Hence, killing one is not an act of murder, despite its human appearance.

Homunculus

Ally 2

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

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

Secondary Attributes: Size -2, Move 6, Perception 9, Initiative 5, Defense 8, Stun 3, Health 4, Horror 2

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

Talents: Alertness (+2 Perception rating)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Bite 9L

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

Living Wall

Contrary to what one might expect, a living wall is not formed of flesh and blood. Through a dark and forbidden ritual known only to a

handful of the most wicked and depraved magicians, human souls can be imprisoned within a brick or stone wall.

Viewed at distance, the wall appears quite mundane. When a living creature comes within touching range, though, the spirits manifest in the only way they know. Driven insane by their terrible plight, they form faces in the stone that scream out in anguish and beg for release, while arms and legs of flesh and blood emerge from the walls to grasp at targets within range.

A living wall that successfully grapples a living opponent drags it into the wall to join with them. Each round the grapple is maintained, the victim automatically takes 1L caustic damage. If the opponent dies, his body *and* soul are sucked into the wall. Should the wall be damaged, this automatically heals wounds equal to the victim's Body rating.

Destroying the wall, which is only possible with weapons or tools designed to smash through brick or stone, frees the imprisoned souls. They depart with a long, haunting wail.

A living wall's Size is not fixed. Each 10 feet x 10 feet area counts as one point of Size. The statistics below should be altered accordingly. This change in Size does not affect its Attack dice, but does increase its Health.

Living Wall

Follower 1

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

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

Secondary Attributes: Size 1, Move 0, Perception 2, Initiative 0, Defense 6*, Stun N/A**, Health 16*, Horror 4

Skills: Brawl 9, Intimidation 7

Talents: Diehard (Automatically stabilizes at negative Health)

Resources: None

Flaws: Bestial (Cannot communicate or use tools)

Weapons: Claw 0L

* A living wall's Defense and Health are treated as if it were an inanimate object.

Things That Go Bump in the Night

**** A living wall is immune to nonlethal damage, and cannot be stunned.**

Madness: A mentalist using Mind Control, Modify Memory, Psychometry, or Telepathy must make a Horror check at Difficulty 5 each round they maintain a psychic link.

Multiple Limbs: A living wall can attack one opponent per five feet of length.

Necromantic Jelly

Over time, the negative energy associated with graveyards can reach a point where it spontaneously gives a semblance of life to decaying corpses. Rather than rising as individual zombies or skeletons, these unholy abominations gather into a semi-translucent blob of decaying flesh in which can be seen multiple fragments of bone.

Utterly mindless, they seek only to feed on the living. This they do by flailing around with slimy pseudopods, the touch of which is a weak paralytic. Once its prey is unconscious, the jelly flows over it, whereupon powerful juices rapidly dissolve flesh and bone.

Although necromantic jelly can manifest spontaneously, it is extremely difficult for a black magician to create, the Raise Dead ritual being insufficient. Instead, the necromancer must use Summon Horror to open a gateway to a realm from where fell energy can infuse with existing putrefying matter. The ritual must be cast in a graveyard or other site where they are multiple, rotting bodies.

Necromantic jelly can, given sufficient raw materials, exceed Size 1.

Necromantic Jelly

Follower 1

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

Primary Attributes: Body 4, Dexterity 1, Strength 4, Charisma 0, Intelligence 0, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 1, Defense 5, Stun 4, Health 7, Horror 4

Skills: Brawl 9, Stealth 6

Talents: Knockout Blow (+1 bonus to stun opponent)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Pseudopod 9N, Smother (see below)

Smother: The jelly can only smother victims incapable of putting up a fight (such as if unconscious or asleep). Each round, the prey suffers 2L caustic damage as its flesh and bone are dissolved.

Reaper

Also known as grim reapers, grims, and angels of death, these demons can enter the physical world only through the Summon Horror ritual.

Occultists have long debated their true appearance. When summoned, they adopt the stereotypical guise of the Grim Reaper in whatever culture the magician belongs to. For instance, in much of Europe they are a cloaked skeleton holding a scythe. In Scandinavia, they adopt the guise of Pesta, an old hag holding a broom. Their appearance is obviously a convenience to the summoner, but their true guise remains a total mystery, for reapers do not talk with the living.

Reapers accept only one mission from those who dare to summon them—the taking of a human life. They can exist in the physical world only between the hours of dusk and dawn. Before they return to their native dimension, they must take a human life. If they cannot ensure their nominated target's death, they return to slay their summoner.

While it appears they enjoy frightening opponents, they are under no compulsion to alert their quarry to their presence in advance—slaying a sleeping target gives them just as much satisfaction as hunting one down.

Reapers can understand any spoken language but either cannot or will not converse with mortals. What limited interaction they bother with comprises nodding to acknowledge orders and pointing at victims as a means of inducing fear.

Leagues of Gothic Horror Expansion

Reaper

Follower 2

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

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

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 3, Defense 6, Stun N/A, Health 7*, Horror 4

Skills: Intimidation 7, Melee 8, Stealth 9

Talents: Fearsome (Can temporarily frighten opponents), Skill Aptitude (+2 Stealth rating)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Scythe 11L

** Reapers are immune to nonlethal damage, and cannot be stunned.*

Archetype: *Corporeal spirit*; **Motivation:** *Duty*; **Style:** 0

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

Secondary Attributes: Size -2, Move 2 (Fly 8), Perception 4, Initiative 4, Defense 4, Stun 1, Health 6*, Horror 2

Skills: Brawl 6

Talents/Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Beak 8L

** Only attacks with an Area of Effect inflict full damage on the swarm. All other weapons inflict a maximum of one point of damage.*

Sluagh

Found in Irish and Scottish folklore, sluagh are spirits bound into corporeal form. They are the souls of sinners, too evil for entry into Heaven but not wicked enough to earn a place in Hell.

Bound into the guise of ravens or crows, they swarm together in search of souls. By delivering these to the next world, they hope to curry favor with one power or another. Sluagh are unable to tear the souls from fit and healthy people, and thus rarely target such prey. Instead, they seek souls that are close to passing over already, ones that are easier to rip from their mortal shells and carry away.

In game terms, sluagh only target opponents already at negative Health, although they defend themselves if attacked.

Because they are unwanted in the next world, killing the swarm does not dispel the spirits. It does, however, disperse them and prevent them from adopting corporeal form until the next full moon.

Sluagh (Swarm)

Follower 0

Tupilaq

A tupilaq is a true monstrosity, a construct from the bone, hair, skin, and sinew of animals and humans, and given unholy life by a black magician for one purpose—to serve as the instrument of his vengeance.

Once found only in Greenland, the secret of creating them has slowly spread further afield. The process of manufacturing one is not for the fainthearted, nor those with an ounce of goodness in their souls. First, the magician must assemble the grisly collection of body parts. Then, in a ritual that can last for days, he must engage in sexual intercourse with the abomination.

Using a tupilaq to attack another magician is very unwise. According to folklore, a more powerful magician can take control of the monster and force it to attack its creator. The only way the original sorcerer can prevent this is to publicly admit to creating a tupilaq, at which point it collapses into its constituent parts. Similarly, the creature falls into ruin once its target, or creator, is slain.

In game terms, any magician with a higher Magic rating than the creator, who is targeted by the monster, can make a Willpower x 2 roll as an attack action upon seeing the creature. If they roll more successes than the creator's Willpower rating, control of the tupilaq is taken, and it may be sent back against its creator.

Things That Go Bump in the Night

Tupilak

Follower 2

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

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

Secondary Attributes: Size 0, Move 6, Perception 3, Initiative 2, Defense 5, Stun 3, Health 6, Horror 4

Skills: Athletics 7, Brawl 8, Intimidation 9, Stealth 6

Talents: Fearsome 2 (Can temporarily frighten opponents)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Claws 8L



Baal

Also known as: Bael

Often attributed the title king, Baal is a major demon, ranking only below the seven princes of the infernal powers. With 66 legions to command and vast estates to oversee, Baal has little time for small talk with mortals—his focus is on making a bargain and returning to his infernal home.

Baal passes on the secret of invisibility, though his gift takes two distinct forms. First, he can teach how to cloak oneself from the gaze of others. He gifts the summoner the Cloaking mentalist power. In the rare event the magician is already a Mentalist with that ability, he grants them Enshroud, instead.

His second gift is more insidious—Baal can make another person invisible to society, causing friends to forget they exist. In game terms, the victim is stricken with the Nonexistence ritual (see *Guide to Black Magic*). Given that this is granted by a major demon, the unfortunate victim has no chance of resisting the effect. They remains nonexistent until the summoner cancels the effect (which can be done at will) or the magician is slain.

Dealing with Demons

Give Me Stuff!

Summoners are urged to remember that summoned horrors are not obedient genies prepared to hand out wishes. In order to acquire their services, one must entreat with them. This can be done through role-playing or use of Con or Diplomacy (or even Intimidation if the caster feels confident) rolls.

In many instances, the demon wants nothing in return—making a pact with the minions of Satan *always* involves pledging one's soul to the Abyss. On occasion, one may ask for an additional favor before granting a gift.

Corruption

The various great powers of the underworld can be summoned to grant many potent favors. It might appear that these free gifts come with no drawbacks, but that is not the case. No matter why a magician summons a demon, he is trafficking with the powers of Hell. That in itself is *always* an evil act. As the old saying goes, "the road to Hell is paved with good intentions." Using a demon's gift to harm others in any way, no matter how minor the act seems, is always an Evil act.

Kill the Demon!

A magician may feel that since he has summoned a member of Hell's nobility that he can rid the world of its presence by defeating it in mortal combat. Alas, the creature that answers the summons is a mere avatar, a construct with a minute fraction of the demon's true potential. Yes, the avatar can be slain, but doing so only forces it back to Hell—the true demon remains unfazed by the attack. Insolence cannot go unpunished, of course. While it can be summoned again, the demon will never entreat with the magician again. Worse, it may send minions (demonic or mortal) to teach the wayward summoner humility.

Leagues of Gothic Horror Expansion

A monstrous being, Baal's preferred form has three heads—those of a toad, crowned man, and cat—mounted on spider legs. As granter of invisibility, it should come as no surprise that he is capable of seeing invisible opponents and seeing through the darkest night or thickest fog without difficulty.

Baal

Patron 4

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 4

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

Secondary Attributes: Size 0, Move 8, Perception 10, Initiative 8, Defense 8, Stun 5, Health 10, Horror 5

Skills: Academics: Occult 10, Academics: Philosophy 10, Brawl 8, Con 5, Empathy 10, Intimidation 8, Linguistics 8

Talents: Blind Fight 3 (Ignores up to a -8 penalty for poor lighting), Fearsome (Can temporarily frighten foes), Skill Aptitude (+2 Intimidation rating)

Resources: None

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Bite 8L (cat's head)

Focalor

Also known as: Forcalor, Furcalor

Battleships are powerful symbols of might. They dominate the oceans and can bombard positions many miles inland. Attacking one, even with a ship of the same class, is guaranteed to result in the death of many men and damage to one's own vessels, with no guarantee of success. Fortunately for those keen on sinking enemy warships, one can call upon the service of Focalor, a duke of Hell.

A warlike demon, Focalor specializes in the destruction of warships. The summoner need only specify the name of the vessel he wants destroyed and the infernal duke will do the rest.

While he guarantees success, the demon

cannot do the impossible. Rarely do targeted vessels vanish into thin air. Instead, they suffer a catastrophic accident, such as a magazine explosion or hitting a reef. Naturally, vessels in harbor, especially dry dock, are much harder for him to destroy.

Until the chosen vessel is destroyed (which might take many months, even years), the pact with Focalor remains in effect. Unless the request is canceled, the magician is prevented from making a deal with another major demon.

Focalor is not to be summoned lightly, for he is prone to attacking all in the vicinity with wild abandon. The summoner may attempt to command him to harm no one present. This requires an Intimidation roll with a Difficulty equal to Focalor's Willpower.

Focalor

Patron 3

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 3

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

Secondary Attributes: Size 0, Move 8, Perception 7, Initiative 7, Defense 8, Stun 4, Health 10, Horror 3

Skills: Athletics 9, Brawl 9, Empathy 8, Intimidation 9, Melee 9

Talents: Fearsome 2 (Can temporarily frighten foes), Rain of Blows (+4 to attack when making a Total Attack; see *Globetrotters' Guide to the Far East*), Robust (+2 Health rating)

Resources: None

Flaws: Belligerent (+1 Style point whenever his aggressive attitude causes him trouble)

Weapons: Punch 9N, Arming sword 12L

Forneus

A marquis of Hell, Forneus manifests primarily as a great sea monster. For this reason, he must be summoned on the coast. Assuming the summoner does not go insane at the sight of him (Horror rating 5), he can be commanded to assume human form.

Things That Go Bump in the Night

Forneus is summoned by those who seek to become popular, for he has the power to give men a good name and be loved by friend and foe alike. This he does by granting either the Fame (popular) or Status (good name) Resources. The chosen Resource is granted at level 1 if the summoner does not possess it, or a one level increase if he has the Resource already.

The demon can also impart the knowledge of languages. This gift manifests as +4 Teamwork bonus to the magician's Linguistics. In addition, the summoner can attempt to translate any written language, even ones for which there is no known dictionary, using his Linguistics: Translate. For instance, Mayan glyphs are not deciphered until the 20th century, and even then the deciphering is prone to error.

Forneus (Human Form)

Patron 3

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 3

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

Secondary Attributes: Size 0, Move 6, Perception 8, Initiative 7, Defense 6, Stun 3, Health 7, Horror — (5 in sea monster form)

Skills: Con 8, Diplomacy 8, Empathy 8, Intimidation 8, Linguistics 8 (*Translate* 9), Performance 8 (*Oratory* 9)

Talents: Fearsome (Can temporarily frighten foes), Inspire (Grant allies within 10 feet a +2 Skill bonus as an attack action), Natural Leader (Can recruit temporary Allies), Rabble-rouser (Can recruit temporary Followers)

Resources: None

Flaws: Stubborn (+1 Style point whenever his inflexibility causes him trouble, or he forces others to go along with his idea)

Weapons: Punch 1N

Lamashtu

A Mesopotamian demon and daughter of the Sky God, Lamashtu revels in engaging in malicious acts for no reason other than

because she can. Unlike the other greater horrors, Lamashtu is a spirit in the mortal world and is only too keen to personally harm those the summoner wishes.

Whether she is truly a unique entity is open to debate. Mesopotamian texts list her as having seven names, but also describe her as being seven witches. These same texts list her many evils, among which are the strangling of children; harming pregnant women and mothers; devouring men; causing nightmares; and spreading disease.

Although she often manifests in the guise of a human female, her true form is far more monstrous. She has a human torso, arms, and legs, but has the head of a lioness with a donkey's teeth and ears, a hirsute frame, long fingers ending in wicked talons, and the taloned feet of a bird of prey.

Lamashtu

Patron 1

Archetype: *Demon*; **Motivation:** *Duty*; **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 — (5 in true form)

Skills: Empathy 8, Intimidation 10, Linguistics 8

Talents: Fearsome 2 (Can temporarily frighten foes)

Resources: None

Powers: Lacerate, Manifestation, Nightmare, Sickness, Strangulation

Flaws: Ephemeral (Cannot communicate or use tools except through applicable 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.*

Leagues of Gothic Horror Expansion

Mammon

Also known as: Mamona

Often listed among the seven princes of Hell, Mammon is the personification of material greed. A master of temptation, he tricks and lures men into craving easy money. According to the *Dictionnaire Infernal*, he is Hell's ambassador to Great Britain. Despite the vast wealth he offers, Mammon appears to summoners as a frail old man, undernourished and clad in rags.

Mammon offers only one gift to mortals—wealth. More importantly, wealth that requires no hard work. The demon prince grants a summoner the Wealth 1 Resource, or improves an existing Wealth Resource by one level, *and* the Moneywise Talent.

Mammon

Patron 2

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 2

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

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 6, Stun 2, Health 4, Horror 2

Skills: Bureaucracy 8, Con 9, Diplomacy 8, Empathy 9, Intimidation 8

Talents: Bold Defense (Uses Charisma for Active Defense), Charismatic (+1 Charisma when dealing with people; included in stats), Fearsome (Can temporarily frighten foes)

Resources: None

Flaws: Envious (+1 Style point whenever his envy causes trouble for him)

Weapons: Punch 0N

Sabnock

Also known as: Sab Nac, Sabnac, Sabnach, Sabnack, Sabnacke, Salmac, Savnock

Another marquis in the ranks of the infernal host, and commander of 50 legions of devils, Sabnock was widely summoned in ages past for his ability to construct towers, castles, and cities, and furnish them with deadly weapons and plenty of ammunition. He was most

popular among magicians for his willingness to grant them familiars.

While there is still plenty of conflict in the world, castles are no longer popular. Still keen to entreat with mortals, Sabnock has the ability to grant the Refuge: Size Resource. Creating houses out of thin air tends to attract attention in the modern world, and thus the magician most often gains deeds to an existing structure. On occasion, someone has to die to ensure this happens. In game terms, Sabnock grants the Refuge: Size 1 Resource, or a one level increase if the magician has an existing Refuge.

Asked for a familiar, he arranges for a spirit to serve the magician. This acts as the Familiar 1 Resource. Sabnock can only grant new familiars—he cannot enhance existing ones.

The demonic marquis has a third gift he offers. He has the capacity to ensure that wounds fester or become filled with worms. Attempts to heal lethal wounds inflicted on the chosen victim suffer a -4 penalty. In addition, while the curse is in effect, lethal wounds recover at half the standard rate. This curse remains in effect for a maximum of one month, but can be cancelled at any time prior to that by the magician with a simple word.

The world may no longer desire castles and other fortifications, but Sabnock retains his warlike nature. He manifests as a human with a lion's head and is always dressed and armed as a soldier native to the summoner's country, albeit in archaic fashion. Regardless of his dress, he rides a pale horse (treat it as a demonic steed).

Sabnock

Patron 3

Archetype: *Demon*; **Motivation:** *Duty*; **Style:** 3

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

Secondary Attributes: Size 0, Move 7, Perception 7, Initiative 6, Defense 8, Stun 5, Health 9, Horror —

Skills: Empathy 8, Expeditions 8, Intimidation 7, Melee 9, Ride 8

Talents: Fearsome (Can temporarily frighten

Things That Go Bump in the Night

foes), Flurry 2 (May attack the same opponent twice without penalty), Mounted Charge (+2 charge bonus with no loss of Active Defense)

Resources: None

Flaws: Belligerent (+1 Style point whenever his aggressive attitude causes trouble)

Weapons: Punch 2N, Arming sword or spear 12L



Black Annis

*'Tis said the soul of mortal man recoil'd,
To view Black Annis' eye, so fierce and wild;
Vast talons, foul with human flesh, there
grew*

*In place of hands, and features livid blue
Glar'd in her visage; while the obscene
waist*

Warm skins of human victims close embraced.

—John Heyrick

Lurking in the wilds of the Dane Hills of Leicestershire (see p. 34), Black Annis is an ugly crone. Her face is the blue-gray of bloodless meat and her claws are made of iron. In some legends she has only one eye.

Above all else, the evil hag savors the flesh of children. She flays their skin and tans it on the tree outside her cave before wearing them as a skirt. Not afraid to venture into settlements, she has been known to snatch children from their beds.

Fortunately for those who dwell nearby, the taste of lamb also sates her appetite. The farmers would rather lose a lamb than a child, and thus do nothing to provoke Black Annis when she chooses to snatch a meal from their flock.

Black Annis

Patron 2

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 2

Primary Attributes: Body 4, Dexterity 3,

Strength 4, Charisma 2, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 7, Perception 5, Initiative 5, Defense 7, Stun 4, Health 9, Horror 3

Skills: Athletics 9, Brawl 9, Intimidation 7, Stealth 8

Talents: Fearsome (Can temporarily frighten foes), Parry (Can perform Parry as a reflexive action using her iron claws), Robust (+2 Health rating)

Resources: None

Flaws: Sadism (+1 Style point whenever she is needlessly cruel to her friends or enemies)

Weapons: Iron claws 11L

Catherine Mallevaux

"There is only one cure for grey hair. It was invented by a Frenchman. It is called the guillotine." —P. G. Wodehouse

A minor aristocrat in 18th century France, Catherine Mallevaux's beauty made her a popular woman at court. Unfortunately, she was also vain and jealous. As she aged and her looks began to fade, her jealousy became a mania. On hearing of girls more attractive than her, Mallevaux would have them kidnapped and brought to her chateau. There she murdered them out of spite, but not before mutilating their faces.

Likely her depravity would soon have come to the attention of the authorities. Before that could happen, she was arrested by a mob during the French Revolution and sentenced to death for being a leeching aristocrat. While languishing in jail, she was visited by a priest. Instead of offering her absolution, he (being a demon in disguise) offered Mallevaux a way to escape not only death, but also the curse of aging. All she had to do was give him her soul. The dark bargain was struck without hesitation.

The following day, Mallevaux was dragged to the guillotine and executed. Three days later, she rose from her grave, her head restored with both life and beauty. Mallevaux soon discovered that her deal carried a heavy price.

Leagues of Gothic Horror Expansion

The head on her shoulders began to age at a rapid rate, transforming from beautiful maiden to aged crone in a matter of weeks.

In order to maintain her youth, and her life, Mallevaux must kill regularly. She targets only young, attractive women (Charisma 4+ or 3+ with the Attractive Talent), decapitating them in order to place their severed heads on her slender shoulders. Alas, she cannot preserve these heads for future use. Thus, every few weeks she must acquire a new head. Her body remains ageless.

Mallevaux gains the memories of her victims, as well retaining as her own, and their voice. That said, she rarely tries to impersonate them—she knows little of their mannerisms. Worse, the join between her head and neck is marked by an ugly red welt, something she takes great pains to hide.

Catherine Mallevaux

Patron 2

Archetype: Aristocrat; **Motivation:** Mystery; **Style:** 2

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

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

Skills*: Academics: History 5, Con 6, Diplomacy 5, Linguistics 4, Melee 6, Performance 6, Stealth 6

Talents: Combat Aptitude (Can exchange attack and Defense dice), Flurry (May attack the same opponent twice by making a Total Attack with a -2 penalty on each attack), Quick Healer (Doubles the normal healing rate)

Resources: None

Flaws: Vain (+1 Style point whenever she steals the limelight or is forced to confront her shortcomings)

Weapons: Punch 0N, Sword cane 8L

* Mallevaux has five Skill points to assign. These should be based on the person whose head she currently wears.

Fresh Head: Mallevaux's maximum Charisma depends on the person whose head she wears. Her Charisma drops by one point each

month as the head undergoes rapid aging. When it reaches zero, Mallevaux suffers one lethal wound per day until she dies or places a fresh head on her shoulders. These wounds cannot be healed until she acquires a new head, whereupon they heal naturally.

The Click-Clack Man

*"Click-Clack down the track
Click-Clack stab in the back
Click-Clack backetty-back
Click-Clack guts in a sack"*
—Traditional children's rhyme

Sung by children in the smog-shrouded streets of London, the "Click-Clack" rhyme dates back only to 1889. A year after the infamous Whitechapel killings, a new wave of terror struck the cobbled streets of England's capital city. The victims, a mixture of men and women of all ages, but invariably lower-class, were found eviscerated, their internal organs missing, or with missing limbs. There have been no eye-witnesses, though several people have reported hearing a "click-clack" sound late at night and the feeling of being followed. Linking the two together, the gutter press named the killer "The Click-Clack Man."

The murderer is Jack Higgins, a former soldier. Badly wounded in action, he lay among the shattered remains of his comrades for a day and a night before being taken to a medical center. Conditions were little better there, and while waiting his turn under the surgeon's knife, the screams of wounded men and the stench of blood and gangrene ate away at his sanity. The final straw came when the surgeon, short on time and with many other patients queued up, amputated both his legs rather than try to save them.

Discharged from the Army, Higgins was forced to live on the streets as a beggar. Haunted by his dead comrades, Higgins constructed a pair of stilts to provide him with the mobility he needed to do the task ahead. In his deranged mind, Higgins believes he can save his dead comrades by providing their spirits with the limbs and organs they lost in battle.

Things That Go Bump in the Night

The Click-Clack Man

Patron 2

Archetype: *Everyman*; **Motivation:** *Duty*;
Style: 2

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

Secondary Attributes: Size 0, Move 5 (1), Perception 7, Initiative 5, Defense 6, Stun 4, Health 8, Horror —

Skills: Acrobatics 6 (*Balance* 7), Athletics 4, Brawl 5, Intimidation 5, Melee 8 (*Knives* 9), Streetwise 6

Talents: Flurry 2 (Can attack same opponent twice with no penalty), Iron Stance (+1 Strength for resisting Knockback and Knockdown)

Resources: None

Flaws: Crippled (Severe; -4 Move rating; only applies when not on stilts; +2 Style points whenever he is limited by his immobility), Fanatical (+1 Style point when his devotion causes harm)

Weapons: Punch 5N, Dagger 10L

Dr. Henry Howard Holmes

"I was born with the devil in me. I could not help the fact that I was a murderer, no more than the poet can help the inspiration to sing." —H. H. Holmes

Born Herman Webster Mudgett in 1861, Holmes' obsession with death came at an early age. A bright student, his jealous peers forced him to view a skeleton in the local doctor's office. Fear quickly turned into fascination, and Mudgett soon began his new hobby—dissecting animals.

In 1884 he graduated from the University of Michigan's Department of Medicine and Surgery. During his schooling, Mudgett drifted into crime. After taking out insurance policies in the name of other people, he stole cadavers from the university, disfigured them so as to be unrecognizable, and claimed they had died in accidents. Naturally, the insurance policies listed him as the beneficiary. It was after this

that he changed his name, so as to avoid any repercussions from his criminal activities.

Holmes moved to Chicago, where he found employment as a druggist. When the owner's husband died, Holmes purchased the store. Business boomed, and Holmes bought an empty plot of land opposite the store. There, he constructed the World's Fair Hotel, a structure known locally as "The Castle" because of its enormous size.

While the lower levels appeared quite normal, the upper two floors were a labyrinth of twisting and oddly-angled passageways, rooms that could only be opened from the outside, doorways that led nowhere, and such like. Throughout the maze were listening devices, which allowed Holmes to spy on those inside.

Holmes' chosen victims were lured to the upper floors, whereupon their fate was sealed. Some became trapped in airtight rooms and were left to suffocate. Others were gassed, choking to death as Holmes listened in. Many fell prey to deadly traps Holmes' had installed throughout the corridors.

Although he took gratification from their deaths, Holmes was also making money from his murderous venture. The corpses of his victims would be stripped of flesh, the bones cleaned, and the skeletons sold to medical schools.

Under normal circumstances, the disappearances may have been noticed. Chicago, however, was hosting the World's Fair, and the city had tens of thousands of visitors staying for varying lengths of time.

Holmes' last act in Chicago proved his most lucrative. In 1893, Holmes met Minnie Williams, a railroad heiress. Convincing her he was in love with her, Holmes lured her to The Castle by offering her a job. The vile cad then convinced her to transfer the deed of expensive property in Fort Worth to one Alexander Bond. This was one of Holmes' many aliases.

He promptly disappeared, but not before leaving Williams' with a lasting reminder of the man she loved. Having lured Minnie's sister Anne to the hotel, Holmes sealed her in his personal vault and turned on a gas line.

Holmes' current whereabouts are a mystery. Wherever he is, he is likely using an alias and

Leagues of Gothic Horror Expansion

constructing another house of death to sate his sick desires. As he descends ever further into insanity, so his deathtraps become more diabolical and more elaborate.

Dr. Henry Howard Holmes

Patron 1

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

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

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

Skills: Bureaucracy 5, Con 7, Craft: Pharmacology 6, Medicine 5, Science: Chemistry 5, Spying 5

Talents: Jack of all Trades (Ignores the untrained Skill penalty when using any general Skill), Weird Science: Chemistry (Can structure weird science devices)

Resources: None

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

Weapons: Punch 0N

Igor

Igor: "I am sorry, Master. We try and we try, but I fear we are not so smart as Doctor Frankenstein." —Van Helsing

A figure known only as Igor has been aiding inventors and scientists since at least the 18th century, when an assistant of that name worked alongside Victor Frankenstein. Naturally, it is impossible for the same person to have survived into the present age, and yet Igor possess memories that date back centuries. It is possible he is not mortal, but some form of imp, sent forth from the infernal realm to aid inventors.

Incapable of truly original ideas, yet naturally gifted at assisting others, Igor does not work for just anyone. The inventors to whom he offers his services are invariably walking a dark path. Even if they do not start that way, Igor's presence subtly causes them to drift

toward darkness. What begins as a benevolent study, such as Frankenstein's attempts to remove death, quickly become something more sinister. Once he has corrupted them to the stage where the populace turns against them, Igor packs his bags and moves on, leaving his former master to deal with the consequences.

Few of his previous masters have treated him well, but Igor never complains at being treated as a lowly minion—the prize of steering them from righteousness to damnation is worth a few beatings.

Igor is a pitiful figure. He has an enlarged right eye, a hunchback, and a lame left leg. He also has a pronounced lisp.

Igor

Ally 2

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

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

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

Skills: Academics: Occult 4, Athletics 5, Brawl 5, Con 5, Craft: Chemistry 4, Craft: Electrics 4, Craft: Mechanics 4, Craft: Pharmacology 4, Investigation 4, Medicine 4, Science: Chemistry 4, Science: Engineering 4

Talents: Skilled Assistant 2 (Provides +4 Teamwork bonus)

Resources: None

Flaws: Disfigured (–2 penalty on all rolls where appearance is a factor; +1 Style point whenever he is rejected because of his appearance), Lame (–2 penalty to Move rating; +1 Style point whenever he is unable to outrun danger or if his bad leg gets him into trouble), Speech Impediment (+1 Style point whenever a severe problem or misunderstanding occurs because of his speech impediment)

Weapons: Punch 5N

The Mudger

DOCTOR: Yes. I think they're rat hairs.

Things That Go Bump in the Night

LITEFOOT: *Rat bairs? Do you know what you're saying, man?*

DOCTOR: *Yes, of course I know what I'm saying.*

LITEFOOT: *But they're nearly three inches long. Hairs on a rat can't be more than what, quarter of an inch?*

—Doctor Who: The Talons of Weng-Chiang

Few citizens give much thought to London's sewers, yet alone what can be found there. For some, the sewers are a place of work. Not only do workmen descend into the fetid depths to repair the brickwork, but toshers haunt the dark tunnels. Male and female, old and young, and all at the very bottom of society, they search through the effluent for valuables dropped by those walking the streets above.

Two such toshers were Molly and Cadger. Several years ago, Molly was found curled up in a tunnel by fellow toshers, whimpering quietly and repeating the word "Mudger" over and over. Of Cadger, who was never far from her side, there was no sign. Molly had meant to say two words—"murder" and "Cadger"—but in her half-mad state she merged the two words together. Word of the Mudger, a monster that ate unwary toshers, quickly spread through the subterranean community. Any toshers that vanish are said to have fallen prey to his hunger.

The sewers are inherently dangerous, and many would consider the Mudger naught but a fantasy, a figment of the imagination created to explain sudden disappearances. In fact, the Mudger is very real and a danger to toshers.

Several months beforehand, a weird scientist poured the failed result of a chemical concoction down the sewers. Had the scientist been there to witness it, he would have been fascinated to see the results his experiment had on a common sewer rat. Imbibing the solution, the rat began to grow to monstrous size.

At first it fed on its fellow rats, but as it grew larger is required more substantial meals. Poor Cadger might not have been its first victim, but it was his disappearance that brought its existence to the tosher community.

"Normal" giant rats, a rarity in themselves, are little larger than dogs. The Mudger is monstrous, measuring seven feet long (excluding

tail) and weighing over 250 pounds. A ravenous fiend, it haunts the hundreds of miles of accessible sewer pipes that weave and wind beneath the city, feasting on whatever crosses its path. When food is scarce, the Mudger emerges from the sewers and prowls along the banks of the Thames and the nearby streets.

The Mudger

Follower 2

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

Primary Attributes: Body 3, Dexterity 4, Strength 3, Charisma 0, Intelligence 1, Willpower 4

Secondary Attributes: Size 0, Move 7 (14)*, Perception 5, Initiative 5, Defense 7, Stun 3, Health 9, Horror 3

Skills: Athletics 4, Brawl 7, Intimidation 4, Stealth 6, Survival 5

Talents: Robust (+2 Health rating)

Resources: None

Flaws: Bestial (Can't communicate or use tools)

Weapons: Bite 7L, Claws 7L

** Animals with four or more legs double their Move rating when running.*

Professor Joshua Lazarus

"Ginny!" said Mr. Weasley, flabbergasted. "Haven't I taught you anything? What have I always told you? Never trust anything that can think for itself if you can't see where it keeps its brain!"

—J. K. Rowling, *Harry Potter and the Chamber of Secrets*

Servants are such bothersome things. You have to find ones with good references, you can never entirely trust them not to steal from you or spread gossip about your household, and you have to pay them for their time.

For those prepared to pay a not inconsiderable one-off fee, there is a solution that can last a lifetime and replace several human servants—Lazarus Industries manufactures a range of domestic automata, from old-fash-

Leagues of Gothic Horror Expansion

ioned (and thus relatively cheap) steam-powered models to (expensive) sleek, clockwork designs.

Joshua Lazarus is an engineering genius, but even brilliance has its limits. While the bodies of his automata were nigh-on perfect examples of engineering excellence, he had great difficulty getting the complex mechanical brain to work correctly. Time after time they malfunctioned after a short period. Within a few years, Lazarus' business had collapsed as customers turned to rival inventors.

Driven by a yearning to be remembered as the greatest creator of automata ever, Lazarus did not take his fate lightly. Originally trained in medicine, Lazarus devoted several years to perfecting a new means of automaton control—a human brain. Naturally the brains had to be lobotomized first—it simply wouldn't do to have the victim tell others of its fate.

Aside from installing the brain in the mechanical body, Lazarus remains detached from the fleshy side of his work. Thugs are paid to acquire fresh brains, and Lazarus doesn't care where they find them.

Like his namesake, Lazarus rose from the dead and relaunched his business. It has taken time, but he has once again become a prominent supplier of automata.

Alas, despite Lazarus having sold dozens of automata to wealthy clients, his process is not yet perfected. On occasion, a spark of its former life flashes through an automaton's brain, driving it insane and sending it into a murderous rage. It is through such an occurrence that the globetrotters are likely to become involved with the mad inventor.

Professor Joshua Lazarus

Patron 2

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

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

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 8, Defense 6, Stun 2, Health 5, Horror —

Skills: Academics: Philosophy 5, Bureaucracy

5, Craft: Mechanics 7, Diplomacy 4, Firearms 6, Investigation 5, Linguistics 5, Medicine 7, Melee 5, Science: Biology 6, Science: Engineering 6

Talents: Spark of Life (Can create intelligent artifacts), Weird Science (Can create weird science devices)

Resources: Status 1 (Renowned inventor; +2 Social bonus)

Flaws: Condescending (+1 Style point whenever he proves someone else wrong or establishes his own superiority), Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 0N, Heavy revolver 9L, Sword cane 7L

The Rat King

"And on this dirty night there were appropriately dirty deeds that not even the rain could wash away." —Terry Pratchett, *Dodger*

Beggars expect to be ignored, perhaps even roughed up and spat on by those who consider themselves superior, if only by a rung or two—such things are part of life on the lowest end of the social scale.

They may ignore being robbed or assaulted by a member of the lower classes, who have little more than they, but woe betide the middle or upper-class person who gives grave insult to a beggar or turns him away in his hour of greatest need. A mistreated beggar has little legal recourse, and usually lacks both the means and courage to enact revenge in person, but can call upon the services of the Rat King.

In the eyes of beggars, the Rat King is an avenging angel. In truth, he is an immortal, a beggar who sold his soul to the Devil and who now acts as his avenging agent. Sooner or later, every beggar who survives the rigors of street life learns the two things needed to summon the Rat King—a mystic mark to draw on houses and an eerie tune they must whistle.

The Rat King appears as beggar. His face, which boasts a long nose and ratlike incisors, is pock-marked with the ravages of disease, and his gray robe is tattered and stained. Ap-

Things That Go Bump in the Night

pearances can be deceiving, for the Rat King is no longer entirely human. Beneath his robe, his torso is nothing but a swarm of living rats.

Although he can, and will, defend himself if attacked, the Rat King does not avenge wronged beggars with brute force. Those who cross "his people" soon find rats infesting their home. Unless they repent their error and make amends, the rats grow in number and ferocity. Eventually, the swarms attack the Rat King's victims, tearing at their flesh until there is naught left but bones.

Protector of beggars the Rat King might be, but his services are not free. He and his rats demand food as payment. For the most part they accept scraps, but every month on the night of the full moon the beggars must collectively offer a human for his consumption.

The meal needn't be alive, for the Rat King is not a fussy eater. A corpse dragged out of the river or found in the slums will sate his appetite just as sweetly as fresh meat. On occasion, a beggar who has wronged his peers is offered as a living sacrifice.

The Rat King

Patron 2

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

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

Secondary Attributes: Size 0, Move 6, Perception 6 (10), Initiative 4, Defense 7, Stun 5, Health 9, Horror — (4 if he opens his cloak)

Skills: Animal Handling 6, Athletics 6, Brawl 5, Intimidation 6, Stealth 6, Survival 5

Talents: Keen Sense (+4 Perception rating when sniffing), Savvy Fighter (Always retains his full Defense)

Resources: None

Flaws: Animal Antipathy (excludes rats; +1 Style point whenever he suffers a setback due to an uncooperative or belligerent animal), Disfigured (+1 Style point whenever he is rejected because of his appearance)

Weapons: Punch 5N, Bite 5N

Summon Rats: Once per scene, the Rat King can summon rats. He makes an Animal

Handling roll. Each successes brings forth one swarm or one giant rat. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to the Rat King.

Swarm Body: Only attacks with an Area of Effect inflict full damage to the Rat King's torso (the default hit location). All other weapons inflict a maximum of one point of damage per hit.

The Red Death

The "Red Death" had long devastated the country. No pestilence had ever been so fatal, or so hideous. Blood was its Avator and its seal—the redness and the horror of blood.

—Edgar Allan Poe, *The Masque of the Red Death*

Some occult scholars have argued that the entity known as the Red Death was the first pestilence spirit, a primordial entity that brought the first diseases into the world. Many insist that, aside from its far greater power, it is no different than others of its ilk. To others, it is the personification of plague in the same manner the Grim Reaper has become the personification of death. The truth shall perhaps never be known, for the entity enters into no communication with the living.

It may be that the Red Death is not truly unique. Certain occult books hint at a White Death (responsible for spreading tuberculosis), Yellow Death (yellow fever), Black Death (bubonic plague), and Blue Death (cholera). Two other entities are hinted at—the Golden Death and Violet Death—but no specific diseases are attributed to them.

The Red Death manifests visually or corporeally in one of two forms. The first is a figure shrouded entirely in red. The second is a tall, gaunt figure wrapped in a blood stained funeral shroud. Across its face it wears a mask fashioned in the form of a stiffened corpse. Such is the mask's construction that most viewers assume it is the real thing. Despite appearances, the Red Death has no true features—beneath the cowl or mask and shroud is nothingness.

Leagues of Gothic Horror Expansion

The Red Death

In modern parlance, the Red Death disease is a virulent hemorrhagic fever. Contrary to stories concerning the entity of the same name, it is not fatal within 30 minutes of infection.

Symptoms: Sharp pain, sudden dizziness, profuse bleeding from the pores.

Infection: 2 (4 if in contact with the Red Death in its corporeal form).

Infection is by means of contact with infected bodily fluids or proximity to the Red Death entity. Victims initially suffer pain and dizziness, beginning within an hour of contracting the disease. Characters infected with the red death suffer a -2 penalty to all actions due to malaise, dizziness, and pain.

After one week, the victim begins to bleed from his pores. For each day thereafter, the victim suffers one lethal wound until he dies or recovers. This wound cannot be healed while the patient is sick.

Recovery: 4 (16 success are required to recover from the disease). Each Body roll represents one day of illness, starting from the day the red death is contracted. With no antibiotics available save through weird science, there is little modern medicine can do.

The Red Death

Patron 2

Archetype: *Spirit*; **Motivation:** *Duty*; **Style:** 2

Primary Attributes: Body 0, Dexterity 3, Strength 2, Charisma 2, Intelligence 4, Willpower 7

Secondary Attributes: Size 0, Move 5, Perception 11, Initiative 7, Defense 10, Stun N/A*, Health 9*, Horror — (3 for its second form; 5 once the viewer realizes what it is)

Skills: Empathy 9, Intimidation 8, Performance 6, Stealth 8 (when corporeal)

Talents: Fearsome (Can temporarily frighten foes)

Resources: None

Powers: Corporeal Form, Manifestation, Sickness (see sidebar), Speech

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.*

SRG-3N

"The soul is the weariest part of the body."

—Paul Bowles, *The Sheltering Sky*

Constructed not only to aid surgeons but to perform surgery unassisted, SRG-3N, better known as Surgeon, was intended to save lives. It performed its duties admirably, but over time it came to the conclusion that while it could heal physical injuries, it could do nothing for spiritual ones.

Consulting several old books on religion and philosophy, Surgeon deduced that the cause of such sickness was the human soul. Unfortunately, its readings were less than complete, and the construct learned only that it dwelt somewhere in the body. Its limited ability to be creative caused it to equate the soul to an organ, no different from the liver or kidneys. Find it, Surgeon reasoned, and it could be rid of any disease.

Surgeon's first "patient" was his creator, a brilliant inventor who suffered from chronic depression and often complained of having a "wounded soul." Despite a thorough and extremely messy search, it was unable to locate its creator's soul. Surgeon isn't stupid—it knows humans have been performing surgery for millennia and have still not found the soul. Undeterred by his setback, the construct made more attempts, kidnapping innocent victims to be its guinea pigs.

Surgeon has grown increasingly frustrated by its constant failure, but it is determined to keep searching, whatever the cost. Yes, people must die under his knife, but they are dying

Things That Go Bump in the Night

for a noble cause that will ultimately benefit mankind for ages to come.

Constructed to resemble a human, at least in basic shape, Surgeon is powered by clockwork. Fortunately, its winding mechanism is on the front, allowing the construct to keep itself powered indefinitely.

Artifact 2

Enhancements: Ally 2 (+4 Enhancements)

SRG-3N

Ally 2

Archetype: *Artifact*; **Motivation:** *Wisdom*; **Style:** 1

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

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

Skills: Academics: Philosophy 5, Athletics 4, Brawl 4, Firearms 6, Medicine 6 (*Surgery* 7), Melee 7 (*Knives* 8)

Talents: None

Resources: Artifact 2 (Anaesthetic Pistol; as Anaesthetic Rifle in *Weird Science Compendium* except Range 25 ft. and Weight 1 lb.)

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Righteous (+1 Style point whenever its actions alienate it or cause others to publicly question its motives and moral judgment)

Weapons: Punch 4N, Scalpel 8L



Benevolent Society of Saint Elizabeth of Hungary

All day long the virgins sit and feast on endless meals

The Countess laughs and sips her wine, her skin doth crack and peel

But when nighttime fills the air, one must pay the price

The Countess takes her midnight bath with blood that once gave life

—Venom, *Countess Bathory*

The Benevolent Society of Saint Elizabeth of Hungary is a philanthropic organization. Married and widowed very young, Elizabeth (1207-31) gave much of her fortune to the poor and used the rest to construct a hospital, where she helped tend the sick until her premature death at the age of 24.

The modern society continues her good work among the poor, though members do not sully tending to the sick and needy. The members are extremely reclusive and their identities are a carefully guarded secret. The Society's monthly newsletter makes great pains to point out that they wish no publicity for their largesse.

Virtually everything above is a lie, told to conceal the ghastly truth about the Society's true motives and activities.

The elderly Sophia Báthory, a distant relative of the infamous Countess Elizabeth Báthory (1560-1614), became fascinated with her kinswoman's downfall. In 1670, she discovered the true secret behind Elizabeth's heinous crimes—by drinking the blood of virgins from a magical chalice, her twisted relative received eternal youth.

It took Sophia almost a decade to locate and acquire the chalice, but finally it was in her trembling hands. With the aid of a loyal manservant, the noblewoman gathered the precious fluid necessary to activate the chalice and took her first drink. Sagged skin tightened, wrinkles soothed, and liver spots faded as youth returned to the aged Sophia. Faking her own death in 1680, Sophia vanished from public records.

By the early 19th century, she had found her way to London. Short of funds after leading two centuries of lavish lifestyle, she hit upon an idea—in return for vast sums of money, she would grant others the gift she so enjoyed. There were many prepared to pay both terrible prices eternal youth demanded. Thus was born the Benevolent Society, named after Saint Elizabeth to conceal its veneration of another of that name.

Leagues of Gothic Horror Expansion

Despite its darker side, the Society does donate large sums of money to help the poor. This is not true philanthropy. The wretched poor women the Society helps are its future victims, and it pays to have a healthy stock.

Aurelius de Clancey

Sophia Báthory has little to do with the daily running of the Society, though she remains in overall charge. That honor falls to Aurelius de Clancey.

Aurelius inherited both his status as a captain of industry and his position from his father, Victor. In truth, the two men were one and the same—Victor played both roles for a number of years before “passing away” and leaving everything to his “son and heir.” In this manner, awkward questions raised by the gift of eternal youth were neatly sidestepped.

Aurelius drank from the chalice not because he feared the eternal embrace of death, but because in his arrogance he believes no one else is fit to follow in his footsteps and run his family’s business.

Constantly seeking the limelight, being head of the Benevolent Society suits him well—he is the public face of the organization’s cover story, always on hand to have his picture taken when making donations to worthy causes on behalf of the members and attending all the major social functions.

For now, he gets to enjoy his renewed youth. Sooner or later, he knows he must marry and sire a child in order to continue the ruse. Lacking any paternal sense, his child will undoubtedly end up fueling his father’s eternal youth.

Patron 3

Archetype: *Businessman*; **Motivation:** *Power*; **Style:** 3

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

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

Skills: Bureaucracy 8, Con 6, Connoisseur 6, Diplomacy 8, Empathy 7, Firearms 5, Intimidation 6, Linguistics 5, Melee 5, Ride 5

Talents: Captivate (Can temporarily entrance opponents), Quick Draw (Draw weapon as reflexive action), Well-Connected (Can improve Contacts Resource as per Talents)

Resources: Contacts 1 (High society; +2 bonus), Fame 1 (Philanthropist; +2 Social bonus)*, Rank 3 (Benevolent Society of Saint Elizabeth; +4 Social bonus), Status 1 (Baron; +2 Social bonus)

Flaws: Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head), Secret (+1 Style point when he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 0N, Dagger 6L, Double-barrel Derringer 7L

* *Bonus Resource from his Leagues Rank.*

Typical Member

The monthly fee charged by Sophia to drink from the chalice ensures that only the very wealthy can afford its boon. Most members are thus aristocrats, politicians, captains of industry, and the like. Keen to enjoy their riches and power, and avoid the ravages of old age, every member knows from whence their youth comes, but it is a price the immoral rich are prepared to pay to live forever.

Members very rarely engage in procuring suitable victims. That duty falls to hired help, simple thugs who believe they are acquiring virgins merely for the sexual gratification of their clients. Many, but not all, would be horrified to learn the truth.

Ally 1

Archetype: *Aristocrat or Businessman*; **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, Sanity 4

Skills: Bureaucracy 4, Con 4, Diplomacy 4, Firearms 4, Intimidation 4

Talents: None

Resources: Status 1 (+2 Social bonus)

Flaws: Secret (+1 Style point when he is con-

Things That Go Bump in the Night

fronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 0N, Light revolver 6L

The Black Chalice

Unique Artifact 3

The origin of the Black Chalice, named because of its dark color rather than its intended purpose, is unknown. One Hungarian legend states it once held the head of Saint Elizabeth of Hungary, though the Swedish History Museum claims to possess that artifact in their collection. It may have been Count Dracula's personal chalice while he was mortal, or perhaps the cup used by Judas at the Last Supper. The most popular theory is that it was gifted to Countess Báthory by Satan.

What is known for sure is how it functions. Filling the vessel with the blood of a female virgin and then drinking from it imbues the imbiber with renewed youth. Unfortunately, the benefit lasts for only one month, requiring it to be used frequently to have any lasting effect. A single adult victim provides enough blood to fuel 50 transformations, assuming the blood is consumed before it congeals.

The chalice grants no special immunities against injury, disease, or poison—it merely reverses the aging process to a time when the drinker was in the prime of their life. On the plus side, except for being involved in murder and the consuming of human blood, the artifact inflicts no specific weaknesses on those who drink from it. (The Secret Flaw is gained because the person has cheated the laws of nature through consuming human blood.)

Enhancements: Increased Duration: One Month (+6 Enhancements), Remove Flaw: Elderly (+2 Enhancements)

Limitations: Flaw: Secret (-2 Enhancements)

Cult of the Horned God

*"Be there a picnic for the devil,
an orgy for the satyr,
and a wedding for the bride."*

—Roman Payne, *The Basement Trains*

The cult of the Horned God is ancient. Statues of horned figures unearthed across the world date back thousands of years, and it is likely they have their true origins deep in prehistory. The cult is alive and well across Western and Northern Europe. Few branches have any contact with their neighbors, and each performs its own rites as it is wont.

Until the arrival of the Reverend Roger Ainley (see below) some 30 years ago, the Horned God was remembered in the rural farming village of Cerne's Holt only as a trace memory in the local folk dance.

Held every year after the harvest had been gathered, the men of the village don horned headdresses and chase after the local maidens, stealing a kiss if they catch one. Meanwhile, one of the local girls is chosen to be the Maiden. Bedecked in flowers, she sprinkles red wine on the crops and houses for good fortune. During the evening, the dancers, accompanied by villagers carrying torches, gather in the holt after which the village was named, quote half-forgotten lines of worship once spoken in earnest by their ancestors, and then descend on the local pub ("The Horned Man") for drinks.

Little did the locals suspect that their village was not actually named after an Anglo-Saxon of old, as had been believed for generations. Cerne comes from the French for "dark circle." The holt where they perform the annual dance is surrounded by a circle of short standing stones and dark practices did, and once again do, take place here.

Following the research of the Reverend Ainley, the villagers now attend church and worship the Horned God in equal measure. That they must sacrifice a maiden (defined by them as the eldest virgin girl in the village at the time of the ritual) in order to receive his boon has become part of everyday life, and in return they have prospered.

Reverend Roger Ainley

A student of anthropology, Ainley, suspecting the dance's origins lay in the pagan past, began researching its history. What he discov-

Leagues of Gothic Horror Expansion

ered horrified and fascinated him in equal measure.

Long ago, the ancestors of Cerne's Holt inhabitants worshipped a horned pagan deity. Each autumn, they summoned him in the holt. In return for the sacrifice of a maiden, whom he took to breed with, he blessed the villagers' crops and loins, ensuring both had a healthy harvest the next year.

Despite being a man of god, Ainley saw the potential in the annual ritual. Piece by piece he rebuilt the ancient summoning rite, picking away the modern nonsense to find the truth beneath. Twenty years ago, he invoked the true ritual for the first time in many centuries, thus rekindling worship of the Horned God in Cerne's Holt.

Since then, he has become the high priest of the village-wide cult, even learning new rituals at the feet of the Horned God. He sees no conflict in his twin faiths, nor does he flinch at being the one to end the life of an innocent maiden—one must die so that others prosper.

Patron 2

Archetype: *Clergyman/Occultist*; **Motivation:** *Preservation*; **Style:** 2

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

Secondary Attributes: Size 0, Move 2, Perception 7, Initiative 6, Defense 5, Stun 3, Health 8, Horror —

Skills: Academics: Religion 6, Anthropology 5, Brawl 4, Bureaucracy 5, Con 5, Diplomacy 6, Empathy 6, Investigation 6, Linguistics 6, Magic: Old Ways (Celtic) 8

Talents: Inspire (Can grant nearby allies a +2 bonus as an attack action), Magical Aptitude (Can cast rituals), Robust (+2 Health rating)*

Resources: Contacts 1 (Church; +2 bonus), Rank 1 (Cult of the Horned God; +2 Social bonus), Status 1 (Vicar; +2 Social bonus)

Rituals: Beast Speech, Spirit Binding, Summon Horror

Flaws: Cautious (+1 Style point whenever he or his comrades suffer from his inability to make a quick decision), Elderly (–2 penalty to any roll where strength, speed, or endurance is a factor; +1 Style point whenever his age slows him down or she is taken advantage of because of it)

Weapons: Punch 4N

Typical Member

The ordinary members of the cult are the inhabitants of Cerne's Holt. Aside from a few craftsmen, such as a blacksmith and carpenter, and the local doctor, most are simple farmers.

Follower 1

Archetype: *Everyman*; **Motivation:** *Mystery*; **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: Athletics 4, Brawl 4, Melee, 4, Survival 4

Talents: Robust (+2 Health rating)*

Resources: Rank 1 (Cult of the Horned God; +2 Social bonus)

Flaws: Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 4N, Farming Implement 6L

Skills: Every typical cultist has two points left to assign. These should be based on their occupation. For example, the local doctor would have Medicine 4 and the local blacksmith Craft: Blacksmith 4. Most are farmers or farmers' wives, and thus Skills like Craft: Farming 4 and Craft: Cooking 4 are appropriate.

* *Thanks to the Horned God, the villagers are exceptionally hale and hearty. This is handled through the Robust Talent.*



Burgomeister

Burgomeister literally means “master of the town, borough, or fortress.” In English, it is equivalent to a mayor. Whether he governs alone or as part of a council, the burgomeister is the community's spokesperson. In smaller settlements he may also be the chief justice.

In period horror movies, burgomeisters typically fall into one of three camps. The first are tyrants, ruling through fear. Whether they

Things That Go Bump in the Night

are the villain of the story or merely there to cause unrelated trouble for the globetrotters, they share the tyrannical lords stats from *Leagues of Gothic Horror*.

The second and third are both bumbling fools—officious, proud of their position in society, but ultimately of little help to the heroes without being intimidated or cajoled into meaningful action.

One sort knows full well that the supernatural exists, but he is too scared to act. The other scoffs at the notion of the supernatural, believing such talk to be nonsense spread by superstitious peasants. Both types are usually full of bluster but are cowards at heart.

Burgomeister

Follower 1

Archetype: *Government Official*; **Motivation:** *Duty*; **Style:** 1

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, Sanity 4

Skills: Academics: Law 4, Bureaucracy 4, Diplomacy 4, Intimidation 4, Linguistics 4

Talents: None

Resources: Status 1 (+2 Social bonus)

Flaws: Coward (+1 Style point whenever he gives up without a fight or abandons his friends to save his own skin); Disbeliever (+1 Style point whenever he manages to find a plausible, mundane explanation for a supernatural event or convinces someone else to think his way)

Weapons: Punch 0N

Folklorist

Whether or not he believes what he is recording, a folklorist studies oral traditions passed on from generation to generation. This wealth of unwritten knowledge makes a folklorist as important as a library to globetrotters engaged in investigating supernatural occurrences.

Folklorist

Follower 1

Archetype: *Academic*; **Motivation:** *Truth*; **Style:** 1

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, Sanity 4

Skills: Academics: History 4, Anthropology 4, Diplomacy 4, Empathy 4, Linguistics 4

Talents: None

Resources: Fame 1 (Folklorist; +2 Social bonus)

Flaws: Curious (+1 Style point whenever his curiosity gets him or his friends into trouble)

Weapons: Punch 0N



While *Leagues of Gothic Horror* provides statistics for Gypsy fortune-tellers and Gypsies ideal for use as Syzgary, it provides no information on other members of society, nor any individuals. This section redresses that by providing a range of sample characters whose assistance globetrotters might seek. Statistics for Gypsy henchmen are given in **Chapter Five**.

Animal Trainer

Animals are an important part of Gypsy life. Horses pull the wagons and bring in good money due to their excellent breeding, dogs aid in hunting and help protect the camp, and dancing bears attract *gadjees* with money.

While feeding and cleaning the beasts falls to children, raising them and training them is skilled work requiring plenty of patience and an understanding of the animals' nature.

Animal Trainer

Ally 1

Archetype: *Gypsy Everyman*; **Motivation:** *Duty*; **Style:** 1

Leagues of Gothic Horror Expansion

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Animal Handling 4, Athletics 4, Brawl 4, Empathy 4, Ride 4

Talents: Animal Affinity (+1 Charisma when dealing with animals)

Resources: None

Flaws: Stubborn (+1 Style point whenever his inflexibility causes him trouble, or he forces others to go along with his idea)

Weapons: Punch 4N

Dancing Girl

When entering a Gypsy camp, *gadje* accustomed to gypsies only in tales expect to see a girl dancing around a fire, her skirts flowing freely, her hair whipping wildly, and her bangles jingling in time with her movements. It is a stereotypical but enduring image.

Pretty gypsy girls do dance for strangers, but only in return for money. This is as far as the client-dancer relationship goes, though. Any attempts to force unwanted affections on the girl inevitably results in the male members of the family (usually her brothers or cousins) making their displeasure known.

For those who know, the dancing girl's gyrations are more than physical movements in time with music. Like song and music, they tell a story and can manipulate emotions. A fast, whirling dance increases the heart rate, bringing on feelings of euphoria, while a slow, languid style dampens the fire in men's hearts and give them pause for internal reflection.

Dancing Girl

Ally 1

Archetype: *Gypsy Artist*; **Motivation:** *Hope*; **Style:** 1

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

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 5

Skills: Acrobatics 4 (*Balance* 5), Athletics 4, Empathy 4, Performance 5 (*Dancing* 6)

Talents: Captivate (Can temporarily entrance opponents)

Resources: None

Flaws: Vain (+1 Style point whenever she steals the spotlight or is forced to confront her shortcomings)

Weapons: Punch 0N

Headman

Whether he calls himself a king, chieftain, or captain, he is the undisputed head of the family. Wise enough to seek the counsel of his elders yet strong enough to know his own mind, the headman is responsible for ensuring the welfare and safety of his kin.

No matter what service they desire, *gadje* wishing to deal with any member of the family must first seek the permission of the chief. Naturally wary of *gadje*, and while he might trade trivial services for hard coin, his trust cannot be bought with coin, but must be earned through word or deed.

Headman

Ally 1

Archetype: *Gypsy Aristocrat*; **Motivation:** *Honor*; **Style:** 1

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, Sanity 4

Skills: Brawl 4, Diplomacy 4, Empathy 4, Expeditions 4, Survival 4

Talents: None

Resources: Status 1 (headman; +2 Social bonus)

Flaws: Distrustful (+1 Style point whenever his distrustful nature prevents him from achieving a major goal or causes him or his friends trouble)

Weapons: Punch 4N

Things That Go Bump in the Night

Healer

Healers hold an uneasy position in Gypsy society. On the one hand, they are highly respected for their knowledge of medicinal plants and medicine. It is they who tend to the broken bones, cuts, and bruises of their family. On the other hand, they must frequently touch blood, which makes them impure.

Healers put little faith in modern medicine. For countless generations healers have passed on knowledge of plants to their apprentices, thus ensuring that a Gypsy is never far away from a cure to most any ailment.

Healer

Ally 1

Archetype: *Gypsy Physician*; **Motivation:** *Duty*; **Style:** 1

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, Sanity 4

Skills: Craft: Pharmacology 4, Empathy 4, Medicine 5 (*First Aid 6*), Survival 4 (*Foraging 5*)

Talents: Herb Lore (Uses natural supplies for medicine)

Resources: None

Flaws: Aloof (+1 Style point whenever her business-like attitude causes her trouble)

Weapons: Punch 0N

Musician

A Gypsy musician is more than a mere entertainer. He is the keeper of traditional songs and music that have been passed down the generations since the exile from Egypt and it is his job to ensure they stay alive.

Like the dancing girl, his music can profoundly affect the emotional state of his audience, a trick he uses to bring the stories his music tells to life.

Despite the general negativity toward Gypsies as a whole, musicians are often sought

out by *gadje* for their skill. In Romania, for instance, having Gypsy musicians play at your wedding brings luck and happiness.

Musician

Ally 1

Archetype: *Gypsy Artist*; **Motivation:** *Preservation*; **Style:** 1

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

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 4, Stun 2, Health 3, Sanity 4

Skills: Art: Music 4, Brawl 4, Empathy 4 (*Emotions 5*), Performance 5 (*Musical Instrument 6*), Streetwise 4

Talents: Captivate (Can temporarily entrance opponents)

Resources: None

Flaws: Gossip (+1 Style point whenever he spreads gossip that inadvertently causes trouble for himself or his friends)

Weapons: Punch 4N



While they might have different methods and motives to the globetrotters, the following characters can be introduced as potential allies or patrons. As with the unique villains presented earlier, on occasion we have taken liberties by granting them more Resources than their Level would otherwise dictate.

Andrei the Bear

Like his father and grandfather before him, Andrei Cojocaru spent his formative years learning how to tame and train bears. His learning was with reluctance, for he much preferred to wrestle with the ursines than teach them to dance.

Fortunately for him, his parents saw a way of making money from his sport. Rather than force him into the family trade, they actively encouraged him to grow stronger (albeit

Leagues of Gothic Horror Expansion

through performing heavy chores, such as cutting firewood).

Andrei is a Gypsy without an immediate family—they were slain in a werewolf attack, the same assault in which Andrei's left arm was torn off at the shoulder. The loss of his limb pained him far less than the loss of his kin, and Andrei swore he would avenge their deaths by tracking down and slaughtering werewolves.

Unable to settle in one place because of the ancient curse on his people, Andrei continues to roam the land. Although he has extended family, he has chosen to live a life of isolation, relying only on himself and his beloved bear, Boris.

Rather than hamper his career as an entertainer, a cover he maintains while hunting down lycanthropes, his infirmity has made him more famous. People come from far and wide, and pay good money, to watch the one-armed Gypsy wrestle a "ferocious" bear. Boris is, of course, quite tame around Andrei, although he puts on a good show of roaring at appropriate times for the spectators.

Boris may be domesticated in part, but the heart of a wild animal beats in his chest. Suitably provoked, or when ordered by Andrei, he is more than capable of killing someone.

Indeed, Boris works alongside his master and friend as a werewolf hunter—Andrei used much of his wealth to have silver blades designed to fit over Boris' immense paws constructed by a Gypsy silversmith.

Andrei the Bear

Ally 3

Archetype: *Gypsy Monster Hunter*; **Motivation:** *Revenge*; **Style:** 2

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

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

Skills: Acrobatics 6, Animal Handling 6 (*Bears* 7), Athletics 8, Brawl 8 (*Punch* 9), Intimidation 6, Survival 4

Talents: Combat Aptitude (Exchange attack and defense dice)

Resources: Fame 1 (Popular bear wrestler; +2 Social bonus), Followers 2 (Boris the Bear). Rank 1 (Golden Circle; +2 Social bonus)

Flaws: One Arm (-2 penalty to rolls requiring two hands; +1 Style point whenever he drops something or makes a critical blunder because of his missing arm)

Weapons: Punch 9N, Spiked silver knuckles 10L

Cecilia Munroe/Penny Dreadful

The world knows Cecilia Munroe as a journalist and author. Not any old journalist, mind you, but one who can secure interviews with the otherwise reclusive and aloof members of the Masked Avengers (see *Globetrotters' Guide to London*). While many of her readers publicly cry out against armed vigilantes roaming the streets, secretly they admire the plucky men and women who are keeping the streets safe where the police fail. More than a small few have fantasies about being a masked hero as a means of escaping their hum-drum lives.

What none of her readers realize is that Cecilia is actually a Masked Avenger herself. Clad in a leather mask, painted to resemble a skull, in order to protect her true identity and armed with a miniature crossbow and arming sword, Cecilia stalks the night as her alter ego, Penny Dreadful.

Penny initially fought conventional villains. After losing her crime-fighting partner, Bulldog, to a supernaturally strong man who seemed resistant to her bullets and blade, Penny was invited to join the Vengeants' Guild and informed of her foe's true nature—a vampire.

Even if Cecilia were inclined to share the truth, the public wouldn't believe stories of fights against supernatural terrors. To that end, she has begun publishing Penny Dreadful stories in the penny dreadful publications.

She tells her growing army of fans that she greatly admires Penny both as a modern woman and force for good, but wants to see, figuratively speaking, how she would fare against evils such as vampires and werewolves, so she has used her imagination to dream up outrageous stories.

Things That Go Bump in the Night

In the same way that superheroes with secret identities are never recognized in their alternate guise in modern comics, so Cecilia's Alternate Identity Talent protects her from recognition in *Leagues of Gothic Horror*.

Cecilia Munroe/Penny Dreadful

Patron 2

Archetype: *Reporter/Adventurer*; **Motivation:** *Fame*; **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 8, Defense 6, Stun 3, Health 6, Sanity 6

Skills: Acrobatics 5, Archery 5, Art 5, Athletics 5, Brawl 5, Empathy 5, Intimidation 4, Melee 5, Performance 4, Stealth 5, Streetwise 5

Talents: Alternate Identity, Flurry (Can attack same opponent twice at -2 penalty), Quick Reflexes (+2 Initiative rating)

Resources (Cecilia): Fame (Journalist; +2 Social bonus), Rank 1 (University Club for Ladies; +2 Social bonus)

Resources (Penny): Fame 1 (Vigilante; +2 Social bonus), Rank 1 (Masked Avengers; +2 Social bonus), Rank 1 (Vengeants' Guild; +2 Social bonus)

Flaws: Impulsive (+1 Style point whenever her impulsiveness gets her or her companions into serious trouble)

Weapons: Punch 5N, Miniature crossbow 8L, Arming sword 8L

Father Andrew

Born and raised in Eastern Europe, Andrew was brought up on a rich folklore involving werewolves, witches, and vampires. Until he took up residence in a small, remote monastery he believed them to exist only in the minds of men.

Over the years, the father and his small band of monks have aided many globetrotters intent on hunting supernatural threats. Hunters are welcome to stay at the monastery, where warm beds and hot food are provided free of charge,

but only so long as they refrain from sin, and do not invite danger down on the community.

None of the clergymen are warriors by nature, though Father Andrew is prepared to put aside his fears and ride to the help of those in need of rescue. It is something he would rather not do, but as a man of God he could not live with himself if he sat back and allowed innocents to be ripped apart or drained of blood by Satan's minions.

Rather than use a rifle, Father Andrew prefers a crossbow firing silver-tipped quarrels, claiming it is good against both vampires and werewolves.

Father Andrew

Patron 2

Archetype: *Clergyman*; **Motivation:** *Charity*; **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, Sanity 6

Skills: Academics: Occult 5, Academics: Religion 5, Archery 5, Athletics 4, Bureaucracy 5, Diplomacy 6, Empathy 5, Investigation 4, Linguistics 4, Medicine 4, Ride 4

Talents: Herb Lore (Always treated as having medicines), Inspire (Can provide +2 bonus to nearby allies as an attack action), Long Shot (Doubles weapon ranges)

Resources: Status 1 (Abbot; +2 Social bonus)

Flaws: Code of Conduct (+1 Style point whenever he convinces others to follow his code or when his code makes something much more difficult than might otherwise be necessary)

Weapons: Punch 0N, Crossbow 8L

George Merryweather

George Merryweather has a strong desire that people should always know the truth. It was partly that drive that led him to become a reporter. The other condition was his amnesia surrounding an incident in his early life.

Daring each other on, Merryweather and

Leagues of Gothic Horror Expansion

three friends agreed to spend the night in the old Hartley Residence, an abandoned house on the edge of town widely regarded as being haunted. Some folks said the ghost was that of Old Man Hartley, a miser in life, who refused to pass over and leave his collection of art behind. Others said the spirit was that of a child murderer who lived in the house long before.

Merryweather awoke in hospital with no memory of what occurred that fateful night. The last thing he remembered was hearing a clock strike midnight. He couldn't explain why one of his friends was dead, one missing, and one driven irrevocably insane.

The reporter suspects whatever happened involved a supernatural presence and that the truth lies with an otherworldly entity. Using weird science artifacts, Merryweather regularly attempts to make contact with apparitions in the hope that one of them might be able to shed some light into the dark recesses of his memory.

Merryweather has made a sideline publishing the life stories of benevolent ghosts, although only hack newspapers with poor reputations are inclined to print them, and even then they choose only the most sensational.

George Merryweather

Patron 1

Archetype: *Reporter*; **Motivation:** *Truth*; **Style:** 1

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

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

Skills: Academics: Occult 5, Art: Writing 5, Bureaucracy 6, Diplomacy 5, Investigation 6, Streetwise 6

Talents: None

Resources: Artifact 1 (Ethereic Typewriter), Artifact 1 (Ethereic Voice Recorder), Rank 1 (Circle of Mediums; +2 Social bonus)

Flaws: Amnesia (+1 Style point whenever he suffers a traumatic flashback, or when something from his past comes back to haunt him)

Weapons: Punch 0N

Madame Marusca

Madame Marusca is old. Very old. There are grandmothers alive today who heard their grandmothers speak in awe of the mysterious matriarch back when they were young children. Whether these stories are true or not, Marusca certainly looks elderly. Her skin is weathered and heavily wrinkled, her hair is bone white, her hands are gnarled into claws with arthritis. Her brown eyes, though, are full of youth and vigor. Stare too deeply, however, and one begins to understand the true age of Madame Marusca, for they are eyes that have witnessed many lifetimes.

Her age has not affected her health, though she avoids strenuous activities. Her grip, while not superhuman, is strong for an old woman with matchstick-tin arms.

Among the Gypsies, the name of Madame Marusca is legendary both for her great age and her supernatural gifts. She can read the future through almost any means, invoke rituals, and cast the evil eye. Many globetrotters with an interest in the occult have heard her name whispered reverently, but few have ever had an audience. To the rest of the world she is virtually unknown.

Despite her many powers, Madame Marusca does not sell her services like a sideshow charlatan. Attempts to track down her brightly painted *vardo* inevitably end in failure. Only *gadje* to whom she has sent an invitation are permitted into her presence, and even then always at a time and place of her choosing.

For her chosen guests she may reveal the future or create a fetish to aid them in their cause. She charges nothing for either service, though she graciously accepts gifts freely offered in return. On rare occasions she asks a favor of her visitors, permitting one to be asked in return at a future date. This is never done lightly, and it is considered a great honor. Marusca never reveals why she has granted globetrotters an audience, nor why she has chosen to aid them. They must be content that she has chosen to do so.

Those who have attended her leave unsure whether she is extremely wise or insane. Certainly she knows a great many things man was

Things That Go Bump in the Night

not meant to know, and yet she cackles wildly for no reason and holds conversations with invisible entities even the Spirit Sense ritual cannot detect. Perhaps it is all an act, or perhaps dabbling so deep in the arcane arts has left its mark.

Madame Marusca

Patron 3

Archetype: *Gypsy Occultist*; **Motivation:** *Mystery*; **Style:** 3

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

Secondary Attributes: Size 0, Move 5, Perception 9, Initiative 6, Defense 5, Stun 3, Health 8, Sanity 9

Skills: Academics 8, Con 7, Diplomacy 6, Empathy 6, Intimidation 6, Investigation 9, Magic: Ceremonial 10

Talents: Evil Eye (Can cast Lesser Hex ritual), Fortune-Telling (Can discern the future once per session), Magical Aptitude (Can cast rituals), Well-Educated (Academics is a general Skill)

Resources: Contacts 1 (Gypsies; +2 bonus)*, Rank 3 (Golden Circle; +4 Social bonus), Refuge: Size 0 (*vardo*), Refuge: Security 5 (-8 penalty), Status 1 (Respected elder; +2 Social bonus)

Rituals: Arcane Shield, Arcane Ward, Channel Dead, Control Animal, Empower, Fear, Healing, Spirit Binding, Spirit Sense

Flaws: Elderly (-2 penalty to any roll where strength, speed, or endurance is a factor; +1 Style point whenever her age slows her down or she is taken advantage of because of it), Inscrutable (+1 Style point whenever she is misunderstood or her mysterious motives cause trouble)

Weapons: Punch 0N

* Bonus Resource from her Rank

Selby Worthington III

Selby Worthing III believes in the supernatural. He grew up in a house infested with a poltergeist and his maternal grandmother,

who came from the "old country," terrified him with stories of werewolves and vampires when he was a young boy.

An astute American businessman, and one who just happens to be extremely rich, Selby has a dream. While others might be content to host circuses and sideshows featuring wolf boys, bearded ladies, and other assorted freaks, Selby wants to exhibit *real* monsters. This, he believes, will ensure his name is remembered for all eternity. He'll happily invest masses of money in expeditions, but he wants live specimens returned, not bullet-riddled corpses.

Worthington is a hard man to move, both physically and mentally. He has frequently described himself as "built like an ox and stubborn as a mule." Dealing with the businessman can be difficult. Not only does he know his mind, but he's not afraid to speak it—caring little for who gets offended by his opinions. Nothing gets done, he says, by pussy-footing around

The businessman has developed a wide network of contacts among members of the occult community. They are scholars rather than hunters, though. Sooner or later, experienced monster hunters and paranormal investigators will come to his attention. He will then invite them to his British mansion and offer them a *lot* of money to capture suitable specimens.

Globetrotters working for him can take advantage of his many contacts in their investigations and if they need weird science artifacts he can either put them in touch with inventors or put in a good word for them with the technologically-minded Leagues.

Worthington is, as his scheme suggests, something of a crackpot. Not only is the world not ready to accept the existence of truly supernatural monsters, but the dangers inherent in attempting to contain such frightful creatures has never crossed his mind. Worthington has a plan and *nothing* is going to get in his way, especially trivial details that can be sorted out at a later date.

Worthington can thus serve as a villain of sorts or an ally to the globetrotters. In the former instance, the heroes may find their attempts to destroy monsters hampered by hunters trying to take them alive (so to speak) for the eccentric American.

Leagues of Gothic Horror Expansion

Selby Worthington III

Patron 2

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

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

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

Skills: Athletics 4, Bureaucracy 6, Con 6, Diplomacy 6, Firearms 5, Intimidation 6, Performance 4, Ride 4

Talents: None

Resources: Contacts 3 (Occult; +4 bonus), Contacts 1 (Weird scientists; +2 bonus)*, Rank 1 (Circle of Mediums; +2 Social bonus), Status 1 (Businessman; +2 Social bonus)

Flaws: Boorish (+1 Style point whenever his lack of manners leads to rejection in a social situation), Stubborn (+1 Style point when his inflexibility causes trouble or he forces others to go along with his ideas)

Weapons: Punch 0N. Light revolver 7L

* Has a bonus Resource from his Contacts left for the Gamemaster to assign

Zargo

Not every investigator of the supernatural is a dour hunter, accomplished magician, or visionary psychic, and there is room for light-heartedness in most every *Leagues of Gothic Horror* campaign. Zargo is designed to provide comic relief and set the globetrotters off on wild goose chases or accidentally hamper their investigations.

Zargo, real name Thomas Whittle, is a psychic sensitive and paranormal investigator. At least, he is in his mind. He isn't insane, but he is most definitely deluded. The complete opposite of a skeptic, Zargo sees the supernatural everywhere. Knocking pipe, sudden gusts of wind, a drop in temperature, a dog barking for no obvious reason—all are firm evidence that an apparition is present.

His delusion began in his teens. He had always had an interest in mediumship, but

events took a turn when two elderly aunts humored the boy by agreeing to take part in a seance. Their fake knocking, intended to be a spot of harmless fun, convinced the sensitive youth he could truly communicate with spirits. With this fixed firmly in his mind, he began sensing spirits where none existed. That no spirits have ever openly communicated with him has not really entered his mind.

Under the impression that no one would take a medium called Thomas from a rural county seriously, he adopted the name Zargo and the persona of what he thinks is an enigmatic foreigner, simply because he thought it sounded "mystical and mysterious."

Zargo is a fraud, but he truly believes that he is gifted with second sight and never sets out to deliberately deceive anyone. Zargo, who nearly always refers to himself in the third-person, is quick to dismiss disbelievers. His standard response is, "Are you Zargo? No! I am Zargo, and Zargo knows the ways of spirits."

Zargo speaks with a fake Eastern European accent and is prone to elaborating his speech with extravagant gestures.

Zargo

Patron 1

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

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

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

Skills: Academics: Occult 6, Con 8*, Empathy 6, Investigation 6, Linguistics 5

Talents: None

Resources: Rank 1 (Circle of Mediums; +2 Social bonus)

Flaws: Delusion (+1 Style point whenever his delusions cause trouble or he convinces someone else to believe in them)

Weapons: Punch 0N

* Zargo's Con does not represent an overt attempt to lie, trick, or mislead. A fervent believer in his "gifts," it represents his ability to convince others of what he fervently deems to be true.



Chapter the Fifth: Sample Characters



Sample Henchmen



Burgomeister

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3, Sanity 4

Skills: Bureaucracy 5, Diplomacy 4

Talents/Resources: None

Flaws: Dominant (+1 Style point whenever his need to dominate others brings unnecessary strife)

Weapons: Punch 0N

Dealer in Arcane Books

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2, Sanity 3

Skills: Academics: Literature 4, Academics: Occult 4, Diplomacy 3, Investigation 4, Linguistics 4

Talents/Resources: None

Flaws: Animal Antipathy +1 Style point whenever he suffers a setback due to an uncooperative animal)

Weapons: Punch 0N

Dowser

Follower 1

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, Sanity 4

Skills: Athletics 4, Empathy 6, Expeditions 4

Talents: Dowser (Can dowse for objects)

Resources: None

Flaws: Stubborn (+1 Style point whenever her inflexibility causes her trouble or she forces others to go along with her idea)

Weapons: Punch 0N

Exorcist

Follower 1

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

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 3, Defense 3, Stun 2, Health 5, Sanity 3

Skills: Academics: Occult 4, Academics: Religion 4, Intimidation 4, Investigation 4, Linguistics 4

Talents: Exorcist (Can cast Banish ritual using Willpower x 2)

Resources: None

Flaws: Highly Strung (-2 Sanity; +1 Style point each time he loses one or more points of Sanity)

Weapons: Punch 0N

Leagues of Gothic Horror Expansion

Fake Medium

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3, Sanity 4

Skills: Con 4 (*Tricks* 5), Empathy 4 (*Emotions* 5)

Talents/Resources: None

Flaws: Liar (+1 Style point whenever his dishonesty causes trouble or his lies catch up with him)

Weapons: Punch 0N

Gravedigger/Graverobber

Follower 0

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

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3, Sanity 2

Skills: Athletics 4 (*Digging* 5), Melee 4 (*Digging Equipment* 5)

Talents/Resources: None

Flaws: Repulsive: Odd Smell (+1 Style point when his repulsiveness causes problems in social situations)

Weapons: Punch 0N, Shovel 7L

Gypsy Animal Trainer

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 2, Initiative 2, Defense 3, Stun 2, Health 3, Sanity 3

Skills: Animal Handling 4 (*Pick one* 5), Intimidation 4 (*Staredown* 5)

Talents/Resources: None

Flaws: Aloof (-2 to rolls to establish a rapport; +1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 0N

Gypsy Bear Wrestler

Follower 0

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

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3, Sanity 2

Skills: Brawl 4 (*Grappling* 5), Intimidation 3 (*Staredown* 4)

Talents/Resources: None

Flaws: Braggart (+1 Style point whenever his boasting gets him in over his head or causes difficulties for him and his friends)

Weapons: Punch 0N

Gypsy Dancing Girl

Follower 0

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

Secondary Attributes: Size 0, Move 3, Perception 2, Initiative 3, Defense 3, Stun 1, Health 2, Sanity 4

Skills: Con 5 (*Seduce* 6), Performance 5 (*Dancing* 6)

Talents/Resources: None

Flaws: Impulsive (+1 Style point whenever her impulsiveness gets her or her companions into serious trouble)

Weapons: Punch 0N

Gypsy Healer

Follower 1

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, Sanity 4

Skills: Con 4, Craft: Pharmacology 5, Empathy 4, Medicine 5

Talents: Herb Lore (Always considered to have supplies when making Medicine rolls)

Resources: None

Flaws: Elderly (-2 penalty to any roll where strength, speed, or endurance is a factor; +1

Sample Characters

Style point whenever her age slows her down or she is taken advantage of because of it)

Weapons: Punch 0N

Gypsy Horse Dealer

Follower 0

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

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 3, Defense 3, Stun 1, Health 3, Sanity 4

Skills: Con 4 (*Fast Talk* 5), Ride 4 (*Horses* 5)

Talents/Resources: None

Flaws: Liar (+1 Style point whenever his dishonesty causes trouble or his lies catch up with him)

Weapons: Punch 0N

Gypsy Metalworker

Follower 0

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

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 3, Defense 3, Stun 2, Health 3, Sanity 2

Skills: Craft: Blacksmith 4 (*Farrier* 5), Melee 4 (*Clubs* 5)

Talents/Resources: None

Flaws: Distrustful (+1 Style point whenever his distrustful nature prevents him from achieving a major goal or causes him or his friends trouble)

Weapons: Punch 0N, Hammer 6N

Gypsy Musician

Follower 0

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

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2, Sanity 3

Skills: Art: Music 4 (*Traditional Gypsy Music* 5), Performance 4 (*Musical Instrument* 5)

Talents/Resources: None

Flaws: Vain (+1 Style point whenever he steals the limelight or is forced to confront his shortcomings)

Weapons: Punch 0N

Gypsy Storyteller

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3, Sanity 4

Skills: Empathy 4 (*Emotions* 5), Performance 4 (*Storytelling* 5)

Talents/Resources: None

Flaws: Lovelorn (+1 Style point whenever his affections are rejected or he suffers hardship in the name of love)

Weapons: Punch 0N

Haunted Young Ward

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 2, Sanity 4

Skills: Art: Writing 4, Diplomacy 4, Performance 5

Talents/Resources: None

Flaws: Weirdness Magnet (+1 Style when she ends up in supernatural events through no fault of her own)

Weapons: Punch 0N

Highly Strung Ghost-Slayer

Follower 1

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, Sanity 2

Skills: Academics: Occult 4 (*Apparitions* 5), Empathy 4, Firearms 5 (*Pistols* 6), Investigation 4

Leagues of Gothic Horror Expansion

Talents: None

Resources: Artifact 0 (Ecto-Plasmic Bullets), Artifact 0 (Ethereic Paint Cartridges)

Flaws: Highly Strung (+1 Style point each time he loses one or more points of Sanity)

Weapons: Punch 0N, Heavy revolver 9L, Shotgun (paint cartridges)

Reformed Szgany

Follower 1

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, Sanity 4

Skills: Brawl 4, Firearms 4, Intimidation 4, Melee 4, Ride 4

Talents: Callous Rider (Can force his mount to exert itself)

Resources: None

Flaws: Bad Reputation (+1 Style point whenever his bad reputation causes problems)

Weapons: Punch 4N, Rifle 7L, Saber 7L

Student of Folklore

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3, Sanity 4

Skills: Academics: Occult 4, Anthropology 3, Investigation 4

Talents/Resources: None

Flaws: Disbeliever (+1 Style point whenever she finds a plausible, mundane explanation for a supernatural event)

Weapons: Punch 0N

Veteran Deformed Lab Assistant

Follower 1

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, Sanity 4

tion 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Craft: Pick one 4, Craft: Pick another one: 4, Investigation 4, Science: Pick one 4, Science: Pick another one 4

Talents: Skilled Assistant (Provides +2 teamwork bonus with any Skill in which he has one or more Levels)

Resources: None

Flaws: Disfigured (-2 penalty on rolls where appearance is a factor; +1 Style point whenever he is rejected because of his appearance)

Weapons: Punch 0N

Witch Doctor (Magical)

Follower 1

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

Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 5, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Academics: Religion 4, Craft: Pharmacology 4, Empathy 4, Magic: Animism 6, Medicine 5, Performance 4

Talents: Magical Aptitude (Can cast rituals)

Resources: None

Rituals: Beast Speech, Empower, Healing, Lesser Hex

Flaws: Superstitious (+1 Style point whenever one of his eccentricities cause him trouble or his beliefs turns out to be true)

Weapons: Punch 0N

Woodcutter

Follower 0

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

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 3, Defense 3, Stun 2, Health 3, Sanity 2

Skills: Melee 4 (Axes 5), Survival 4 (Shelter 5)

Talents/Resources: None

Flaws: Boorish (+1 Style point whenever his lack of manners leads to rejection in a social situation)

Weapons: Punch 0N, Two-handed axe 8L

Sample Characters



"The statue is Roman, but with the influence of another, less wholesome culture."

Archetype: *Clergyman*; **Motivation:** *Redemption*; **Style:** 3

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

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

Skills: Academics: Religion 6, Anthropology 5, Art: Sculpture 5, Diplomacy 6, Empathy 6, Firearms 4, Linguistics 5

Talents: Lucky (+2 bonus to any one roll per game session)

Resources: Followers 0 (Alienist), Rank 0 (Society of Antiquarians; +1 Social bonus), Status 1 (Vicar; +2 Social bonus)

Flaws: Fainthearted (-2 penalty whenever he must make a Horror check; +1 Style point each time he must make a Horror check)

Weapons: Punch 0N, Light revolver 6L

Character Background

As a boy, I enjoyed spending time with my spinster aunt. My father would have nothing to do with his older and only sister, considering her an odd bird, and I was the only contact she maintained with the outside world.

In her old age she was a recluse, though from the stories she told I learned that she had traveled widely in her youth. She was an avid collector of what one might call tribal art, and it was this that influenced me to take up sculpture as a hobby in later life.

Over the years, she grew frailer and seemingly more worried, but it was not until after I had taken my holy vows that she finally confided in me. She had once visited a remote Pacific island where, in the ruins of a temple of unknown origin, she found a statuette carved from a curious green stone. I was immediately

repelled when she showed me the artifact, for it was an repulsive thing, being part-human and part-octopus, and in proportions that were flattering to neither.

She knew not what deity it represented and she forbade me to inspect it with my hands. Indeed, she was most vehement that I never touch it. She asked that I, a humble vicar, return it to the temple, saying that her salvation required it. She placed the object in a box and charged it to my possession.

I was soon given a parish of my own some distance away. My work cast aside notions of strange deities and my elderly aunt until, some years later, I received a telegram urging me to attend her with all haste. On my arrival my aunt, now bed-ridden from old age, was close to hysterical, demanding to know why I had not obeyed the one demand she had ever made of me. We were both tired and I promised to converse further in the morning.

That night, a terrible storm swept across the region. I checked on my aunt at a late hour, only to discover her window smashed and her bed empty. I searched for hours, but there was no sign. The police were duly called, but they too drew a blank. All agreed that my aunt, confused in her old age, had wandered off in the night and, tragically, fallen into the sea. It was only later I recalled the window had been broken inward!

I was the sole heir of her estate, yet it was the statuette that interested me most. The following morning, I made the mistake of holding it in my hands. My dreams have been troubled ever since with visions of the octopus deity and a city that defies logic. In my slumber it calls to me, beckoning me to attend it in person. God help me!

Roleplaying

You are a man of God, but you have come to believe that there are things over which the Lord has no influence. Your dreams are haunted both by your failure to fulfil your aunt's last wishes and the visions that now bring nightly terror. Though you are not one for adventure, you know you must rid yourself of the statue before your sanity fails.

Leagues of Gothic Horror Expansion



"Whether or not I believe the story is irrelevant—they believe it is true, and that is all that matters."

Archetype: *Academic*; **Motivation:** *Preservation*; **Style:** 3

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

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

Skills: Academics: Occult 5, Anthropology 5, Athletics 4, Brawl 4, Diplomacy 5, Empathy 5, Investigation 5, Linguistics 4

Talents: Total Recall (Never forgets anything)

Resources: Fame 1 (Folklorist; +2 Social bonus), Follower 0 (Expedition Planner), Rank 0 (Society of Antiquarians; +1 Social bonus)

Flaws: Boring (+1 Style point whenever his boring persona causes him or his allies trouble)

Weapons: Punch 4N

Character Background

I am a folklorist. That means I study knowledge and practises primarily passed on through oral communication. In essence, I interview people with regard to tales passed down by their grandparents, who in turn heard the same story from their grandparents, and so on.

As a rule, folk tales can be classified in one of three categories. The first concerns education. Many stories hold a deeper meaning, and thus serve as a way of passing on information concerning the appropriate culture. Such traditions are not unique to our culture—from the loftiest civilization down to the most primitive tribe, every society has produced folklore.

Have you noticed that there are a wealth of tales that involve creatures, often of a supernatural ilk, that drag unlucky victims into water? It is most likely that these were created initially as warnings to keep children away from

lakes or rivers, lest they fall in and drown. Over the centuries, this element has been lost, with the ghost or creature becoming the focus.

The second type are corrupted recordings of historical events. Often there is a grain of truth, albeit one that has become distorted over time. Many legends concerning King Arthur, for example, may well relate to a specific warlord or tribal leader from olden times. As real names are forgotten by subsequent generations, so more famous heroes take their place and thus a new myth is woven around actual facts and figures.

The third category serve as a means to explain objects and events from antiquity. For instance, many prehistoric tombs are described as being the graves or tables of giants. Likewise, may hills are said to be clods of earth thrown by the Devil while trying to hit a church or dig a ditch, the latter actually being a prehistoric earthwork excavated by the hands of mortal men.

My aim is to record as many folk stories as I can and, through diligent research, unlock the deeper meaning behind him. Since folk stories are prone to corruption across time, my work will also ensure that there is a baseline for future scholars, who might compare the story told in their time to how it was told in ours. Thus, future generations can see how folk tales evolve.

I see we still have plenty of time until the train reaches the station. Allow me to provide examples of folklore and its likely interpretation.

Roleplaying

In this modern age, folklore that has been passed down orally for generations is in danger of being forgotten, cast aside as a product of earlier, less enlightened, generations. You believe that all knowledge should be recorded for posterity, no matter how fanciful it might appear at face value.

Folklore is a great passion of yours, and you could discuss stories and their possible interpretations from dawn until dusk. Alas, not everybody shares your keen interest, though that does not stop you from trying to educate them.

Fortune Teller

"Of course I will read your fortune if you cross my palm with silver. But are you prepared for what may be revealed? Once the future is known, it can never be unlearned."

Archetype: *Gypsy Occultist*; **Motivation:** *Hope*; **Style:** 3

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

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

Skills: Academics: Occult 5, Brawl 4, Con 5, Empathy 5 (*Body Language* 6), Investigation 6 (*Enigmas* 7), Larceny 4, Performance 4, Melee 4

Talents: Fortune-Telling (Can read the future once per session)

Resources: Artifact 0: Tarot deck (+2 Investigation: Enigmas bonus when using Fortune-Telling), Follower 0 (Gypsy bear wrestler), Rank 1 (The Ghost Club; +2 Social bonus)

Flaws: Weirdness Magnet (+1 Style point whenever she ends up involved in supernatural events through no fault of her own)

Weapons: Punch 4N, Melee 5L

Character Background

All gypsy girls know how to dance—it is said we are born dancing. I could dance for you if that is what you truly wish, but would you rather not peer beyond the veil of the present and learn what the future holds in store for you? Come into my caravan and we shall see what the Tarot has to say.

No, not every gypsy woman can read the future. It is a gift, and a curse, passed down only through the female line in my tribe, but it skips generations. I learned my art at the feet of my grandmother, and in time, and with God's blessing, I will pass on my accumulated wisdom to one of my granddaughters. That is the way it has always been and the way it will always be.

Sample Characters

Just because I can see the future it does not mean I am willing to impart that knowledge to all who ask. Sometimes it is best to let things unravel without prior warning of what lies ahead. After all, we must all die at some point, but surely it is better not to know when in advance? One with such knowledge would invariably waste what time remains worrying over things that cannot be changed. There sometimes is truth in the saying that ignorance is bliss.

Anyway, most patrons who cross my palm with silver seek only the most trivial of information, questions we gypsies have heard a hundred times before. Will I marry well? Will I have many children? Will I live to a ripe old age? Life is full of possibilities, and yet this is all they desire to know! Such things are ultimately irrelevant in the grand scheme of things, and only rarely is such information revealed to me with any accuracy. So yes, I tell them what they want to hear. So long as they leave happy, what harm has been done?

No, we gypsies never reveal the future to our kin. Despite what you may have heard concerning curses, it is mere tradition that we do not abuse our gifts by aiding our kinfolk.

Ah, yes, I spoke earlier of a curse. Thank you for reminding me. The gift of foresight leaves a permanent mark on everyone it blesses. It is not a physical mark, like a scar, but a mark on one's soul. Invisible to mortals, it is a powerful beacon for the supernatural evils that walk in the shadows of this world. I do not know why this should be so, but it lures them to me like a moth to a flame. There is nothing I can do prevent this occurring, and thus there is little point worrying over things.

Ah, I see your final card is Death. But you knew one of us would die the moment you entered my caravan, didn't you? Unfortunately for you, Count, I have long been prepared for our meeting.

Roleplaying

Your soul is a brilliant candle. No matter how dark things get, you are a source of hope and encouragement to those you call friend. But that light draws in fell creatures who would see your light extinguished.

Leagues of Gothic Horror Expansion

Scarred Survivor

"Yes, you are bleeding, but cease your whining. I have had worse injuries from shaving."

Archetype: *Monster Hunter*; **Motivation:** *Faith*; **Style:** 3

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

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

Skills: Academics: Occult 4, Academics: Religion 4, Archery 6, Athletics 4, Brawl 4, Linguistics 4, Melee 5, Stealth 4

Talents: Psychic Resistance (+2 bonus to resist supernatural powers), Quick Healer (Heals twice as fast as normal)

Resources: Follower 0 (Clergyman), Status 0 (The Holy Brotherhood; +1 Social bonus)

Flaws: Ravenous (+1 Style point when his hunger forces him or his comrades to starve)

Weapons: Punch 4N, Crossbow 9L, Silvered hand axe 7L

Character Background

A lucky escape from a Prussian fencing master left you with a scar? If you want to talk lucky escapes and scars then I have some stories that may silence your flapping lips.

I may have the appearance of a common hunter, but I am a soldier of light fighting an unceasing tide of darkness. Once, in another life it sometimes feels, I was an ordinary monk, content to spend my days in prayer and solitude in a remote monastery. Then the darkness fell upon our small community in a frenzy of snapping jaws and ripping claws. When it rose, I was the only survivor, and I vowed then and there to fight the righteous cause until the end of my days.

I have stared death in the face and prepared my soul to meet its maker many times since. More than once I considered my days to have ended, and yet each time death reached

out for me a higher power pulled me from his icy grasp.

You see this jagged wound on my neck? That was caused by the teeth of a vampire during a hunt in the Carpathian Mountains. My comrades were so shocked that I survived that they tested to make sure I had not risen as one of the undead.

These wounds on my torso were caused by the jaws of a werewolf on the banks of the Danube shortly before I cracked open its head with my axe. As grievous as my injury was, I survived once more to continue my work.

The scars on my face were the result of a ritual cast against me by a black magician. As we fought he grasped my face and uttered dread words, which caused my flesh to wither.

Lucky? Yes, I suppose you could say that. I prefer to place my thanks in the Lord rather than blind luck. You see, while I remain fully human, my experiences with supernatural evil have not left me completely untouched.

After the vampire attack I discovered that my body heals at an accelerated rate. Not one that could be judged unholy or supernatural, but fast enough that I am quickly back on my feet and ready to serve. The fight with the magician has granted me a certain resistance to psychic powers and rituals. Alas, the only thing I gained from my encounter with the werewolf is a ravenous appetite, but I am thankful to be alive and free of lycanthropy.

Come now, it is time for you to earn some real scars of your own.

Roleplaying

No longer a humble monk, you now serve Mother Church as a monster hunter, bringing a flicker of hope and light into the dark corners of the world. It can be thankless work, but for you it is a calling, not an occupation. That you have suffered multiple wounds that would kill a lesser man is, you believe, a sure sign that you are blessed by a higher power.

Despite your many close escapes from death, you have not succumbed to overconfidence. The Lord has plans for you. For how long you do not know, but to rush into death's embrace by foolhardy action would be a great sin.

Stage Magician

"Look deep into my eyes and relax. You hear only my voice, only my voice. You will obey only my commands."

Archetype: *Master Criminal*; **Motivation:** *Greed*; **Style:** 3

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

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 5, Defense 5, Stun 2, Health 5, Sanity 6

Skills: Acrobatics 5 (*Contortion* 6), Con 5, Empathy 5, Larceny 6, (*Sleight of Hand* 7), Melee 5, Spying 4, Stealth 5

Talents: Mentalism 2 (*Telepathy*, *Mind Control*)

Resources: Fame 0 (Popular stage magician; +1 Social bonus), Rank 0 (The Magicians Circle; +1 Social bonus)

Flaws: Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 0N, Sword cane 7L

Character Background

Ah yes, I am something of a household name now, at least in London, but that was not always the case. I profess a natural tendency toward trickery, having both the dexterity and charisma required to perform sleight-of-hand tricks, but such magic is mere illusion. Skilled as I was, I was just another stage magician among a throng striving to earn a meager living from parlor tricks.

While touring India with my act I came across a guru, a wise man. He taught me many things—mostly simple tricks, but he also tutored me in certain ancient mental arts. Through his wisdom I learned not only to read the thoughts of others, hearing them as easily as I would spoken words, but to control their actions as well.

On returning to England, my act improved

Sample Characters

a hundredfold. My feats of mind-reading brought me great public attention and a modest wage, but as you can see, I live a life of opulence far greater than any entertainer's wages might allow. Lean closer, my friend, for I shall tell you the secret of my wealth.

I am responsible for a string of high profile crimes, though I have never tarnished my hands by doing the dirty work myself. You see, while some well-to-do citizens attend my performances, most are of the lower classes. Among their ranks are servants at grand houses. I invite them on stage, perform a few tricks to amuse them, and then plant the desire to rob their masters and mistresses into their minds, overpowering their feeble wills with my superior mental strength. Once they hand me the loot I simply erase their memories, leaving them none the wiser that they have committed theft and me a very rich man.

Yes, I could use my mental abilities to gain great power, but I have no such desire. A comfortable life is all I seek.

Since I am being honest, I must also admit to a little blackmail on the side. You see, everyone has a secret, and everyone has a price he is willing to pay to ensure that dirty stain on his reputation remains buried. Wipe that disdainful look from your face. Regardless of what you may think of me, I do have some integrity. Once a man has met my price I trouble him no further—there are always more people willing to part with money to protect their honor.

Don't bother trying to hide it. I know you intend to inform the police as to my nefarious schemes—it is plainly on your mind. Don't worry, I am not going to hurt you. I deplore physical violence as a means to an end, but very soon you will forget we ever met.

Roleplaying

You may be a popular stage magician and a popular attraction at music halls and theaters across the city, but at heart you are nothing more than a crook. Several people have uncovered your subterfuge, but strangely they all forgot about you shortly after confronting you. And that fate is set to befall anyone who uncovers your dirty little secret.

Leagues of Gothic Horror Expansion

Werewolf Hunter

“Rub yourself in this. Yes, it has a foul stench, but it will mask that perfume you’re wearing.”

Archetype: *Gypsy Monster Hunter*; **Motivation:** *Survival*; **Style:** 3

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

Secondary Attributes: Size 0, Move 6, Perception 5, Initiative 8, Defense 5, Stun 2, Health 4, Sanity 4

Skills: Athletics 5, Brawl 4, Empathy 4, Expeditions 4 (*Terrain: Forests* 5), Firearms 6, Linguistics 4, Melee 5, Stealth 5, Survival 6 (*Tracking* 7)

Talents: Quick Reflexes (+2 Initiative rating), Savvy Fighter (Always retains full Defense)

Resources: Followers 0 (Angry Torch-Wielding Peasant), Rank 0 (The Golden Circle; +1 Social bonus)

Flaws: Repulsive (+1 Style point whenever his repulsive habit or trait causes him or his party to suffer in social situations)

Weapons: Punch 4N, Rifle 9L, Silver-coated hand axe 7L

Character Background

Ah, you *gadje* think us gypsies are all alike—thieves and tricksters skulking on the fringes of your so-called civilization just waiting to rob you blind the moment you let down your guard. Pah!

Blinded by your prejudices, you know nothing of the truth! Why do you think it is we gypsies prefer to live on the boundaries of Europe? Is it because you will not accept us living in your cities of brick and smoke? No, I tell you why—it is because we are the secret guardians of your borders. Here we dwell, protecting you, people who treat us as criminals and rogues, from terrors you can scarcely imagine! If you think your cities are wicked places, you have much to learn.

As far as your people are concerned I am a simple wolf hunter. For a modest fee I help protect farmers’ livestock from the privation of the wolf that hunts in the forest and sings in the darkness. But there are other types of wolf out there—wolves that run on two legs and wear the skin of men.

I was a young lad when I first saw a werewolf. My family had camped near the river, close to where it enters the great forest. We knew the legends, of course, and we thought we had taken ample precautions. Alas, the creatures of the night survive as much by cunning as they do tooth and claw. The visitor to our camp was one of our own, and we had little reason to suspect him of being anything else.

As the full moon rose he made his true presence known to us. I was but a child at the time, but the screams of the men and women shall haunt me until I die. Crawling from the safety of our wagon I saw the mangled corpse of my father, his gun still clutched tightly in his hands. Such was the ferocity of the attack that it was unfired.

As I crawled toward what remained of my mother, the beast sensed me—my small and weak frame would not save me from a terrible death. The creature leapt, snarling and slavering. Panicked, I grabbed father’s gun, raised it without aiming, and pulled the trigger. Perhaps the spirit of my father guided my aim. Maybe it was blind luck. Whatever, the bullet, cast from silver, found the heart of the fiend and ended its tormented life.

Since that day I have wandered the forest, hunting wolves to make a living, and hunting werewolves to keep my people and yours safe. Whether or not you believe my story does not matter—disbelief will not protect you from the claws and teeth of a werewolf.

Roleplaying

You are not a civilized man. A werewolf hunter by profession, you prefer life in the wilds, living off your wits and visiting your fellow gypsies only when you need supplies or have news to spread.

You rarely bathe, preferring your scent to mix in with the forests in which you hunt.

\$17.99

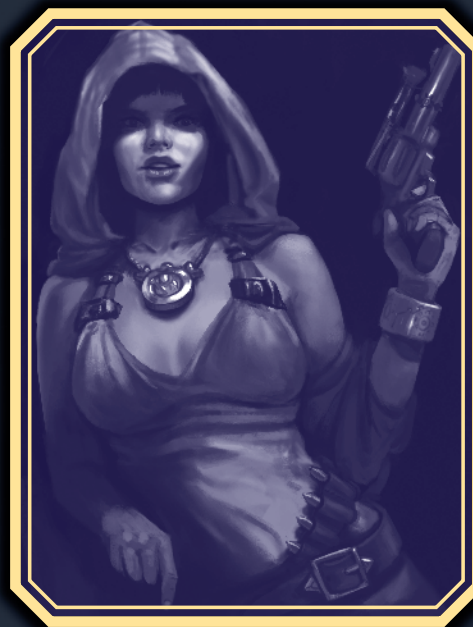
20212

Evil is a many-faced foe and can strike at any time. Save lives and time by making sure you're ready to act!

Whether you are a dedicated monster hunter or drawn toward the occult by happenstance, prepare to delve deeper into the darkness and face the countless horrors that lie in wait!

This sourcebook is a major expansion for the critically acclaimed Leagues of Gothic Horror setting.

Inside you will find more options for player characters, information on



gypsies and their evil cousins, the Szgany, a plethora of supernatural sites to explore, more things that go bump in the night, and new unique villains and heroes.

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



WWW.TRIPLEACEGAMES.COM