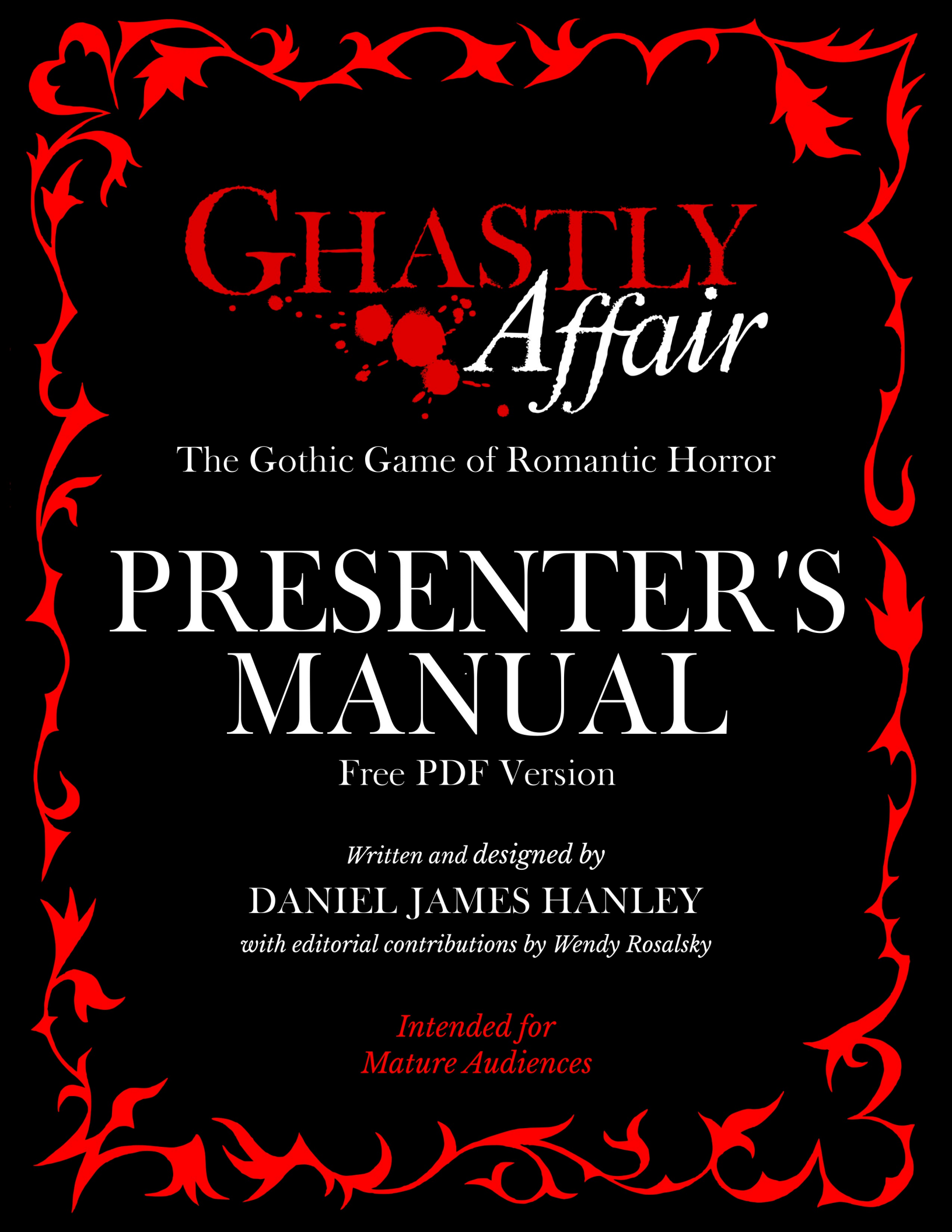




GHASTLY *Affair*

The Gothic Game of Romantic Horror

PRESENTER'S MANUAL

Free PDF Version

Written and designed by

DANIEL JAMES HANLEY

with editorial contributions by Wendy Rosalsky

*Intended for
Mature Audiences*

GHASTLY *Affair*

PRESENTER'S MANUAL

A THRILLING PASTIME
for Ladies and Gentlemen of an
IMAGINATIVE DISPOSITION
to role-play macabre stories of
LOVE and DEATH.

Including some information of an Outrageous and Startling nature.

Written and designed by
Daniel James Hanley
with editorial contributions by
Wendy Rosalsky

Released under the terms of the Open Game License.
Intended for Mature Audiences.

Optimized for screen viewing.

Special Thanks to:

Stan Rosalsky, Faith Bianco, John Gaunya, Jeanette Torres-Hanley, Jason Bianco, Wendy Rosalsky, Tony Clappsy, Jennifer Black-Hanley, and William Fischer, for playtesting, and hours of quality gaming!

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Jeanette, for love and support throughout the project.

***Ghastly Affair is dedicated to the memory of the “Snakedaddy”, John Patrick Hanley.
Et in Arcadia ego.***



DISCLAIMER

Ghastly Affair is meant to be enjoyed by adults who know the difference between fantasy and reality. The author does not endorse or condone any of the following behaviors: highway robbery, the use of controlled substances, exploring unsafe abandoned structures, piracy, black magic, armed rebellion, banditry or brigandage in general, abuse of any drug, necromancy, grave robbing, the consumption of mercury, bleeding to treat any disease, the drinking of human blood, or any other illegal or potentially life-threatening activity. Description of an activity for game purposes should not be construed as promotion of that activity in real life.

Also, vampires and werewolves do not exist.

It would be impossible to enumerate everything that might be a trauma trigger for every possible person. Be aware that Ghastly Affair is meant to emulate pre-Victorian Gothic fiction, and therefore contains some material of a potentially disturbing nature.

Everything that follows is intended for entertainment purposes only.



HOW TO USE THIS BOOK

The **Ghastly Affair Presenter's Manual** is intended to be used in conjunction with the **Ghastly Affair Player's Manual**. In fact, all the essential rules for the game are in that book. It is perfectly possible to run a game using nothing but the Player's Manual, if the PCs only ever contend with human adversaries. This book, however, greatly expands the possible scenarios in which the Player Characters could become embroiled.

Remember that you are not *telling* a story, but *creating* one in collaboration with the Players. Don't force the Players to pursue plots in which they have no interest. That doesn't mean that you can't give them opportunities to expand their horizons. But if your Players state outright that they just want to hunt werewolves, don't force them into endless romantic intrigues. In the same vein, Players who state that they want a subtle and atmospheric game without unnecessary violence shouldn't be constantly attacked by monsters. Also, it can't be emphasized enough that the Presenter must take the Players' list of Forbidden Topics seriously. It's not your job to make anybody face their fears, or confront their inner prejudices. The game serves no purpose but pure enjoyment – *which is purpose enough*.

It's better not to make everything and everybody unrelentingly horrible. Gothic is not the same thing as "Grimdark". The essence of Gothicism is the confusion between the beautiful and repugnant. The darkness attracts. You run towards the thing that you know will destroy you, because it's the most beautiful thing in the world to you. Love, pleasure, and luxury are real, albeit frequently juxtaposed with fear, pain, and decay. If you make everything awful all the time, the power of the awful will be quickly diminished. People need a break from horror, in order for the next horror to be impactful. That's the reason why Down-time is a part of the game. Likewise, try to avoid overusing monsters, so that when one does appear it remains frightening. You never want the Players to react to a monster with "Ah well, here's another man-eating abomination. What's its Armor Class?"

Don't let historical facts get in the way of a good game. Little will turn your Players off quicker than constantly reminding them that they can't say or do something because it would be anachronistic. That doesn't mean you can't suggest and encourage historically accurate behavior, just that you shouldn't make Players feel like a leisure time activity has been turned into a classroom. Players and Presenters are encouraged to play fast and loose with history in the interests of fun. Likewise, don't stress too much about portraying historical figures with perfect accuracy. If you want to depict one of history's heroes as having secretly been a depraved serial murderer, go right ahead. Everybody from the historical Ghastly Age is dead now – they simply can't care anymore!

The rules of Ghastly Affair are deliberately loose. There's no need to stress about not doing things "by the book", so long as everyone's enjoying themselves. The game is designed to not fall apart if you forget to count every possible Bonus and Penalty. Also, you are encouraged to tinker with the system. Appendices VII and VIII contain examples of ways that the game can be modified. You should create new rules for actions that are going to be important to your Saga. Change things that don't make sense to you. Alter and create Classes and Creatures. Make the game your own!

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CHAPTER 1: PRESENTING THE GAME

WRITING *AND* PRESENTING AFFAIRS

Getting A Game Started

One of the biggest challenges of the first session of any Role Playing Game is creating a plausible excuse to bring the Player Characters together. You must define what motivates them to form a group. Much game time can be lost trying to find an in-game reason why one character meets another, and why these total strangers should want anything to do with each other.

In practice, it is best to begin an Affair in a location where all of the character already are, or will inevitably come to. Before the Players even create their characters, the Presenter should ask the Players what kind of place they would want to start play in. As they create their characters, the Presenter should work with the Players to insure that their Classes and backgrounds are possible for a chosen starting location. For example, if all the characters are students at a medical school, perhaps the presence of a Bandit in the group would be hard to justify. A Grave Robber, however, would be a useful addition.

The Presenter should work with each Player to determine a reason why their character is at (or will be at) the location. The Presenter should not spoil the Affair by revealing the dramatic event that begins the plot, however! Usually, it is best to devote the first Game Session of an ongoing Saga to nothing but character generation. By paying attention to the character generation process, the Presenter can gain clues about how to tailor the Affair to the desires of the Players and abilities of the characters.

If the Affair is not part of an ongoing Saga, then the task of bringing the characters together is much easier. In fact such an Affair (commonly called a “One-Shot” even if it actually takes place over many Game Sessions) benefits from utilizing Player Characters actually created by the Presenter. Although the first Affair of an ongoing Saga generally assumes that the Player Characters are Level 1, a One-Shot can be created for characters of any Level.

Some Suggested Initial Situations

Following are 20 suggested locations for the first scene of an Affair. Each section includes reasons for the Player Characters to be present, and suggestions regarding what action might begin the plot and make the characters interact with each other.

Academia: The characters are all students (or possibly instructors) at a school. Perhaps they are all in the same class when a bizarre event occurs. Perhaps the cadaver they are dissecting is revealed to have been a murder victim, and the family wants justice (or revenge). Perhaps the cadaver starts moving in the middle of its dissection! Other possibilities included the characters trying to track down a priceless book of forbidden philosophy on behalf of a crazed (but rich) professor.

The Ancestral Home: The characters belong to the same family, or are in service to it. Perhaps they have decided to finally lift the family curse, or end a persistent haunting. Possibly, the family patriarch has called them all to his deathbed, to reveal a shocking and long-suppressed truth about the family's origin. Perhaps a long sealed section of the wine cellar in the family castle has been mysteriously unsealed, leading to a series of labyrinthine underground crypts. Perhaps a young lady of the family has been abducted, and the characters must set out to find her.

The Art Studio: The characters are modeling for an artist. Perhaps one of the characters is the actual painter or sculptor. Maybe the artist is a maniac who intends to kill the models after he finishes painting them. Perhaps the artist is found dead with all his money stolen – the models will have to find his killer if they want to get their pay! Naturally, the murdered artist is eventually revealed to have been mixed up with the criminal underworld, a bizarre cult, or perhaps radical anti-monarchist politics.

The Ball: The Masquerade Ball presents myriad opportunities for dramatic situations. Perhaps an actual monster is taking the opportunity to disguise itself among the masked revelers. An assassin could be present in the crowd, looking for his mark. A character could be the victim of mistaken identity, with potentially lethal results. Conversely, one or more of the characters could be impersonating a person or people of power and influence. Masquerade Balls are perfect opportunities for adulterous affairs, with all the attendant dangers. The host may not be who they seem – perhaps he is actually Death himself, who decides the spare the Player Characters if they perform a difficult service for him. The Player Characters could be attendees, members of the hosting family, or the paid entertainment. Perhaps they are even the house servants!

The Battlefield: Perhaps the characters are Soldiers (or Camp Followers) who have become separated from their unit. Maybe they are all that remains after a mass slaughter of their forces. Possibly, they are deserters from an unjust war. Ghastly Age armies travel with large numbers of noncombatant Camp Followers who provide various services, and there are literary and historical examples of women who disguised themselves as men in order to fight. Therefore, starting on the battlefield in no way excludes female characters.

The Coach: The characters are passengers on the same coach, although not necessarily intending to reach the same destination. Perhaps the coach is held-up by Highwaymen, one of which is a Player Character related to a passenger. The coach might break down in a storm, forcing the passengers to take shelter in a an abandoned manor house nearby – haunted of course!

The Coffee House: Something dramatic happens at the coffee house that the characters are patronizing. Perhaps a well-known Libertine walks in and begins looking for a bed-mate – unsettling, because he was buried last week. Maybe a character reads a scandal-sheet claiming that they are having an affair with a person they have never met. Perhaps a mysterious chess player challenges each character to a game, promising riches if they win, but claiming their soul for Hell if they lose.

The Court of Law: If they live in a place that has trial by jury, perhaps all the characters have been called to constitute the jury in a twisted murder trial. Perhaps the other jurors are being killed one by one, and the remaining ones must figure out who or what is behind it.

The Festival: Something unexpected happens at a festival where the characters are present. Perhaps someone mysteriously transforms into an animal. Perhaps the characters are all arrested, without any apparent reason. The festival itself should be a grotesque relic of the past, possibly featuring colorful but unsettling costumes, and the reenactment of some shocking bit of local history.

The Funeral: Someone known to the characters has died, and they have gathered to pay their respects. Some of the characters should be family, and others friends, while some attendees could know the deceased only by reputation. Using a Funeral as an initial setup practically begs for the appearance of a Ghost or Revenant. It is also the perfect way to introduce Grave Robber characters, who might work as honest grave diggers as a cover for their more illicit activities.

The Gypsy Camp: Perhaps some or all of the characters are actual Gypsies (although not necessarily members of the “Gypsy” Class). Possibly, the characters have visited the encampment to have their fortunes read, and thereafter learn they are destined to journey together. Maybe they have come to be entertained, but the sudden attack of a strange monster forces the characters to work together. Perhaps one or more characters purchase seemingly cheap trinkets that are actually powerful, but cursed objects of magic.

The Madhouse (or Prison): The characters have been committed to an insane asylum (or incarcerated in a prison), but the chance for escape has presented itself. Perhaps the building has been damaged in a storm, or broken open during political unrest. Certainly the characters will be pursued by at least one of the brutal guards (and a pack of dogs). At least one of the characters should have been committed unjustly, and at least one of them should deserve to be there!

The Museum: While only the major cities of the Ghastly Age are host to large public museums, smaller private museums are to be found in many towns. Wax museums are especially popular, and often depict scenes of crime and violence. Perhaps the Player Characters have been invited to view a private *kunstkammer* (or “cabinet of curiosities”), housed in the castle of an eccentric aristocrat. One of the museum exhibits may actually be a [Weird Object](#) of preternatural potency, or even a [Demoniac Object](#) inhabited by an evil spirit. Perhaps a painting or other work of art encodes the forbidden knowledge of a secret society. An orphan character with a murky past may even realize that he looks uncannily like the wax visage of an infamous nobleman who supposedly murdered his own heirs.

The Noble Court: The characters are all either [nobility](#), or else serve a noble house. Maybe there is a sudden scandal, when a noble catches his wife with a soldier. Perhaps the noble ladies have actually set up a scoring system, and compete to see who can bed the highest number of handsome guardsmen. The characters could be directly involved in, assisting, or trying to prevent the scandalous behavior. In any case, something should happen to eventually move the action outside of the palace.

The Performance: A dramatic situation affects the spectators of a performance such as an opera, ballet, or play. The performance itself should be one rich in symbolism and foreshadowing, perhaps filled with occult or mythological themes. It might mirror the dramas being played out by the members of High Society in their expensive box seats. Spectators during the Ghastly Age often pay little attention to the performance, but use their attendance as an excuse for social politicking and potentially scandalous assignations. The Player Characters can be either spectators or performers, or a mix of both. Perhaps the “magic” of the theater is a cover for actual sorcery. Maybe a wealthy woman is employing an elaborate scheme to divide her time between her unwitting husband in the balcony, and the handsome star of show!

The Refuge: A storm, natural disaster, or invading [army](#) has forced the characters to seek refuge in the same place. Either the characters are brought together by the necessity of cooperation in the face of the danger, or a strange event happens in the refuge, and they collectively decide to investigate it. Perhaps the place of Refuge is an abandoned ruin; perhaps it is the ancestral manor home of a degenerate clan of inbred [cannibals](#)!

The Salon: Perhaps a mysterious stranger arrives at a literary or philosophical Salon, and proclaims the existence of a secret society that will accept those who can fulfill a dangerous mission as new members. Maybe the host proposes some point of radical philosophy, only to have [soldiers](#) of the tyrannical government try to arrest her. Perhaps the lights are suddenly blown out, and when they are finally re-lit, the host lies murdered on the floor!

The Spa: Something strange occurs while the characters are visiting and taking the waters at a spa town. Since spa towns are built around natural mineral springs, there are bound to be nearby dark caverns that hide ancient secrets. Perhaps a long banished monster emerges to attack the bathers. Spa towns are also the playgrounds of the upper class, so numerous intrigues could occur in the various gambling halls, theaters, ballrooms, and brothels that cater to wealthy visitors. Perhaps a Possessor Demon jumps from body to body, spreading terror by forcing its various temporary hosts to commit grisly murders.

The Tavern: The characters are all eating and drinking at the same tavern when they are forced to band together. Possibly, some local bandits have decided to stage a robbery. Perhaps the Player Characters are mistaken for a local band of footpads, and must flee the scene before they are arrested. Maybe some local ladies of the evening plead for someone to find out who has been murdering their friends.

The Wedding: Something horrible, scandalous, or unexpected happens at a wedding to which the characters have been invited. Perhaps two of the characters are the bride and groom, while the other Player Characters are family members, or friends of the family. Perhaps one of the characters is a Bandit who initially intended to rob the wedding party, but becomes an unlikely ally. The nature of the catastrophe can vary from a Vampyre coming to claim the bride as his own, to an attack by wild animals. Perhaps a scandal erupts when the groom's still-living wife suddenly re-appears after a long disappearance.

Consider the Overall Tone

As you begin to brainstorm your Affair, consider its overall tone. Do you intend your Affair to be completely serious, black comedy, or even a satire of the Gothic genre itself? Are you playing up the horror, the romance, or trying for an equal mixture of both? Players will naturally tend to joke at the gaming table, and pulling off a completely serious plot can be difficult. Mentally prepare for that fact. On the other hand, deliberate comedy is the hardest genre of all to write. Your actual game will probably wind up including some spontaneous comedy, no matter what your intended tone. Find out what kind of stories your Players like before you start writing for them. Don't force your Players to sit through games with a tone they don't enjoy. Some possible Tones include:

- Comedic: Everything will be played for humor.
- Didactic: The intention is to teach some lesson, and situations will symbolize it.
- Grim: The plot will be focused on gloom, doom, and inescapable situations.
- Frightful: The intention will be to frighten the Players.
- Romantic: The Affair will be focused on intense emotions and emotionally charged situations.
- Satirical: The intention of the plot is to expose some absurdity or foolishness.

Will your plot have a Moral? It certainly isn't necessary. Gothic stories are primarily about thrills, not lessons. The idea that fiction needs to preach some tedious lesson about correct behavior was enforced by 19th century literary critics, largely as a reaction to the perceived amorality of the Gothic genre itself. On the other hand, a Moral of some sort can be an organizing principle for the plot of your Affair. Some possible Morals include:

- Never trust a Vampyre.
- Honesty is the best policy, until it isn't.
- Love is stronger than death.
- Every man is a potential monster.
- A little light can chase away the deepest darkness.
- Sex isn't everything, but it is *most* things.
- Every lie must inevitably be covered by another.
- Virtue is punished by the world, but vice is its own punishment.
- An incorruptible man is also an unreasonable one.
- Laughter is as real as tears.
- Icy rationality is crazier than fiery emotion.

Decide Upon the Motifs

After settling on an initial setup, decide what Motifs you will employ in the story. The list of [100 Gothic Themes & Motifs](#) located in [Appendix I: Gothic Tropes](#) presents representative Motifs commonly found in Gothic fiction. Select one or more Motifs consistent with your initial setup. You could even randomly select Motifs, discarding any results that do not make sense. Much like the Character Inspiration of a Player Character, let the Motifs you select guide all of your subsequent decisions regarding the Affair. See everything through the lens of your Motifs. Whenever a characteristic of something is in doubt, let it conform to the implications of your selected Motifs.

Remember not to include any of your group's Forbidden Topics in the list of Motifs. Specifically, Motifs such as Rape, Torture, and Incest must be frequently excluded in order to avoid offending or distressing Players. Even when your Players have stated that they do not mind such topics, proceed with extreme caution if you choose to use them as Motifs in an Affair.

For example, suppose that your initial setup is an Ancestral Home. Looking over the list of Motifs, you decide to use *Pride*, *Cold*, *Inheritance*, *Honor*, and *Giants*.

Develop the Backstory and Basic Plot

After deciding upon an initial setup, ask yourself *why*, *where*, and *when* the dramatic situation occurs. What is the Backstory that makes the situation possible? Does the situation occur in a real-world location, or an imaginary one? What year does your Affair occur in? Is it a story of the [Decadent Era](#), or the [Bloody Era](#)? Then, decide upon the likely way the situation will be resolved. Can the Player Characters stop a catastrophe from occurring, or are they doomed to bring about the horror they seek to avoid? Be sure to incorporate your chosen Motifs both in the Backstory, and its expected resolution. Naming your Affair will also help to guide you in your story decisions.

Using the previously chosen motifs, the Presenter could decide that the Ancestral House is an enormous (*Giants*), drafty (*Cold*) castle high in the Pyrenees. The country will be a fictional Principality called Morsignon, located between France and Spain. The year is 1780, during the Decadent Era. The story will focus on the house of Hautommes, once proud, but now fallen on hard times. It is winter (*Cold*), and the Inheritance of the castle is in doubt because the current Baron has disinherited his oldest son, an extremely tall (*Giant*) man who tarnished the family *Honor* by deserting the army. The son is believed to have fled back to the castle, and is hiding somewhere in the disused, ruined portion. Likely, he is looking for a treasure said to be hidden and lost there, a *Giant* ice-blue diamond. The *Pride* of the Baron prevents him from admitting the problem, leaving it to the Player Characters to find and stop the eldest son, while the Baron actually tries to stop them.

The expected climax of the story could be that the eldest son is eventually found frozen (*Cold*) to death in the ruins. The Player Characters would then be attacked by the Baron, who blames them for his eldest son's death, and to prevent the truth about the diamond from being told. The gem was actually stolen from the King of Spain, and in fact the noble line of Hautommes was founded by a Bandit who purchased his title centuries ago with his ill-gotten wealth.

Another way to insure that your plot is suitably Gothic is to consider the [Twenty Elements of a Gothic Story](#) also located in [Appendix 1](#). Consider each of those typical elements, and decide if you will include them in your plot. For example, our story will include a *Castle*, a *Despot* (the Baron), a *Crime* (desertion), *Dark Places* (forgotten corridors in the Castle), *Madness* (when the Baron attacks his own family members at the end of the Affair), a *Mystery* (the movements and current location of the eldest son), *Ruins* (the abandoned part of the Castle), a *Shocking Secret* (the founding of the noble house by a common criminal), and a *Talisman* (the lost diamond).

Let's name our hypothetical Affair something that reflects the Motifs and Plot. It was common practice during the historical golden age of Gothic fiction to give novels two alternate titles. Accordingly, let's name our example Affair "Inheritance of Ice; or, The Dishonored Peak"

Once you have a rough outline of the Backstory and plot, decide how many Game Sessions you want to spend playing out the Affair. The first Affair of an ongoing Saga should occupy no more than four Game Sessions, figuring about three to four hours of playing time in each Game Session.

Define the Characters and Adversaries

Once you have decided upon the basic plot for the first Affair, it's time to make the necessary characters. If the Affair will be part of an ongoing Saga, arrange for the Players to create their characters. In such a case, creation of Player Characters will likely occupy the entire first Game Session of the playing group. Work with the Players to help them create characters who will fit into the Affair you will be presenting. Remember, however, that your Affair should also be tailored to the Players Characters. Their choices and characteristics will influence, and in fact determine, the course of the plot.

If the Affair is a “one-shot”, the Presenter may create Player Characters that will fit the basic plot. Make more possible Player Characters than you will need, and ALWAYS allow the Players to choose the one they want to play. You can provide each character with a ready motivation, but remember to leave room for the Players to customize such pre-generated characters in reasonable ways. For example, you have decided that a Demon Hunter character was once a blacksmith's apprentice and has blue eyes. The Player who chooses to play that character wants him to instead have been a farmer, and have green eyes. Unless it the character's background and eye color are vital to the plot of the Affair, the Player should be able to adjust the character.

Next, define the Non-Player Characters who are necessary for the plot. For “Inheritance of Ice; or, The Dishonored Peak”, the Presenter will have to at least create write-ups for the Baron, the Baroness, and the eldest son. Depending upon whether the Player Characters are the Baron's other children, or household servants, the Baron's family and retainers will also need to be defined. It is not generally necessary, or even possible, to create all the Non-Player Characters before the first session of the Affair. In fact, as the Affair progresses from session to session unanticipated characters will enter the action for reasons that couldn't have been predicted before play started. For example, if the presenter didn't anticipate one of the Player Characters calling in a Magistrate, then the Magistrate will have to be created after the Affair has already commenced.

Create the Non-Player characters just as if they were Player Characters. If possible, work the story's Motifs into their Appearance and Most Memorable Characteristic. For example, the Baron is consumed with *Pride* in his family, and wears outfits that seem too big for him. The eldest son, Guillaume, is a *Giant* of a man, and wears a ring that he *Inherited* from his uncle. The Baron's wife could be emotionally *Cold*, with frosty blue eyes.

Decide upon a Personality and Agenda for each of your NPC's, along with any other necessary Roleplaying Notes (such as a special voice or accent used for the character, etc.) For example, the Baron's Personality is arrogant and imperious. His Agenda is maintaining the family honor and

hiding his eldest son. Almost everything he does in the story will relate to that Agenda. As a Roleplaying Note, the Baron speaks in a loud, booming voice.

If there are any Creatures that you want to include in the Affair, select them now. At this point, try to select Creatures which are consistent with the Motifs of the story. For example, let's include a [Phantom](#) in “Inheritance of Ice”, the Ghost of someone who died as a result of the *Cold*.

Additionally, you may want to create a list of minimally-defined Secondary Player Characters. These can be characters that perhaps have no essential relationship to the plot, but who add interest to locations. For example, any servants of the Castle not portrayed as Player Characters can be left as Secondary Player Characters. If you know some PC's will be visiting an inn, allow the Players who aren't running their own characters to portray the inn patrons. Always leave room for Players to customize Secondary Player Characters in any way that won't jeopardize the overall plot of the Affair.

Each SPC's character sheet should include lists of “Do's” and “Don'ts” for the that character, in order to avoid possible plot problems. For example, a house guard's Do's” might include “Stand watch, Investigate trouble, and Tell a character that you saw a figure in the graveyard last night”, while his “Don'ts” might be “Never attack a PC” and “Never go into the Graveyard yourself”. Do not interfere with the way the Player wants to portray an SPC, unless the character is about to commit a forbidden action.

If you are having difficulty thinking of characters, or want some genre-appropriate inspiration, just look at the lists of [Antagonists](#) in [Chapter 2](#), and of [Typical Gothic Characters](#) in [Appendix 1](#).

Define the Locations

Make a list of the locations required for the plot. In the case of “Inheritance of Ice; or, The Dishonored Peak”, we will need to map the family castle at least. It might be a good idea to have a map of the castle grounds and immediate area as well. Some Presenters find that they need very detailed, architecturally accurate maps for their locations. Others are just as comfortable with a very broad, abstract schematic that simply indicates what characters will encounter if they move in a given location. Actual floor plans of historic buildings are widely available, and can be easily adapted to save time if the Presenter lacks the time or inclination to create custom maps of imaginary locations.

The locations in a Gothic story are just as much characters as the people. Name them, and give them characteristics that relate to the Motifs of the story. Using our example Affair, we can simply name the castle “Chateau Hautommes”. It will be a sprawling structure, built on the side of a mountain over the course of centuries. Parts of it are in ruins, and there are tunnels that run into the mountain itself. It seems to have been constantly remolded, with successively grander structures wholly or partially replacing sturdier, more modest ones. Now the place looks like a a series of Baroque towers

standing atop and amidst the weathered foundations of a medieval fortress. Close by is a cold, glacial stream that ends in a spectacular waterfall.

As you map (or adapt) your locations, think about events that you want to occur during the Affair, and make sure that you leave/find places where they can happen. For example, if you want there to be a hunting sequence in your story, you need to map out some hunting grounds, and perhaps a lodge as well.

The lists of [Characteristic Gothic Locations](#), [Gothic Buildings and Structures](#), and [Gothic Parts of Buildings](#) in [Appendix I: Gothic Tropes](#) can help you decide upon what Locations you will include in your Affair.

Creating and Linking Chapters

A Game Session is comprised of multiple Chapters, corresponding to the chapters of a novel. Generally, a Chapter focuses on the actions of single group of characters in a single location. How broadly the Presenter defines “location” depends upon the scope of the Affair. For example, in an Affair that revolves around exploring a haunted house, each room would be its own “location”, and be dealt with in its own Chapter. If the Affair is meant to span multiple homes, towns, or even countries, an entire house could be considered one “location”, and all the action within it would be treated with a single Chapter.

Remember that you do not need to include all the Player Characters in all the Chapters. If you exclude a PC from a Chapter, however, its a good idea to have a Secondary Player Character ready for that character’s Player to run during the Chapter.

Each Chapter should include some kind of **Obstacle or Challenge** for the characters to overcome. The resolution of that Challenge ends the Chapter. Its a good idea to include at least one Chapter of Danger (a fight, chase, etc.), one Chapter that requires thinking on the part of the Players (such as a puzzle that opens a secret door), and one Chapter where the Obstacle can be overcome through good role-playing. Also, each Player Character should have the opportunity to use at least one of their Special Abilities per Game Session, and suffer the consequences of one of their Weaknesses as well. Making each Player Character the focus of the action in at least one Chapter is also a good idea.

Each Chapter should also include a **Clue** that leads the characters involved to another planned Chapter that includes their characters. When the Players don’t know what to do next, they can consider their Clues. If the Players cannot find a Clue on their own, you should allow the characters to make Ability Checks to see if they uncover it. Such checks will usually be made using Intelligence (in the case of Clues which could be decoded by using reason or learned knowledge) or Wisdom (for Clues that require noticing events in the environment, or the non-obvious characteristics of a creature). In certain cases, characters might make a Perversity Check, if finding the Clue requires (for example) decoding an obscene book, or comprehending an outrageous scientific theory.

Under no circumstances create situations where a Player Character must engage in sexual contact with another character in order for the plot to proceed. Players must never feel like they have been coerced into participating in a make-believe sex act, either with the Presenter or another Player.

Plan the Chapters of your Game Session in outline form. Figure that you will need to plan out at least one Chapter for every half hour of time in the Session. For example, if you know that your Game Session will run three and a half hours, plan out at least seven Chapters. Don't try to plan out every single occurrence, but outline only the interesting events that relate to the plot. In fact, its a good idea to allow for some time to elapse between planned Chapters, in order to accommodate unplanned character actions.

As much as possible, incorporate your chosen Motifs into the events planned for each Chapter.

Let's plan out the seven Chapters of the first Game Session devoted to “Inheritance of Ice; or, The Dishonored Peak”. Let's assume the Player Characters are:

- Charlotte de Hautommes (female Libertine), the Baron's eldest daughter who is fond of seducing the family servants.
- Stephan de Hautommes (male Everyman), the Baron's younger son who hates his father and resents his older brother Guillaume.
- Raquel del Zaragoza (female True Innocent), the virgin daughter of Charlotte's new tutor.
- Isaac del Zaragoza (male Magician), the recently-arrived tutor who is also a secret Cabalist.

Charlotte and Stephan are already familiar with the lived-in portions of the Castle, but even they have never entered the forbidden, abandoned portion. The Presenter may give the Players portraying Charlotte and Stephan a map depicting the parts of the castle their characters have seen.

An Example Outline

For the First Session of “Inheritance of Ice; or, The Dishonored Peak”

I. Prologue

Issac and Raquel are traveling through the mountains to Chateau Hautommes, where he will take up his post. Light snow is falling. They are held up by a pair of Brigands (SPCs), who turn out to be deserters from the Army. They are from the same infantry unit as the Baron's son Guillaume, have heard about the diamond, and want to steal it first.

Challenge: Get past the two Bandits.

Clue: The Brigands have a handwritten note with a crude map and directions to the castle.

II. One week later. Dinner

The Characters are gathered for dinner in the Great Hall on the Baron's Birthday. The dinner is elaborate and formal. Much of the food is cold, because the kitchen is some distance from the dinner table. Musicians play in the background. Isaac (himself a Chevalier of Morsignon) has just arrived a few days ago with Raquel. Encourage the characters to talk and reveal their back-stories. A messenger is shown into the hall, and he delivers a sealed letter to the Baron. The Baron whispers something to his wife, and storms out of the room. The Baroness stares blankly at her food and stops talking.

Challenge: Discover what the Baroness knows. The Baron has told her their eldest son has deserted from the army.

Clue: The Baroness will say that the Baron has retreated to his study.

III. Baron's Study

One of the characters (probably Stephan) interrogates the Baron. A Servant (SPC) is constantly tending a fire to ward off the chill in the room. The Baron states categorically that Guillaume is to be disinherited, but that that Stephan is worthy neither of the family title or the Chateau. Perhaps if he could find his brother and restore the family honor, Stephan would be worthy. The Baron leaves the room, leaving the unsealed letter there.

Challenge: Search the room and locate the clue on the Baron's extremely cluttered desk, without disturbing it and leaving evidence of the search.

Clue: The letter states that Guillaume had mentioned to another officer that if he could find the enormous diamond that was supposedly lost in the family castle, he could likely sell it for a fortune and finance an escape to the New World.

IV. Game Room

Charlotte and Raquel are playing cards with the Baroness. Whether or not either went to interrogate the Baron, the Baroness will have "requested" that they retire to the drawing room for a game of Ombre. Two House Maids will also be present (SPC's), along with the Baroness' Personal Maid (NPC). The Baroness will mention that apparently the servants have heard strange noises in the abandoned part of the Castle. If one was so inclined, that would be a good place for a romantic assignation. Also, the Baroness will mention that there is an abandoned chapel there, and that a family jewel, the enormous ice-blue diamond, was supposedly lost in or near it. She will also talk about the Ghost she saw when she had just married the Baron, of a poor Basque woman who froze to death outside the castle walls.

Challenge: Find out from the Baroness' Personal Maid where the key to the abandoned section is located.

Clue: The key is located in a blue lacquered chest in the Baron's drawing room. He is never there in the afternoon. The Chest is supposedly cursed by the Frozen Woman.

V. Night

Each of the characters will dream of the Frozen Woman, dressed in a white chemise outside the Castle gate in the midst of a blizzard. She is crying ice that becomes an enormous blue diamond at her feet. There is a sudden series of banging noises throughout the castle, awakening the PC's. A Thief is in the room with Stephan when that character awakens. The Thief will attempt to flee, and will attack with his knife only if cornered. Family Guards and servants will come and assist in catching the Thief.

If the other characters exit their rooms, they will see the phantom of the Frozen Woman, who will lead them through the Castle passages to the locked door of the abandoned wing. Her nose, hand, and feet will suddenly turn black from frostbite and fall off as she howls and disappears. The lock on the door looks like it was been recently picked (in fact by the Baron's eldest son), but subsequently re-locked (secretly, by the Baron himself).

Challenges: Catch and interrogate the Thief. / Notice the evidence of picking and re-locking on the lock.

Clues: The Thief is an associate of the two Brigands who accosted Isaac and Raquel in the Prologue. / The lock is closed, but the mechanism has been recently scratched up around the closure.

VI. Morning Toilette

The Baroness calls for Raquel to attend her morning *toilette*. She indicates that she knows Charlotte is a wicked young woman, and that Raquel shouldn't allow her virtue to be compromised. She wishes she had a daughter like Raquel, rather than Charlotte. Isaac is tutoring Charlotte during the later part of her *toilette*, when she is already mostly dressed. The Baron demands to see Stephan, and indicates that he will expect Stephan to shoot the imprisoned Thief (in cold blood) and dispose of his body as proof of Stephan's worthiness to inherit Chateau Hautommes.

Challenge: Stephan must keep the Baron out of his room after the morning, and re-enter it to find the key to the forbidden section.

Clue: The Baron will at some point mention that he relies more on alchemy than engineering for his personal security.

VII. Baron's Study

The study will be colder than it should be. The Phantom of the Frozen Woman is in fact lurking here. The characters may see frost crystals forming on a mirror.

Challenge: Find and safely open the locked, blue lacquered chest. The lock is smeared with a hallucinogenic poison. If the opener doesn't detect the poison and fails to wear gloves they will be nauseous and hallucinating for the remainder of the day.

Clue: The Key looks like it will exactly fit the lock on the door to the abandoned wing. The key looks recently used.

Whether you compose your outline digitally, or write it by hand, make sure you leave yourself large margins and generous blank space. During play you will want to annotate the outline, recording the

actions of the Player Characters and noting how they affect the current (and subsequent) plan of Chapters. You will definitely need to be flexible with regard to the timing of planned events. Above all, the Players must always feel like their choices are real and have consequences, even if you are actually orchestrating the entire sequence of events.

Often, the Players will either ignore your Clues, or fail to interpret them correctly. Do not stop the Players from wandering off in this way. Simply make it obvious that nothing interesting is happening in the location where they have erroneously gone. It will be tricky at first, but eventually as a Presenter you will learn the skill of guiding the Players back into the next planned Chapter. Sometimes you will find that the player's seemingly uncooperative actions actually present an opportunity for you to develop the Affair in interesting ways you wouldn't have otherwise explored. For example, you may have planned for the next Chapter to take place in a garden (where the characters will witness a murder), but the Players have wandered off instead to the servant's quarters. Have the Player Characters hear the murder take place instead of seeing it, and let them use their Abilities to ascertain that the killing occurred in the garden.

Sometimes Players will act in ways that invalidate planned Chapters. For example, the Players may kill a character that plays a vital part in future events. If such an event occurs, the Presenter should call a short break in game play, and decide if they can quickly adjust the remaining outline of Chapters to finish the Game Session. If not, the Presenter should end the Game Session early, and adjust the expected climax of the Affair. The plan for the next Game Session must reflect the way the plot has been altered by the Player Character's actions.

Defining Additional Locations and Characters

Doubtless, as you plan your outline of Chapters for a Game Session you will find that you need to create additional locations and characters. You will almost certainly need to edit the list of Do's and Don'ts for each NPC and SPC.

It is a good idea to obtain books of historical maps and floor-plans which can be re-purposed for game use. Not only will such preexisting work greatly speed up your preparation for each Game Session, but the plans will be architecturally valid. Utilizing pre-made maps will be especially useful when a you find that you need additional locations for your Chapter Outline, but do not have enough time to prepare custom maps of your own.

Remember, you need only only define characteristics of people and locations if they are exceptional, or important to the plot. Most of the time, you can simply make up details on the spot during game play, as long as you note them in order to maintain consistency for future Game Sessions.

Beginning the Affair

To begin the first Chapter of your Affair, the Presenter can simply state the location, and describe it. If you don't know where to begin, start with the most important object, person, or action in the location, preferably one located at eye level. Then, describe the environment around the important thing. Next, the Presenter can introduce the characters. You may want to actually tell each Player to describe their character as they enter the scene. Once all (or most) of the player characters are present, introduce a dramatic action or problem that will attract their attention, and encourage them interact with each other. Suggest some possible actions based on the environment, but take care not to indicate a preferred one. Every subsequent scene and action in the Affair should be the result of a previous action. If you set up the initial scene well, the Affair will tend to assume a life of its own, as the Players inhabit the situation and role-play their reactions to it.

Remember one important rule of the Gothic genre – the more extreme, outrageous, and bizarre you can make the initial setup, the better. Emphasize the grotesque, morbid, and dangerous aspects of the environment. **Over-the-top is almost enough!**

Outlining Follow-Up Game Sessions

Before you end a Game Session, be sure to ask each Player what their character intends to do at the next game. Much of the time they will intend to take actions that you may not have anticipated. Be sure sure to include their intended actions as you plan the Chapters for the next Session. Also, take a look at your notes of character actions during the previous Game Session. Almost certainly the Players will have done things not included in the plan of Chapters, with consequences that must be addressed.

For example, let's look at some unplanned things that might have happened during the first Game Session of “Inheritance of Ice”.

- After Chapter III, Stephan tracked down his mother and demanded that she intercede for him with his father. It did not go well, and she she told him that neither his inheritance, or his life, are of any concern to her.
- After Chapter IV, Stephan confronted Raquel and told her he is in love with her. She reciprocated, so they both now enjoy the Asset “*In True Love*” whenever they act on each others' behalf.
- Between Chapter IV and V, Charlotte Seduced one of the family's new Guards. He is now especially devoted to her for a month. He will accompany her into the forbidden part of the castle if she wants, and would even turn against the Baron.
- After Chapter V, Isaac summoned a Goblin to spy on the Baron in his study. The Presenter decides that the Goblin sees the Baron writing a letter to his disinherited son, admitting to hiding Guillaume's presence in the castle from the rest of the family. Although dismissed by Issac, the Goblin has decided to stay around the castle to cause mischief.

Let's also assume that after the Game Session, the Players indicated the following about their intentions:

- The Players say that they will hold off on exploring the forbidden part of the castle for another day, while they prepare.
- Stephan and Raquel intend to pursue their secret affair (but Raquel's Player insists that it will be *chastely*). The Presenter decides to add conflict by making the Baron also become obsessed with the young woman.
- Charlotte intends on finding the blue diamond and selling it herself. She also wants to steal and sell some of her mother's jewelry if she can.
- Isaac wants to learn more about the Frozen Woman.

When outlining the second Session of “Inheritance of Ice”, the Presenter will be sure to address the consequences of all of the above actions and intentions. At least one Chapter should be devoted to Stephan and Raquel's romance, another to Charlotte planning the theft of her mother's jewels (perhaps with the seduced guard as co-conspirator), and one chapter to Isaac's investigation (through interviews with the servants, research in the library, and even re-summoning the Goblin). Meanwhile, the forbidden wing of the castle remains to be explored!

Remember that the interactivity of Role Playing Games is part of their appeal. Players expect to be able to influence the plot. They should feel like they have agency and are making important choices, albeit in the context of the overall story.

One final note: it is always a good idea to give Players a brief recap of the previous Game Session before beginning play. Players have lives outside of the game, and cannot be expected to remember everything that happens during an Affair. The recap should jog their memories, and enable them to recapture the same feelings they experienced last time they played.

THE ART *OF* ATMOSPHERE

Horror and Terror

The terms Horror and Terror are sometimes used interchangeably, but the Presenter should understand the difference between the two. Horror is the feeling of revulsion one experiences after being confronted with the evidence of death or evil. Terror is the dread of anticipated harm. Horror is akin to disgust, while Terror is pure fear. When one sees a corpse shredded by an unknown monster, that's Horror. The feeling experienced when the monster is about to kill you is Terror.

One advantage playing role playing games have over reading fiction is that a Player can be sufficiently immersed in play as to experience actual Terror. The advantage RPGs have over movies lies in the interactivity of games, and the ability of the Presenter to tailor the experience to the Player's specific fears and psychological triggers. In contrast to the terrors of the real world, the Player can experience the pleasure that comes from knowing Terror, but walking away safe and unharmed afterward. It is important to the game therefore that all Players accept that their characters may die, in order that the Terror experienced be real. If the Players suspect that the Presenter will not actually kill their characters, the thrills become pale and hollow. Player Characters in *Ghastly Affair* become more powerful as they increase in Levels solely so they will be able to experience ever more outrageous catastrophes before their eventual doom!

Horror and the Thrill of Transgression

Horror occurs after one experiences the threatening transgression of desired norms, whether physical, moral, intellectual, or legal. One wants and expects a human body to be living and intact, so seeing a rotting corpse is horrible. Likewise, one wants the innocent and blameless to be rewarded and protected, so it is horrible when they are victimized.

Humans beings crave the ability to predict the future, but experience a thrill when confronted with the unexpected. The thrill seems to come from the body's preparations to deal with the possibility of danger, the so-called "fight or flight" response. In primitive conditions, an unexpected event was almost always a dangerous one. If the fight or flight response is activated, but the person does not actually experience harm, then the resulting feeling can be experienced as thrilling and pleasurable. Likewise, it is similarly pleasurable to activate feelings of jealousy, anger, or moral outrage through a work of art, because the person never has to actually act on them. Thus the reader of a horror novel, the watcher of a scary movie, or the Player of a Gothic Role Playing Game can feel the pleasure of horror, because they are never in real danger.

On the other hand, *Ghastly Affair* can also allow Players to experience the thrill of being moral transgressors themselves, without causing any real harm to anyone. Bandit, Libertine, Grave Robber

and Vampyre Player Characters will all engage in immoral acts. The thrill of transgression also comes from the fight or flight response. The Players never experience any pain as a result of their actions. They always “get away with it”, even if their characters suffer. Therefore, they experience pleasurable thrills.

There is an infamous scene in Lewis’ “The Monk” where the titular clergyman rapes his sister next to a pile of rotting corpses. While the Presenter is strongly advised to never put such a scene in an Affair, it does illustrate just how extreme the classic Gothic literature could be in an attempt to elicit thrills from its readers. Of course, De Sade’s infamous novels are the true example of transgressive 18th century writing. If the reader believes that modern literature is the pinnacle of outrageous immorality, works like “Juliette” or the unfinished “120 Days of Sodom” will come as a shock. They are not just anti-moral, but revel in the most horrible extremes of sexuality imaginable (often interspersed with snippets of philosophy). On the other hand, the Gothic writer Ann Radcliffe was actually opposed to the use of transgressive horror. She was careful to give her readers happy endings, and to explain all the seemingly supernatural elements as misunderstood natural phenomena.

Sublime Terror

The heart of the Gothic spirit is the feeling of mingled attraction and repulsion in a single experience. Whenever possible the Presenter should create characters, places, and experiences that are simultaneously beautiful and terrifying.

18th Century thinkers were much occupied with the idea of the Sublime – the quality of immeasurable greatness that produces a confused sensation of beauty and fear commonly called “awe”. One experiences the Sublime when looking at the wild ocean, when standing before steep mountains that rise to the sky, or when enveloped by the darkness of towering trees in a primeval forest. The tiger (with its “fearful symmetry”) is a creature whose beauty is surpassed only by its capacity for savagery, and is perhaps the most sublimely terrible of beasts

Presenters should try to infuse their scenes of terror with a sense of the Sublime. It is not enough for the Player Characters to simply fight Bandits – it should be the loveliest of the Bandits who is the most dangerous, someone who makes the Players both fear and long for the privilege of death at her hands. Sublime terror is like a loving kiss delivered while a razor is held to your throat.

Creating Romance

Ghastly Affair is a game of Romantic Horror, so effort should always be made to inject Romance into every Affair. The essence of Romance is the strong but pleasing display of emotion and feeling, especially when unexpected or socially unsanctioned. Likewise, actions are Romantic when they exceed the bounds of reason, but with a beautiful result. Romance is strongly tied to the experience of the Sublime, and the sensation of erotic terror (where one is both frightened by and aroused by a desired lover) is particularly Romantic.

The following are some points for a Presenter to keep in mind in order to bring Romance to their game:

- Extra-marital affairs are more Romantic than marital love, because it requires strong emotions to transgress the law and social norms.
- It is Romantic, however, for a couple to stay together when legal, social, geographic, or economic realities should cause them to split up.
- Likewise, it is more Romantic when lovers come from groups that are supposed to hate or despise each other, than when their pairing is socially approved. A love affair between a gypsy and a noble is very Romantic.
- The lives of the very poor and very rich are Romantic; middle class life is not.
- Nothing is less Romantic than an arranged marriage, and little is more Romantic than running away from one.
- It is more Romantic to love a criminal than to love a law-abiding person.
- Professions involving the arts, war, or physical danger are Romantic.
- It is more Romantic for a lover to have a troubled past or be haunted by their sins, than for them to be happy and well-adjusted.
- A love affair that includes an element of pain is more Romantic than one that is always pleasant.
- Generally, overcoming obstacles to love is Romantic.
- Foods and drinks that are expensive, difficult, and dangerous to acquire are more Romantic than those that are common, or can be obtained with modest effort.
- Common things are only Romantic in the case of upper class people who are supposed to despise them.
- Clothing is Romantic when it creates a beautiful effect at the expense of comfort, practicality, or affordability.
- Illegal things are more Romantic than legal ones.
- Fur is more Romantic than cloth, because it is both pleasurable to the senses, and cruel to obtain. Silk, however, is Romantic because of its beauty, sensual texture, and extremely high cost.
- Fire is Romantic, because it is beautiful and sensually warm at a distance, but painfully destructive if contacted.
- Dim lighting is the most Romantic kind of illumination, because it suggests a lowering of reasonable boundaries through the blurring of light and darkness.
- If a person, place, thing, or situation is modest, plain, reasonable, moral, or socially approved, it is almost always less Romantic than one that is extreme, colorful, emotionally charged, immoral, and transgressive.

Poignancy

Poignancy is the experience of distressing sadness. Achieving true poignancy is one of the most difficult, but rewarding, things a Presenter can attempt. Just like horror, in real life such sadness is avoided by most people. When it occurs in entertainment, however, Poignancy is considered beautiful.

Here are some suggestions for creating poignant scenes and situations.

- Describe the remains of something beautiful which is destroyed through no fault of its own. For example, a statue of a lovely young woman defaced by vandals.
- Show the evidence of a lost loved one, especially when the loss was unavoidable. For example, the empty room of a child who died of typhoid fever.
- Include one beautiful thing that has survived the destruction of other beautiful things. For example, a gorgeous flower growing in the middle of a ruined manor home.
- Let the characters find the artifacts of a lost love. For example, old love letters.
- Introduce a good-hearted character who helps and cares for the Player Characters, then have that character die tragically.
- Have a Chapter occur during a birth, wedding, commencement, or ordination, or as a beloved friend or relative dies in their sickbed.

Always use a slow, mournful tone of voice when presenting situations that are meant to poignant. Nothing will undermine the effect quicker than describing a sad situation in the same tone of voice used to tell a dirty joke. The Presenter must have the Player's attention, control of the environment, and be sure of their diction before attempting poignancy. Otherwise, the effect can be laughable *bathos* rather than cathartic *pathos*.

Sturm und Drang

Sturm und Drang (from the German for “Storm and Drive”) refers to a late 18th century literary movement which celebrated extreme emotions and the overthrow of conventions. It shared a love of irrational extremism with the Gothic genre, and has since become a byword for the expression of unfiltered feeling. A game like *Ghastly Affair* is a perfect opportunity for Players to work out feelings and desires that are unacceptable in real life. Here’s how to add a little *Sturm und Drang* to your game:

- Try to make the feelings, words and actions of characters as definite and extreme as possible. Don’t make a government official merely dislike one of the PCs – let it be a burning and implacable hatred.
- If a character isn’t emotional, make them a cold manipulator. The Players can learn to fear excessive rationality more than fiery rage.
- Present established institutions and authorities as corrupt and repressive, worthy of overthrow.
- Encourage Players to portray their characters broadly, and to take extreme actions. Create opportunities for them to make unreasonably grandiose declarations of love, to take brutal revenge, and to run screaming from frightful Ghosts. Overacting is not a crime!

The Grotesque

Whenever possible, include grotesque people, buildings, objects, and situations. The three main qualities of the grotesque are Distortion, Excess, and Incongruous Combination.

- *Distortion* occurs when objects deviate from their expected shapes, qualities, or contours, such as a head that is oddly squarish.
- *Excess* means that things are unreasonably large, small, or numerous. Examples include a nose so large it hangs to its owner’s chin, or an object or building so heavily decorated that the underlying shape can be barely discerned.
- *Incongruous Combination* refers to hybrid, interconnected, and juxtaposed forms, such as a person with an animal’s head, a baby emerging from a toad’s mouth, or plant forms emerging from stone.
- Medieval Gargoyles are typically Grotesque, as is much of the decorative stonework of Gothic cathedrals.

Madness and Delirium

Insanity and delirium are major Gothic themes. Convincingly portraying madness can be a real challenge for the Presenter, however. Likewise, when Player Characters go mad it can be difficult for the Presenter to elicit the proper reactions. One technique is to repeat a phrase or single word at regular intervals to simulate character fear, obsession, or insanity. This simulates the *idee fixe*, a mental preoccupation that intrudes upon life and interferes with thought. The Presenter thus gives voice to subconscious thoughts bubbling up into the Player Character’s consciousness.

Don't just inflict some arbitrary Penalties upon the Player Characters in the hope of representing obsession, fear, or madness. Instead of telling the Player that their character is overcome with paranoia, sprinkle the phrase "they are all against you" into every interaction you have with them. Don't just tell a Player that their character is consumed with insane desire for someone – instead, repeatedly interject descriptions of the innamorata's beautiful characteristics into the descriptions of places and people. Only stop when the Player is cured of their obsession, or gives in to it.

Maintaining Player Interest

The one thing a Gothic story must never be is boring. It can be in bad taste, excessive, outrageous, and shocking, but not boring. Remember that your Affair must engage the Players, not the Player Characters. The Player Characters are simply masks the Players are wearing. Even if you think a situation would logically be interesting for a Player Character, you must make sure that it will be interesting to the Player behind that character instead.

Although the game uses terminology and techniques from literary fiction, never forget that you are running a game, not writing a novel. It is perfectly acceptable, in fact often necessary, to introduce sequences that serve no other purpose than to engage the Players. Never subordinate fun to the story! If Player attention is flagging during your planned Chapter at the Ballet, by all means have someone be attacked by a Vampyre. Likewise, if one of your Players wants their character to pursue a romance during your violence-centered Affair, you should try hard to make it possible. It doesn't all need to make sense from the point of view of a literary critic, so long as everyone walks away from the game having enjoyed themselves.

One of the biggest problem in role playing games is losing control of the Game Session. If a Game Session devolves into ordinary socialization it can be extremely difficult to regain any momentum or atmosphere. Strangely, once of the best ways to prevent the breakdown of game time is to call for regular breaks where the Players can leave the game area, visit the bathroom, call friends or family, and otherwise engage in non-game activities. Such breaks should be called every hour to hour and a half, and last about 10 minutes.

Another big advantage of calling regular breaks is that it allows the Presenter a break from the action, which is particularly important if it feels like the game play has spun out of control. For example, if the Players have veered far from the outline of Chapters for the game Session, the Presenter can use the break time to quickly come up with some way of steering the characters back into the plot, or define whatever previously unanticipated locations and characters are necessary.

When starting a session, or resuming one after a break, it helps to announce the separation between socialization time and game time. Some techniques include:

- Clapping your hands loudly
- Striking a gong, chime or drum.
- Playing a song that serves as the overall theme of the Session.
- Changing the lighting. If the lighting is dimmed during game play, brighten it for breaks. Lower it again when play resumes. Changing the lighting is also a useful way of separating Chapters.

Players can also lose interest if the Presenter devotes time to another Player, or group of Players. One way to avoid this is to spend no more than ten actual minutes on each Player (or group of Players), if the Player Characters are separated from each other. The second way to avoid the problem of Players feeling ignored is to create sufficiently interesting Secondary Player Characters that can be run by Players when their PCs are not active in the Chapter. Truly experimental Players can be put in the roles of Antagonists, or even Monsters.

Building Suspense

The following are some techniques for building suspense when narrating your story:

- Learn to modulate your voice when describing scenes and situations. Begin with a low, soft tone, and speak slowly. Gradually increase the pace, volume, and tone to increase the tension of the scene. This is a classic technique used when telling “ghost stories”.
- Be sure to limit Player decision time to no more than 10 actual seconds in scenes of Danger. Do not allow the Player to destroy the tension by taking a long time to come to a rational decision. Immersion demands that the Player feel just as overwhelmed and afraid as their character, in order to afterward experience the pleasure that comes from surviving terror.
- When forcing Players to make quick decisions, keep time with your foot, or by counting out loud.

Shocking the Players

The classic “jump” technique of telling ghost stories can be used for great effect. Speak slowly and softly while describing a scene, and gradually increase both the volume and length of time you take pronouncing words. At the climax, pause for a moment and then suddenly reach out and grab a Player.

Likewise, a sudden shout or increase in volume can shock and disorientate Players, especially if the Presenter has been using a soft slow tone for at least a full minute. A shout combined with a sudden grab can be truly unnerving, especially if the Presenter has kept the lighting dim. See the section that follows on “Controlling the Environment”.

Maintaining Mystery

The following are some tips for creating and maintaining a sense of mystery in the game:

- Do not answer every question when you Present a scene, but leave room for the Players to wonder what they do not know.
- Show the evidence of a horrible situation, but do not indicate what actually happened, or who is responsible.
- Describe a supernatural effect, but offer no explanation.
- Create locations filled with shadows or fogs that invite investigation.
- Never tell the players what strange creature they are encountering, but simply describe it and let them perhaps come to erroneous conclusions.
- Try to leave at least one mystery unanswered at the end of each Affair.

Controlling the Environment

The environment of the Game Session can play a large role in the effectiveness of a Game Session. Economic realities often dictate that games are played in whatever place is convenient. Often, that means a situation as prosaic as a kitchen table. Nonetheless, there are certain things that can almost always be done to encourage Player engagement and immersion.

- Turn off unnecessary lights in the apartment or house. Try to focus lighting only on the game area. This creates a framing effect, cutting down on distractions.
- If possible and safe, play by candlelight. Not only is it period appropriate, but the dim flickering light is conducive to the relaxation of social inhibitions. If actual candles cannot be used, employ electric candles instead.
- Turn off all lights, but provide a book-light for yourself and each Player.
- Utilize colored lights. Indicate different environments with different colored lighting. For example, use blue lighting for the night sky, red for underground, green for the forest, yellow for outdoor daylight, and black light for an otherworldly atmosphere.
- Drape black or red cloth over the game table, and perhaps set a skull or evocative decoration in the center.
- Utilize medieval, late 18th-century, Romantic-era, and even modern horror art. Hang appropriate prints in the gaming area, or use printouts as covers for folders and binders.
- Only allow certain food and drink, or put all food and drink in appropriate containers. For examples, colorful bags of tortilla chips and cans of soda on the table will tend to destroy the atmosphere. Put the chips in a bowl (perhaps one intended as a Halloween decoration) and the soda in inexpensive wineglasses (which can often be obtained from discount stores). Better yet, if a Player is a competent cook they can bring era-appropriate snacks.

CHAPTER 2: CREATURES & ADVERSARIES

CONCERNING CREATURES

In Ghastly Affair, engaging in a direct fight is the most dangerous, and often the least effective, way of overcoming an Adversary. Usually, it is smarter to exploit the creature's Weaknesses.

Creature Classes

Creatures fall into one of 6 Classes: **Animal**, **Antagonist**, **Fairy**, **Monster**, **Revenant**, or **Spirit**.

Animals are mundane beasts, not supernatural in any way. Dogs, cats, and horses are all Animals. In cases where the scientific facts about an Animal conflicts with more dramatic folklore, Ghastly Affair assumes the folklore is correct. Animals are often the “base” creature for some other kind of Adversary. For example, a Gigantic Animal, Spectral Animal, or Zoomorphic Revenant are all defined by first taking the basic characteristics of some Animal, and then modifying them in a specific way in to create a new creature. New creatures can also be created by combining the characteristics of Animals together to form chimeric monsters of the type that were common in folktales.

Antagonists are people who endanger or otherwise create problems for the Player Characters. Raging Lunatics and Wreckers are examples of Antagonists.

Fairies are magical beings who are affected by all Preternatural Effects that target Spirits. Unlike true Spirits, who have Ethereal bodies that can become material, Fairies have material bodies that can become Ethereal. Fairies possess a host of strange powers, and equally strange limitations.

Monsters are strange and grotesque beings with bizarre anatomies. Satyrs and Bzous are Monsters.

Revenants are walking corpses, restless souls who remain trapped in their dead bodies. Vampyres are Revenants.

Spirits are creatures whose bodies are Ethereal in nature, but who can condenses into material form to interact with beings in the mundane world. Spirits include Demons, Devils, and Ghosts.

An **Ally** is naturally any creature who intends to help the Player Characters.

Note: Almost all Adversaries encountered by Player Characters should be Animals or Antagonists. Presenters are advised to generally use only one supernatural creature (whether a Fairy, Monster, Revenant, or Spirit) per Affair. Unless the point of a Saga is that the Player Characters hunt the creatures of darkness, frequent encounters with supernatural Adversaries lessens their power to elicit terror. In fact, most Affairs need not include any supernatural creatures at all.

READING *THE* CREATURE ENTRIES

Number Appearing indicates the number of creatures encountered under normal circumstances.

Initial Impression indicates the creature's most obvious characteristics, unless it is disguised or obscured.

Size define the creature's size relative to a person.

Perversity is the rated on the same scale as for Player Characters. When a Player Character encounters an Adversary, the Presenter should make a Perversity Check for the Adversary. Rolling under the Adversary's Perversity means that they are negatively disposed, and will deliberately act contrary to the interests of the PCs (according to the creature's Disposition).

Disposition defines how a creature will tend to react during an encounter. The following are some typical Dispositions, and suggested interpretations:

- **Aggressive** creatures will usually at least threaten, if not attack.
- **Cautious** creatures will usually refrain from acting until they know the other being's intentions.
- **Cowardly** creatures will attempt to ingratiate themselves, and try to prevent an attack.
- **Curious** creatures will attempt to engage and learn more about those they encounter.
- **Determined** creatures are always on some kind of mission, and will engage those they encounter only if necessary.
- **Friendly** creatures will attempt to associate with and help those they meet.
- **Goading** creatures will constantly annoy and test those they meet, without taking directly lethal actions.
- **Shy** creatures will attempt to evade any encounter.
- **Scheming** creatures always have hidden agendas, and will act to advance them.

Charisma, Intelligence, Wisdom, Strength, Dexterity, and Constitution are measured on the same scale as for Player Characters.

- For Animals, Charisma is especially used in attempts to tame, intimidate, or frighten the creature.
- Strength can be used to figure maximum carrying capacity for mounts. An Animal has a maximum carrying capacity of 10 times their Strength score, but will be reduced to Speed 1 if they carry that much. The Animal can carry up to a quarter of that weight without slowing down. For every quarter past the first, the creature's Speed is reduced by about a third of the original score (rounded down). For example, a Riding Horse has a Strength of 80 and a Speed of 13. Therefore, its maximum load is 800 pounds. The horse can carry up to 200 pounds at normal speed, up to 400 pounds at Speed 9, and up to 600 pounds at Speed 5. At its maximum load, the horse can only move at Speed 1.
- A creature can drag or hoist up to 20 times their Strength score in pounds.
- If hitched to wheeled vehicle an Animal can pull a maximum of 40 times their Strength score in pounds.
- A score above 20 indicate that the creature's Ability is so far beyond human capacities that it is usually pointless to use normal Ability Checks. Instead, the creature simply succeeds at whatever it attempts, if the task is on a human scale. If the task is far beyond human capabilities, the Presenter should use their judgment, based on the information above and in the "**Ghastly Affair Player's Manual**". For example, a Tiger has a Strength of 50, meaning it more muscle power than five average men.
- Ability Contests proceed as usual if success is possible for the weaker side. For example, no person stands a chance in a Strength Contest with an Ogre, because the Ogre's Strength of 40 means that even a person with a Strength of 20 has a Contest Penalty of 20. However, it is possible (though unlikely) that someone with a Strength above 17 can win a Strength Contest against a Python's Strength of 30.

Speed is rated on the same scale as the Basic Abilities. A rating of 9 represents the average Speed of a physically fit human. As a rule of thumb, multiply the Speed rating by 3 to find the maximum running speed of a creature in miles per hour.

Armor Class is adjusted upward to reflect such things as great agility, tough hide or other protections. Clumsiness, large size, or other disabilities will make a creature easier to hit and damage effectively, and so reduce a creature's Armor Class.

Hit Dice indicates the number of six-sided dice rolled to determine the creature's Hit Points. A creature's Damage Bonus is equal to its Hit Dice, unless a specific amount of damage is indicated under "Attacks". Some small creatures have 0 Hit Dice. In such cases, the listing will indicate their possible range of Hit Points.

Attacks defines the number and type of a creature's attacks. A creature's attack usually does a base of 1d6 points of Lethal Damage, plus a Damage Bonus equal to its Hit Dice. Most creatures can only fight one opponent at a time, and therefore all their attacks during a Round are represented by a single roll for damage. Some creatures are fast enough to effectively attack more than once in a Round, however.

- Example: a Black Bear has 3 Hit Dice. Therefore its attack does 1d6+3 points of Lethal Damage, which represents the total effect of its claws and teeth.

If a specific amount or type of damage is indicated in parenthesis (usually because the creature is small and has 0 Hit Dice), the creature's attack does the listed amount of damage instead.

Special Abilities are unique capacities possessed by certain creatures, equivalent to the Special Abilities possessed by Player Character Classes. Some standard Special Abilities include:

- **Angelic Characteristics:** The creature is immune to all mundane weapons, all poisons, all diseases, any effect of an electrical nature, and all Fascination effects. The creature can see perfectly regardless of illumination, is immune to blindness or any other debility caused by extremely bright light, retains the ability to distinguish colors in conditions of total darkness, and does not need time to adjust their eyes to changing light. The being can speak, write, and understand all languages and forms of communication. Angelic beings can also enter the Ether and the Astral Plane at will. The creature's body naturally emits light, the exact nature of which varies. Additionally, such a being possesses an Order of Sanctity, and smells like fine incense (unless the creature deliberately suppresses the scent).
- **Berserk Rage:** Once the creature is hurt it becomes incredibly angry, gaining a +3 Bonus on Attack Checks and damage inflicted in hand-to-hand combat, but also granting its opponents a +3 Bonus on hand-to-hand Attack Checks. A creature in the middle of a berserk rage will continue attacking until all of its opponents are dead, or are out of reach. Berserk creatures will not retreat, no matter how much damage they take.
- **Darkvision:** The creature can see in conditions of absolute darkness as if in twilight.
- **Demonic Characteristics:** The creature is immune to all weapons, except those which are made of iron, blessed, or otherwise enchanted. It cannot be harmed by acid, cold, disease, or any Special Ability or Preternatural Effect which target minds or emotions. The creature can see perfectly regardless of illumination, is immune to blindness or any other debility caused by extremely bright light, retains the ability to distinguish colors in conditions of total darkness, and does not need time to adjust their eyes to changing light. The being can speak, write, and understand all languages and forms of communication.
- **Diabolical Characteristics:** The creature is immune to all weapons, except those which are made of silver, blessed, or otherwise enchanted. It cannot be harmed by fire, poison, disease, or any Special Ability or Preternatural Effect which target minds or emotions. The creature can see perfectly regardless of illumination, is immune to blindness or any other debility caused by extremely bright light, retains the ability to distinguish colors in conditions of total darkness, and does not need time to adjust their eyes to changing light. The being can speak, write, and understand all languages and forms of communication.

- **Experience Drain (x):** Physical contact with the creature is extremely unnerving and debilitating. The creature's touch drains the amount of Experience Points indicated in parenthesis.
- **Fairy Characteristics:** The creature is immune to all normal weapons, except those which are made of pure iron or otherwise enchanted. A Fairy cannot be harmed by poison, disease, or any Preternatural Fascination effect. Such a being can see perfectly regardless of illumination, and enjoys the constant benefits of the Preternatural Effect *True Seeing*. Fairy creatures can speak, write, and understand all languages and forms of communication. They can become Ethereal at will.
- **Fairy Magic:** All Fairies can employ the following Preternatural Powers at will: *Enter Ethereal Plane*, *Ghost Lights*, *Invisibility*, *Pass Without Trace*, and *Polymorph Self*. In addition, each type of Fairy has four additional Powers: one Malediction effect, one Glamor or Fascination effect, one Transmutation effect, and one Blessing or Transmutation that it can bestow on others as a boon.
- **Ghostly Characteristics:** A Ghost's body is Ethereal in nature, and can freely pass through material objects. The creature partially materializes to attack, however. Naturally, a Ghost is immune to such things as poison, disease, and stunning, as well as Fascination effects (except those which specifically target Ghosts or Revenants). It can only be harmed by silver, pure iron, blessed, or magically enchanted weapons. Ghosts can see perfectly in conditions of partial or even total darkness.
- **Heat Vision:** The creature can see temperature differences, and is able to discern warm bodies in total darkness.
- **Incorporeal:** The creature's body is insubstantial, and can only be harmed by weapons that are magically enchanted. Even then, all physical attacks inflict only half damage.
- **Nightvision:** The creature can see in conditions of twilight as if in full daylight. At night, the creature can see as if in twilight.
- **Poison:** A victim must make a Constitution Save or suffer 1d6 points of Lethal Damage and become incapacitated, unable to move on their own. Every Turn thereafter the victim must Save versus Constitution or suffer 1d6 points of Lethal Damage. A successful Save halts all further Hit Point loss. More virulent poisons may inflict additional damage, or even possibly kill a victim outright.
- **Revenant Characteristics:** The unliving bodies of Revenants are immune to poison, disease, paralyzation, and stunning. Furthermore, such creatures are immune to Preternatural Fascination effects, as well as any magic that causes instant death. Revenants can see perfectly regardless of environmental illumination.
- **Superior Hearing:** The creature can hear sounds too highly-pitched or faint to be detected by human ears. The creature can hear a person coming from 300 feet, unless the person can Move Silently. Creatures with Superior Hearing suffer only a -2 Penalty (instead of the usual -4) when fighting opponents they cannot see.

- **Superior Sense of Smell:** The creature can distinguish individuals by their smell, defeating Glamor effects that disguise personal appearances without altering scent. The creature is able to smell things beneath the surface of the ground. Additionally, the recipient has the ability to track creatures by scent, detecting a scent within a ¼ mile and able to follow smells up to a week old. Creatures with a Superior Sense of Smell suffer only a -2 Penalty (instead of the usual -4) when fighting opponents they cannot see.
- **Superior Sense of Taste:** The creature can distinguish tastes that would elude a normal human being, and gains a +3 Bonus on Saving throws to avoid ingested poisons.
- **Superior Sense of Touch:** The creature can find their way in the dark, relying on touch alone.
- **Superior Vision:** The creature can see and distinguish detail at a distance of a mile. Such a creature gains a +3 Bonus when using artillery attacks.
- **Take-down:** upon a successful attack from a creature with this Special Ability, the victim must save versus Dexterity or be brought to the ground, automatically losing Initiative for the next round of combat.

Nonstandard Special Abilities will be explained in the relevant Creature descriptions.

Weaknesses are unique disabilities suffered by the creature. Often, exploiting a creature's Weakness can allow a character to overcome or neutralize the creature without engaging in a direct fight. Standard Weaknesses include:

- **Afraid of Fire:** The creature must check Morale when presented with fire, or seek to flee until it can no longer see the flame.
- **Cannot Swim:** The creature cannot swim, and will not cross deep water even to pursue fleeing enemies.
- **Cold-Blooded:** The creature does not generate its own body heat, but absorbs it from its environment. The creature suffers a -2 Penalty to all its Abilities (including Speed) in cool conditions, and will fall into inactive torpor in cold conditions. On the other hand, the creature may only need to eat once a week (or even as little as once a month).
- **Diabolical Weaknesses:** The creature is burned by holy water as if it was acid, cannot enter holy ground or touch blessed objects, and is subject to the power of Faith. Diabolical beings are Vulnerable to Silver, and will not voluntarily touch it. As Spirits, they are susceptible to all Preternatural Effects that target spiritual entities. Additionally, the initial appearance of a Diabolical creature will cause the entire Nearby Area to momentarily smell like burning sulfur.
- **Demonic Weaknesses:** The creature is burned by holy water as if it was acid, cannot enter holy ground or touch blessed objects, and is subject to the power of Faith. Demonic beings are Vulnerable to Iron, and will not voluntarily touch it. Additionally, they are repelled by pure crystalline salt. As Spirits, they are susceptible to all Preternatural Effects that target spiritual entities. Additionally, Demonic creatures cause the entire Nearby Area to become discernibly cold.

- **Distracted by Food:** The creature will follow easily obtainable food, to the point of breaking off combat to eat.
- **Distracted by Shiny Objects:** Brightly colored, reflective, illuminated, or glittering objects will attract the creature's attention, and the creature might break off combat to investigate or follow one.
- **Easily Spooked:** Loud noises, threatening shapes, predators, sudden movements, or unfamiliar situations all cause the creature to make a Charisma Check, or react by either becoming aggressive or fleeing (equal chances). The creature automatically fails Saving Throws against *Fear* effects.
- **Enraged by ... :** The creature will always blindly attack if it encounters the thing that enrages it, even when such an attack will expose it to obvious and otherwise avoidable danger. Such creatures can be easily manipulated into traps and ambushes.
- **Fairy Ban:** Every kind of Fairy has a specific action they must never perform, a specific item they must never touch, or some other kind of taboo they must always observe. The easiest way (and sometimes the *only* practical way) to defeat a Fairy is to trick or force them to break their Ban. A Fairy who breaks their Ban is banished to the mystical Otherworld until the next earthly season.
- **Fairy Weaknesses:** Fairy creatures are Vulnerable to Iron, and cannot cross a barrier of iron under any circumstances (even when in an Ethereal state). Furthermore they are also Vulnerable to Natural Fire (but not fire of Preternatural origin). Such creatures are also disgusted by pure crystalline salt (but not briny water). They are affected by Preternatural Effects that target Spirits. Fairies are not actually subject to the power of Faith, but tend to despise any human religion that doesn't involve worshiping the Fairies themselves.
- **Fascinated by Light:** If presented with a bright light beamed directly in their eyes at night, the creature will freeze as if paralyzed.
- **Fooled by Playing Dead:** The creature will assume that anybody who lies down and does not move is dead, and will stop attacking.
- **Movement-Based Vision:** The creature will only take visual note of creatures that are moving. Characters who stand absolutely still will go unnoticed.
- **Undead Weaknesses:** The creature is affected by the power of Faith, as well as all Special Abilities and Preternatural Effects which target Ghosts and Revenants.
- **Vulnerable to Faith:** The creature can be warded off by the Faith of character with a Perversity of 6 or lower.
- **Vulnerable to Silver/Fire/Iron/Salt/etc.:** Weapons made from, or incorporating, the material to which the creature is susceptible grant an aggressor +2 on the Attack Check, and inflict an additional 2 point of Lethal Damage. Merely contacting the damaging substance will automatically inflict at least 2 points of Lethal Damage to the creature, with no Saving Throw. In addition, the creature must check their Morale every time they are struck by whatever they are Vulnerable to.

Nonstandard Weaknesses will be explained in the relevant Creature descriptions.

Assets and Afflictions are optional, and work just as they do with Player Characters. The Presenter should adjudicate the use of a creature's Assets and Afflictions with an eye to increasing suspense. If the use of an Asset or Affliction would slow down the game unnecessarily, or probably create an undesired result, do not bring it into play.

Preternatural Powers are abilities of a strange and mystical nature, which create effects similar to magic. Just like spells and weird science, no matter what Preternatural Powers appears to do, all Saving throws against them are based on Wisdom.

Level is rated from 1-10, and represents the relative power of the creature compared to others of its same Class. For example, relative to other Spirits an Imp is only Level 1, but is still much more dangerous than a House Cat, which is a Level 1 Animal. As a rule of thumb, Level is equal to a Creature's Hit Dice up to 10. A creature with unusually powerful Special Abilities and/or Preternatural Powers for its class might have a Level higher than its Hit Dice indicate.

ANIMALS

Albatross

The fabled object of sailor's superstitions

Number Appearing: 1 (ocean) or 5-100 (on island)

Initial Impression: A white bird with enormous wings, gliding on the winds.

Size: Human-sized (3' long body, 10' wingspan)

Perversity: 9

Disposition: Cautious

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 2 **Dexterity:** 15 **Constitution:** 16

Speed: 18 flying, 3 walking

Armor Class: None

Hit Dice: 0 (1-3 hp)

Attacks: 1 (1-2 points from talons & beak)

Special Abilities: Superior Vision

Weaknesses: Afraid of Fire

Assets: None

Afflictions: None

Preternatural Powers: None (see below)

Natural Habitat: Temperate to arctic ocean, and isolated islands in that zone.

Level: 1

According to maritime legend, the Albatross is the bringer of winds. Accordingly, those who serve aboard sailing ships regard the killing of an albatross as extremely unlucky, and may may devise elaborate punishments for those who violate the taboo. While it is just an ordinary Animal, the Presenter may rule that a character who slays an Albatross while on a ship will be inflicted with a *Curse*, until they can find a way to atone. Another superstition holds that Albatrosses are the souls of sailors who died at sea (see [REVENANTS: Zoomorphic Revenant](#)).

Albatrosses are so adept at catching the wind with their long wings that they can glide for well over a thousand miles without flapping. In fact, they follow the winds, which is why they are frequently seen by the crews of sailing ships.

It is not unknown for Albatrosses to attack sailors stranded at sea after shipwrecks.

Baboon

Monkeys who live on the ground instead of in trees

Number Appearing: 5-100

Initial Impression: A monkey walking on all fours, with a vaguely canine face.

Size: Small (3' long, plus 2' tail)

Perversity: 10

Disposition: Cautious

Charisma: 5 **Intelligence:** 6 **Wisdom:** 15

Strength: 15 **Dexterity:** 15 **Constitution:** 10

Speed: 9 walking, 9 climbing

Armor Class: None

Hit Dice: 1

Attacks: 1 (bite)

Special Abilities: None

Weaknesses: Cannot Swim

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Tropical forests and open

Level: 1

Baboons are omnivores native to the Dark Continent, but they will sometimes be found in menageries, or as the pets of bored noblemen. In their natural habitat, Baboons live in troops that spend the day on the ground, but sleep in trees. They are the prey of leopards and similar big cats. Male Baboons, however, can become very aggressive and dangerous if they feel cornered and threatened.

In mythology, Baboons are associated with the Egyptian god of wisdom Thoth (or Tahuti). Their natural intelligence means they could be useful to a Mad Scientist in his laboratory. That same intelligence make Baboons pests to the farmers of the Dark Continent, where Baboons will steal crops and kill small livestock.

Badger

A small but dangerous burrowing Animal

Number Appearing: 1-2

Initial Impression: A powerfully built small Animal with fearsome claws.

Size: Small (2-3' long)

Perversity: 9

Disposition: Cautious

Charisma: 6 **Intelligence:** 3 **Wisdom:** 12

Strength: 8 **Dexterity:** 17 **Constitution:** 15

Speed: 9 walking, 3 burrowing

Armor Class: 2

Hit Dice: 1

Attacks: 1 (claws and bite)

Special Abilities: Berserk Rage, Nightvision, Shock, Superior Hearing, Superior Sense of Smell

Weaknesses: Afraid of Fire

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Subarctic to temperate hilly areas

Level: 2

Badgers are nocturnal, omnivorous burrowing Animals with a reputation for ferocity. They are often employed for the blood sport of Badger-baiting, where the Animal will be made to fight one or more dogs. Although small, the Badger's Berserk Rage and ability to cause Shock in other Animals allows it to frequently prevail in these cruel spectacles.

Badgers often live in close proximity to settled areas. Consequentially they are frequently blamed for the deaths of chickens and farmed rabbits.

The Honey Badger of the Dark Continent is similar in most respects to other Badgers, but its Armor Class is 6, and it possesses 2 Hit Dice. Furthermore, Honey Badgers always make their Saving Throws against venom of all kinds.

Special Abilities

Shock: If endangered a Badger can suddenly emit a horrible noise, bare its teeth, and cause its hair to stand on end. The effect is so startling that any creature that sees it must save versus Charisma or lose its action that Round.

Bear, Black

A small and relatively agreeable bruin

Number Appearing: 1-4

Initial Impression: A four-footed, human-sized beast with black fur and a dog-like snout.

Size: Human-sized

Perversity: 9

Disposition: Cautious

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 30 **Dexterity:** 13 **Constitution:** 16

Speed: 10

Armor Class: None

Hit Dice: 3

Attacks: 1 (teeth & claws)

Special Abilities: Nightvision, Superior Sense of Smell

Weaknesses: Afraid of Fire, Fooled by Playing Dead

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Temperate forests

Level: 3

Black Bears are found in the New World, but the Sun Bear of the Orient is very similar. Their fur is sought after for use in the tall hats worn by grenadiers, and many royal guardsmen. Compared to Brown Bears, Black Bears are relatively harmless, and will avoid confrontations with people. They generally sleep through the winter, although their young are also born at that time. Usually, the only time people have anything to fear from a Black Bear is if a mother feels her cubs are endangered.

Bear, Brown

The fierce and powerful lord of the woods

Number Appearing: 1-2

Initial Impression: A huge, brown-furred beast with an aggressive demeanor.

Size: Large (8' long)

Perversity: 9

Disposition: Aggressive

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 50 **Dexterity:** 13 **Constitution:** 16

Speed: 10

Armor Class: 2

Hit Dice: 6

Attacks: 1 (teeth & claws)

Special Abilities: Nightvision, Superior Sense of Smell

Weaknesses: Afraid of Fire, Fooled by Playing Dead

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Temperate to sub-arctic forests, circuses

Level: 6

Brown Bears are found throughout the Old World, and in parts of the Orient and New World as well. Trained Brown Bears will often be found in parades, traveling circuses, or Gypsy shows. The creature's ability to stand and walk on its hind legs creates an entertaining spectacle. Nonetheless, Brown Bears can be extremely dangerous and aggressive, which probably adds to the thrill of spectators who watch such performances. Trained bears (sometimes called Dancing Bears) are generally muzzled, and controlled by tugging on a ring placed in the Animal's nose.

Brown Bears encountered in their natural habitat are best avoided, unless a person is a seasoned hunter with the means to deal with such a powerful Animal. Mother bears with cubs are especially dangerous, although they are targeted by those who wish to obtain cubs for training.

Bears loom large in legend and mythology as symbols of strength. Some legends of the North tell of people who can change into Bears, much like Werewolves. An Ogre might well keep a Brown Bear as a pet, not bothering to muzzle or cage the Animal.

The Brown Bears of the New World are even larger than those of the Old, possessing 7 Hit Dice and Strength scores of 60.

Bear, Polar

A beautiful but deadly inhabitant of ice floes

Number Appearing: 1-2

Initial Impression: A huge white bear with an aggressive demeanor.

Size: Large (9' long)

Perversity: 12

Disposition: Aggressive

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 70 **Dexterity:** 13 **Constitution:** 16

Speed: 10 walking, 8 swimming

Armor Class: 2

Hit Dice: 8

Attacks: 1 (claws & bite)

Special Abilities: Nightvision, Superior Sense of Smell

Weaknesses: Afraid of Fire

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Arctic regions near water, especially on ice fields and floes.

Level: 8

Polar Bears are found in every part of the world that borders the Arctic. They prefer to live on ice floes, and are powerful swimmers. They are among the most dangerous predators on Earth, and often attack anything they meet (unless they are very well fed). Consequentially, Polar Bears are both respected and feared by the native inhabitants of the Arctic regions.

Arctic lore suggests that humans and Polar Bears are close kin. Such legends, combined with their ghostly white fur, makes the Polar Bear a good Animal to use as a basis for a Zoomorphic Revenant (see [REVENANTS: Zoomorphic Revenant](#)) or Spectral Animal (see [SPIRITS: Spectral Animal](#)).

Boar, Wild

The tenacious prey of seasoned hunters

Number Appearing: 6-24 or 1 (male)

Initial Impression: A hairy, lean pig with a savage look.

Size: Human-sized

Perversity: 12

Disposition: Aggressive

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 20 **Dexterity:** 15 **Constitution:** 16

Speed: 10

Armor Class: 4

Hit Dice: 3

Attacks: 1 (tusks & bite)

Special Abilities: Berserk Rage, Nightvision, Superior Sense of Smell

Weaknesses: Afraid of Fire

Assets: Tenacious Fighter

Afflictions: None

Preternatural Powers: None

Natural Habitat: Any wilderness, except desert and high mountain

Level: 4

Boars are among the most dangerous of game Animals, due to their extreme ferocity when injured. A Boar will continue attacking long past the point where other Animals would give up. In the old days, Boars were hunted using special spears with flanged sides, meant to prevent the Animal from running itself up the shaft after being impaled. Nonetheless, it has long been common for those who hunt Boar to wind up dead themselves.

Feral pigs become very similar to Wild Boars within a few generations, and will freely interbreed with them.

Legends tell of many Gigantic Boars (see [MONSTERS: Gigantic Animal](#)) that roam as monsters in the woods. Likewise, a Spectral Boar (see [SPIRITS: Spectral Animal](#)) may be the object of fearful tales told by isolated villagers.

Cattle (Bulls, Cows & Oxen)

The common source of milk and roasts

Number Appearing: 1-100

Initial Impression: A massive quadruped with a large, squarish body.

Size: Large

Perversity: 9

Disposition: Cautious (Cows) or Aggressive (Bulls)

Charisma: 5 **Intelligence:** 2 **Wisdom:** 15

Strength: 100 **Dexterity:** 9 **Constitution:** 15

Speed: 9

Armor Class: 1

Hit Dice: 4

Attacks: 1 (gore)

Special Abilities: None

Weaknesses: Easily Spooked

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Temperate to tropical forest or open, or any farm.

Level: 4

Cattle are ubiquitous in the Ghastly Age, as sources of meat, milk, leather, and bones. Bulls are famed for their aggressive natures, but even Cows can be dangerous if provoked. Oxen are castrated bulls, used to haul heavy loads and plows. They are found wherever there are farms, but also hauling loads through cities and towns.

An Ox pulling a wagon or cart can haul 1,000 pounds at Speed 9. Between 1,000 and 2,000 pounds the Ox's Speed is reduced to 6. Between 2,000 and 3,000 pounds the ox is reduced to Speed 3. The maximum an Ox can pull is 4,000 pounds, at Speed 1.

An Ox hitched to sled or plow can drag up to 500 pounds at Speed 9. Between 500 and 1,000 lbs the ox is reduced to Speed 6. Between 1,000 and 1,500 pounds the ox is reduced to Speed 3. At a maximum pull of 2,000 lbs the Ox is reduced to Speed 1.

When carrying people or merchandise a light load for an Ox is 225 lbs. Between 225 and 450 pounds its Speed is reduced to 6. Between 450 and 675 pounds its Speed is reduced to 3. At a maximum load of 1,000 pounds it can only move at Speed 1.

Cat, Domestic

The graceful enemy of rats

Number Appearing: 1 or 2

Initial Impression: A small, sleek and graceful beast.

Size: Small (2' Long)

Perversity: 13

Disposition: Cautious

Charisma: 7 **Intelligence:** 3 **Wisdom:** 15

Strength: 1 **Dexterity:** 15 **Constitution:** 9

Speed: 10

Armor Class: None

Hit Dice: 0 (1-3 hp)

Attacks: 1 Nonlethal (claws & bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Touch

Weaknesses: Afraid of Fire

Assets: Graceful, Sneaky

Afflictions: Dislikes water

Preternatural Powers: None

Natural Habitat: Barns, alleyways, grain storage, wherever rats are found

Level: 1

Almost every farmer of the Ghastly Age will keep one or more Cats to kill mice and rats. Cities are often infested with feral Cats, who at least help to keep down the rat population. Middle and upper class ladies, on the other hand, may keep pampered Cats as favored pets.

Cats are often the object of intense fear and superstition. Ill-educated people associate all Cats with witches and Demons. A Magician's familiar may well take the form of a Domestic Cat. Evil Witches will transform themselves into black Cats. Likewise, a Gigantic (see [MONSTERS: Gigantic Animal](#)) or Spectral Cat (see [SPIRITS: Spectral Animal](#)) might terrorize the countryside.

Cat, Wild

A nocturnal predator with mysterious ways

Number Appearing: 1 or 2

Initial Impression: An unusually large house cat.

Size: Small (3' Long)

Perversity: 9

Disposition: Cautious

Charisma: 7 **Intelligence:** 3 **Wisdom:** 15

Strength: 2 **Dexterity:** 15 **Constitution:** 9

Speed: 10

Armor Class: 1

Hit Dice: 0 (1-3 hp)

Attacks: 1 (1-2 points from claws & bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Touch

Weaknesses: Afraid of Fire

Assets: Graceful, Sneaky

Afflictions: None

Preternatural Powers: None

Natural Habitat: Any wilderness or semi-wilderness.

Level: 1

Wildcats are similar to domestic cats in many respects, being the ancestral stock from which the domestic variety was bred. Wildcats are hated by farmers and hunters, because they are blamed for killing small livestock and game Animals.

Wildcats are closely associated with Fairies. Natural Wildcats might be found in the company of Fairies, and Fairies will often assume the forms of Wildcats. Likewise, the soul of a Fairy Doctor (see [ANTAGONISTS: Fairy Doctor](#)) might return in the form of a Wildcat, as a Zoomorphic Revenant (see [REVENANTS: Zoomorphic Revenant](#)).

Cheetah

The cat that is speed personified

Number Appearing: 1 or 2

Initial Impression: Like a leopard, but smaller and thinner.

Size: Small (4' Long)

Perversity: 9

Disposition: Cautious

Charisma: 6 **Intelligence:** 3 **Wisdom:** 15

Strength: 15 **Dexterity:** 19 **Constitution:** 12

Speed: 23

Armor Class: 3

Hit Dice: 2

Attacks: 1 (claws & bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Touch, Take-down

Weaknesses: Afraid of Fire

Assets: Graceful, Sneaky

Afflictions: None

Preternatural Powers: None

Natural Habitat: Warm savannah

Level: 3

The Cheetah is the fastest Animal alive, capable of out running anything over a short distance. They can only sprint for 6 Rounds, however, before they overheat and must stop. Therefore, they prefer to sneak up on prey, in order to reduce the distance that they must run.

Cheetahs are found throughout the Dark Continent and Near Orient. Because they seem to be less aggressive towards people than other big cats, Cheetahs are sometime tamed and used as hunting Animals and pets by wealthy people and nobility in those areas.

Crocodile

The horror that lurks in tropical waterways

Number Appearing: 1-12

Initial Impression: A frightful beast like a enormous lizard, covered in armor-like scales.

Size: Large (10' long)

Perversity: 10

Disposition: Aggressive

Charisma: 5 **Intelligence:** 1 **Wisdom:** 12

Strength: 50 **Dexterity:** 12 **Constitution:** 15

Speed: 7 walk, 8 swim

Armor Class: 2

Hit Dice: 3

Attacks: 1 (bite)

Special Abilities: Grab, Hold Breath

Weaknesses: Cold-Blooded

Assets: Sneaky

Afflictions: None

Preternatural Powers: None

Natural Habitat: Tropical and subtropical waterways

Level: 3

Crocodiles are found throughout the rivers and lakes of the Dark Continent, Near Orient, and New World. The Alligator of the New World and Far Orient is similar in most ways, but is somewhat shorter, with a more rounded snout and stockier build. Crocodiles are likely to be extremely aggressive if hungry, and are quite willing to eat people.

Special Abilities

Grab: A crocodile grabs and holds with a successful bite, thereafter automatically inflicting 1d6+3 points of Lethal Damage per Round. The Crocodile will thereafter try to drag prey under water. Only the death of the crocodile will cause it to release its hold.

Hold Breath: A crocodile can hold its breath for up to an hour, sometimes longer.

Deer

The game Animal par excellence

Number Appearing: 1-100

Initial Impression: An elegant Animal with alert eyes. Some have branch-like antlers.

Size: Human-sized

Perversity: 9

Disposition: Cautious

Charisma: 5 **Intelligence:** 2 **Wisdom:** 15

Strength: 20 **Dexterity:** 16 **Constitution:** 12

Speed: 10

Armor Class: None

Hit Dice: 2

Attacks: 1 (gore & hooves)

Special Abilities: Nightvision, Superior Sense of Smell

Weaknesses: Afraid of Fire, Fascinated by Light

Assets: Hard to Surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Any forest and semi-forested land.

Level: 2

Deer are common in forested areas. They are most active in the early morning and evening. The right to hunt Deer is not universal, but rather almost always a privilege of the nobility. Poaching game carries severe penalties, including the death sentence in many areas. Owning forested land does not necessarily mean that one can also hunt on that land. It is not uncommon for a nobleman to retain the right to hunt Deer on land that their ancestors sold centuries ago.

Hunters frequently report encountering Spectral Deer (see [SPIRITS: Spectral Animal](#)) in dark forests. The Fairies are sometimes said to use Deer in the same manner that humans use Cattle and Horses.

Weakness

Fascinated by Light: If presented with a bright light beamed directly in their eyes at night, Deer will freeze as if paralyzed.

Dog, Fighting, Hunting or Wild

Man's best friend

Number Appearing: 1, or 5-12

Initial Impression: A sleek, alert canine.

Size: Small (generally 3' long)

Perversity: 7

Disposition: Determined or Cautious

Charisma: 6 **Intelligence:** 4 **Wisdom:** 15

Strength: 13 **Dexterity:** 17 **Constitution:** 10

Speed: 11

Armor Class: None

Hit Dice: 1

Attacks: 1 (bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Smell

Weaknesses: Afraid of Fire

Assets: Hard to Surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Hunting grounds, farms, settled areas, ruins

Level: 1

During the Ghastly Age, Fighting Dogs are commonly pitted against each other for sport. Another common use for Fighting Dogs during the Ghastly Age is the cruel practice of Animal baiting, where one or more Dogs are made to fight some other Animal. Bulldogs, for example, are specifically bred for Bull-baiting.

Hunting Dogs of the Ghastly Age include Curs, Fox Hounds, Harriers, Spaniels, Setters, and Poodles. Miniature Hunting Dogs such as Beagles and Terriers are better represented by the entry for Lapdogs.

Dog, Guard or War

A fierce and loyal protector

Number Appearing: 1, or 5-12

Initial Impression: A powerfully built canine with an especially large head and jaws.

Size: Human-sized or Small

Perversity: 7

Disposition: Aggressive

Charisma: 6 **Intelligence:** 4 **Wisdom:** 15

Strength: 15 **Dexterity:** 15 **Constitution:** 11

Speed: 12

Armor Class: None

Hit Dice: 2

Attacks: 1 (bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Smell, Take-down

Weaknesses: None

Assets: Hard to Surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Army camps, battlefields, secure areas

Level: 2

Typical Guard and War Dogs of the Ghastly Age include Mastiffs and Molossers, powerful breeds that can easily overpower a grown man. The use of Dogs on the actual battlefield is largely a thing of the past, but large Dogs will still be used to guard estates and military encampments.

Large, black Spectral Dogs (see [SPIRITS: Spectral Animal](#)) that haunt churchyards and lonely moors are sometimes the subject of old village legends.

Large, strong Dogs are also sometime used to pull carts. When hitched to a cart a large Dog can pull up to 150 pounds at Speed 12. Between 150 and 300 pounds the Dog's Speed is reduced to 8. Between 300 and 450 pounds the Dog is slowed to Speed 4. The maximum the Horse can pull is 600 pounds, at Speed 1.

Dog, Lapdog

The beloved companion of children and ladies

Number Appearing: 1 or 2

Initial Impression: A small and non-threatening canine.

Size: Small (2' Long)

Perversity: 7

Disposition: Determined

Charisma: 7 **Intelligence:** 4 **Wisdom:** 15

Strength: 3 **Dexterity:** 15 **Constitution:** 9

Speed: 10

Armor Class: None

Hit Dice: 0 (1-3 hp)

Attacks: 1 Nonlethal (bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Smell

Weaknesses: Afraid of Fire

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Human homes

Level: 1

Typical lapdogs of the Ghastly Age include Bichons, Toy Poodles, Pugs, and Papillons, as well as the Chihuahua of the New World. Such Dogs will typically be pampered by their wealthy owners, and carried about as a kind of living decoration.

Small Hunting Dogs such as Terriers and Beagles can also be represented with the same game characteristics as Lapdogs, although such Dogs are hardier than the average Lapdog. The regular Poodle, although popular with noblewomen as a pet, is actually a full-sized Hunting Dog.

Elephant

The beast that never forgets

Number Appearing: 4-80, or 1 (male)

Initial Impression: A curious and massive beast with large tusks and a nose like a tail.

Size: Large (8-12' tall at shoulder)

Perversity: 9

Disposition: Shy or Aggressive (males during mating season)

Charisma: 7 **Intelligence:** 6 **Wisdom:** 19

Strength: 400 **Dexterity:** 10 **Constitution:** 20

Speed: 8

Armor Class: 3

Hit Dice: 11

Attacks: 1 (gore & stamp)

Special Abilities: Trample

Weaknesses: Afraid of Fire, Fearful of Small Animals

Assets: Strong Memory

Afflictions: None

Preternatural Powers: None

Natural Habitat: Tropical and sub-tropical forest and open.

Level: 10

Native to the Orient and the Dark Continent, Elephants are often seen in menageries and traveling shows. They are legendary for their powerful memories, and will hold deep grudges against those who mistreat them.

An Elephant can drag up to 2,000 pound of weight at normal Speed, 4,000 pounds at Speed 6, 6,000 Pounds at Speed 4, and a maximum of 8,000 lbs of weight at Speed 1.

An Elephant's carrying capacity is half normal for its pulling Strength, however. A light load for an Elephant is 500 lbs. Between 500 and 1,000 pounds its Speed is reduced to 5. Between 1,000 and 1,500 pounds its Speed is reduced to 2. At a maximum load of 2,000 pounds it can only move at Speed 1.

Special Abilities

Trample: If an opponent is underfoot of an Elephant they can be trampled for 11d6 Lethal Damage. This includes any opponent smaller than a human.

Weaknesses

Fearful of Small Animals: An Elephant must Check Morale if it encounters 2 or more ground dwelling Animals the size of mice or rats.

Elk (and Moose)

The mightiest of deer

Number Appearing: 1 – 20 (elk), 1 – 2 (moose)

Initial Impression: An Animal like a Deer, but larger, stronger, and less elegant in appearance.

Size: Large (4-5' at shoulder)

Perversity: 9

Disposition: Aggressive

Charisma: 5 **Intelligence:** 2 **Wisdom:** 15

Strength: 50 **Dexterity:** 15 **Constitution:** 15

Speed: 15

Armor Class: 1

Hit Dice: 3

Attacks: 1 (gore & hooves)

Special Abilities: Nightvision, Superior Sense of Smell

Weaknesses: Afraid of Fire

Assets: Hard to surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Sub-arctic to temperate forest

Level: 3

Both the Elk and Moose can be represented by the same basic characteristics for game purposes. New World Elk travel in groups, but Moose are generally solitary. Either will suddenly change from placid to highly aggressive if threatened in any way.

Fox

The sly raider of henhouses, and target of gentleman hunters

Number Appearing: 1 or 2

Initial Impression: A small, attractive canine with a bushy tail.

Size: Small (2-3' Long)

Perversity: 9

Disposition: Cautious

Charisma: 8 **Intelligence:** 4 **Wisdom:** 18

Strength: 3 **Dexterity:** 16 **Constitution:** 9

Speed: 11 walking, 3 burrowing

Armor Class: None

Hit Dice: 0 (1-3 hp)

Attacks: 1 (1-2 points from bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Smell

Weaknesses: Afraid of Fire, Fascinated By Light

Assets: Leaping, Swimming

Afflictions: None

Preternatural Powers: None

Natural Habitat: Arctic to subtropical woods and open areas.

Level: 1

Despite their attractive appearance, Foxes are hated by farmers for their tendency to kill chickens. They are legendary emblems of slyness, and the familiars of Magicians may take the form of foxes. Likewise, the soul of a dead hoaxer or fraud may return in the form of a Fox, as a Zoomorphic Revenant (see [REVENANTS: Zoomorphic Revenant](#)). The Fairies love Foxes, and may frequently assume their shape. In the Far Orient there are even legends of Foxes who gain the power to change into human form in order to seduce people!

In some countries of the Ghastly Age, the ritualized hunting of Foxes is among the amusements of the landed gentry. The hunt will usually begin with a pack of foxhounds being let loose to find a Fox. Once they have done so, the hunting party (who are usually mounted) will follow the chasing hounds on horseback until the Fox is caught and killed, or is lost in a burrow. The upper class hunters will ride their horses over and through any obstacles, paying no attention to the land rights of anyone below their social class, and heedless of any property they inadvertently destroy. Sometimes a Fox that has “gone to ground” will be attacked in its burrow by specially bred Terriers. After the Fox is killed, the tail, feet and head will often be severed and kept, while the youngest member of the hunting party will have their face smeared with the Fox’s blood.

Gorilla

A hairy humanoid beast from the jungles of the Dark Continent

Number Appearing: 1-20

Initial Impression: A powerful, hairy black Animal that looks like a parody of a man walking on all fours.

Size: Human-sized

Perversity: 9

Disposition: Cautious

Charisma: 7 **Intelligence:** 6 **Wisdom:** 16

Strength: 45 **Dexterity:** 15 **Constitution:** 15

Speed: 9

Armor Class: None

Hit Dice: 3

Attacks: 1 (teeth and fists)

Special Abilities: None

Weaknesses: Cannot Swim

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Tropical forests

Level: 3

Historically, Gorillas were unknown to Europeans in the 18th Century, but that's no reason why they can't appear in an Affair! Gorillas make fine Monstrous Servants for Mad Scientists, for example. People who are unacquainted with Gorillas might mistake them for bears at first glance.

Hawk

A fierce snatcher of small game

Number Appearing: 1

Initial Impression: A large bird with dangerous-looking talons and a sharp beak.

Size: Small (2' long)

Perversity: 9

Disposition: Cautious

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 2 **Dexterity:** 18 **Constitution:** 9

Speed: 20 flying, 3 walking

Armor Class: 2

Hit Dice: 0 (1-3 hp)

Attacks: 1 (1-3 points from talons & beak)

Special Abilities: Superior Vision

Weaknesses: Afraid of Fire

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Any

Level: 1

The sport of Falconry is not as popular in the Ghastly Age as in previous centuries, but wealthy country gentlemen (and ladies) will still sometimes hunt birds and small game with the aid of a captive Hawk. Wild Hawks will be found wherever there is prey, and are a particular terror for dove keepers.

The soul of a legendary warrior might return in the form of a Hawk (see [REVENANTS: Zoomorphic Revenant](#)).

Horse, Draft

The mighty helper of farmers and haulers

Number Appearing: 1

Initial Impression: A thickly built horse, bred for labor.

Size: Large (5' at shoulder)

Perversity: 9

Disposition: Determined

Charisma: 5 **Intelligence:** 2 **Wisdom:** 15

Strength: 90 **Dexterity:** 15 **Constitution:** 13

Speed: 10

Armor Class: None

Hit Dice: 3

Attacks: 1 (bite and hooves)

Special Abilities: Nightvision, Superior Hearing

Weaknesses: Afraid of Fire

Assets: Hard to Surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Farms and town, pulling carts

Level: 3

Heavily muscled and thickly built, Draft Horses are used by farmers and deliverymen alike. They are slower than Carriage or Riding Horses, but much stronger.

When pulling a cart or carriage a Draft Horse can haul 900 pounds at Speed 10. Between 900 and 1,800 pounds the horse's Speed is reduced to 7. Between 1,800 and 2,700 pounds the Draft Horse is slowed to Speed 4. The maximum the Horse can pull is 3,600 pounds, at Speed 1.

If hitched to a sled or plow a Draft Horse can drag up to 450 pounds at Speed 10. Between 450 and 900 lbs the Draft Horse is reduced to Speed 7. Between 900 and 1,350 pounds the Horse is reduced to Speed 4. At a maximum pull of 1,800 lbs the Horse is reduced to Speed 1.

A light load for a Draft Horse carrying people or merchandise is 225 lbs. Between 225 and 450 pounds its Speed is reduced to 7. Between 450 and 675 pounds its Speed is reduced to 4. At a maximum load of 900 pounds it can only move at Speed 1.

Horse, Riding, Carriage, or Wild

A steed of power and dignity

Number Appearing: 1-20

Initial Impression: A noble-looking Animal fit for riding, with a flowing mane.

Size: Large (5' at shoulder)

Perversity: 9

Disposition: Shy

Charisma: 5 **Intelligence:** 2 **Wisdom:** 15

Strength: 80 **Dexterity:** 15 **Constitution:** 12

Speed: 13

Armor Class: None

Hit Dice: 3

Attacks: 1 (bite and hooves)

Special Abilities: Nightvision, Superior Hearing

Weaknesses: Afraid of Fire

Assets: Hard to Surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Farm, towns, or temperate to subtropical plains

Level: 3

When hitched to a cart or carriage, a Carriage Horse can pull up to 800 pounds at Speed 13. Between 800 and 1,600 pounds the horse's Speed is reduced to 9. Between 1,800 and 2,700 pounds the Horse is slowed to Speed 5. The maximum the Horse can pull is 3,200 pounds, at Speed 1.

A light load for a Riding Horse is 200 lbs. Between 200 and 400 pounds its Speed is reduced to 9. Between 400 and 600 pounds its Speed is reduced to 5. At a maximum load of 800 pounds it limps along at Speed 1.

A Riding Horse can drag a maximum weight of 1,600 pounds.

Leopard

A terror lurking in the trees

Number Appearing: 1

Initial Impression: A large, ferocious cat, golden in overall color, but covered in black rosettes.

Size: Human-sized

Perversity: 9

Disposition: Aggressive

Charisma: 7 **Intelligence:** 3 **Wisdom:** 15

Strength: 30 **Dexterity:** 15 **Constitution:** 13

Speed: 16

Armor Class: None

Hit Dice: 3

Attacks: 1 (bite & claws)

Special Abilities: Leaping, Nightvision, Superior Hearing, Superior Sense of Smell, Superior Sense of Touch, Take-down

Weaknesses: Afraid of Fire

Assets: Hard to Surprise, Great Climber, Sneaky, Silent

Afflictions: None

Preternatural Powers: None

Natural Habitat: Temperate to tropical, any area

Level: 4

Leopards are the terror of the Dark Continent and Orient. Leopards that are completely black in color are called Black Panthers, and are often the objects of superstitious fear.

A Spectral Black Panther (see [SPIRITS: Spectral Animal](#)) might haunt the dark depths of the jungle. Similarly, a powerful warrior from the Dark Continent might return in the form of a Black Panther (see [REVENANTS: Zoomorphic Revenant](#)).

Special Abilities

Leaping: A Leopard can leap up to 10 feet vertically and 20 feet horizontally.

Lion

The king of beasts

Number Appearing: 4-20 (pride) or 1-2 (males)

Initial Impression: A majestic predatory cat, tan in color. The males have impressive, thick manes.

Size: Large (6-8' long)

Perversity: 9

Disposition: Aggressive

Charisma: 7 **Intelligence:** 3 **Wisdom:** 15

Strength: 45 **Dexterity:** 15 **Constitution:** 14

Speed: 17

Armor Class: None

Hit Dice: 5

Attacks: 1 (claws & bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Smell, Superior Sense of Touch, Take-down

Weaknesses: Afraid of Fire

Assets: Hard to Surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Temperate to tropical plains and savannah

Level: 6

Found in the Dark Continent and some parts of the near Orient, the Lion is a much desired beast for circuses. This traditional emblem of nobility is also one of the deadliest predators in nature.

Unlike most other cats, Lions are social, and generally live in groups called *prides*. A typical pride of Lions consists of an adult male, numerous females, and the male's young. Sometimes a pride will be large enough to have more than one adult male, but that is rare. Most male Lions roam as rogues, always seeking to take over a pride of their own. Almost all the hunting in a pride is done by the females. Males who are not rogues rarely hunt, but live off the meat brought back by the females.

Pig, Domestic

Ham on the hoof

Number Appearing: 1-20

Initial Impression: A common porker, snorting and covered in mud.

Size: Human-sized

Perversity: 9

Disposition: Curious

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 20 **Dexterity:** 9 **Constitution:** 13

Speed: 4

Armor Class: 2

Hit Dice: 2

Attacks: 1 (bite)

Special Abilities: Nightvision, Superior Sense of Smell

Weaknesses: None

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Farms and streets

Level: 2

Pigs are ubiquitous during the Ghastly Age. Although they no longer roam free as in previous centuries, they are still raised and eaten almost everywhere. All classes enjoy pork, and even upper class people are likely to consume such things as pig's feet and brawn. Lard is the basic cooking fat of northern regions, and there is likely to be some kind of preserved pork in almost everything common people eat. The traditional time for pig slaughtering has long been December, both to take advantage of the cold, and because it was wasteful to keep a pig alive through the winter when food was limited. By the Ghastly Age, however, agricultural techniques have improved enough to allow fresh pork (as opposed to cured ham and bacon) to be available almost year-round.

A common game played at fairs and festivals consists of docking the tail of a small pig, greasing the Animal's body, and letting it run loose. Whoever can capture the pig and hold it up off the ground is awarded the Animal as a prize.

Python

A reptilian terror from the jungle

Number Appearing: 1

Initial Impression: A huge snake with a powerful, muscular body.

Size: Large (10' long)

Perversity: 9

Disposition: Cautious

Charisma: 2 **Intelligence:** 1 **Wisdom:** 15

Strength: 30 **Dexterity:** 17 **Constitution:** 10

Speed: 7 slither, 7 climb

Armor Class: None

Hit Dice: 3

Attacks: 1 (constrict)

Special Abilities: Constriction, Heat Vision, Superior Sense of Smell

Weaknesses: Cold-Blooded, Movement-Based Vision

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Trees in tropical and sub-tropical regions, especially near water.

Level: 3

The basic characteristics of the Python can be applied to any large constrictor snake, whether true Pythons from the Dark Continent and Orient, or Boas and Anacondas from the New World.

Smaller constrictors (around 6 feet long or so) might be used as props by Gypsy dancers. Naturally, the Gypsies will know how to handle the Animal correctly so it does not attack. Outsiders who molest such a snake might find themselves in a *tight* situation!

Gigantic Pythons (see [MONSTERS: Gigantic Animal](#)) are rumored to exist in the dark depths of the jungle, where few civilized men have ever trod. Such creatures make perfect Monstrous Servants for Mad Scientists.

Special Abilities

Constriction: If a Python's initial attack is successful it will continue to constrict, automatically inflicting 1d6+3 point of Lethal Damage per round. The victim can attempt a Strength Contest each Round to try to break free.

Rat

The plague of cities

Number Appearing: 1-100

Initial Impression: A disgusting Animal like a giant mouse, with beady eyes and a grotesque naked tail.

Size: Small (up 1' long)

Perversity: 9

Disposition: Shy

Charisma: 2 **Intelligence:** 2 **Wisdom:** 15

Strength: 2 **Dexterity:** 15 **Constitution:** 13

Speed: 9 land, 9 swim

Armor Class: None

Hit Dice: 0 (1-2 hp)

Attacks: 1 Nonlethal

Special Abilities: Squeeze, Nightvision, Disease

Weaknesses: Afraid of Fire

Assets: None

Afflictions: Sweet Tooth

Preternatural Powers: None

Natural Habitat: None

Level: 1

Rats infest all major cities. Even the mansions of the wealthy can be host to Rats, and they are everywhere to be seen in poorer neighborhoods. Rat Catchers are a necessity in all urban areas, and will spend all night roaming buildings to trap rodents.

Gigantic Rats (see [MONSTERS: Gigantic Animal](#)) might be found in the lowest tunnels of the sewers, or in the darkest cellars of haunted castles.

Special Abilities

Squeeze: Rats can squeeze into cracks only half the size of their body.

Disease: About 1 in 10 rat bites can potentially transmit disease (usually Blood Rot). Anyone bitten by such a rat must Save versus Constitution or be infected.

Raven

The traditional bearer of ill-omen

Number Appearing: 1-2

Initial Impression: A pure-black bird with a heavy bill and intelligent eyes.

Size: Small (2' long)

Perversity: 10

Disposition: Curious

Charisma: 7 **Intelligence:** 6 **Wisdom:** 19

Strength: 1 **Dexterity:** 15 **Constitution:** 9

Speed: 18 Flying, 3 Walking

Armor Class: None

Hit Dice: 0 (1-2 hp)

Attacks: 1 Nonlethal (talons & bill)

Special Abilities: Imitate Speech

Weaknesses: Afraid of Fire

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: All temperate areas, including towns

Level: 1

Ravens and crows are the most intelligent birds, smart enough to make plans and play deliberate tricks. They can imitate human speech, and are capable of understanding what they say on the most basic level. It is actually possible to have a rudimentary conversation with a Raven!

Since they flock to scenes of mass slaughter, tradition links Ravens with death. Their sudden appearance may be taken as an omen of impending doom. They are a common form taken by Zoomorphic Revenants (see [REVENANTS: Zoomorphic Revenant](#)), and a lonely tower might be haunted by a Spectral Raven (see [SPIRITS: Spectral Animal](#)).

Special Abilities

Imitate Speech: A Raven who associates with people can learn to speak in a reasonably comprehensible manner. The bird is smart enough to know the meanings of individual words, but cannot string together sentences of more than two words length.

Rooster

The aggressive trumpeter of dawn

Number Appearing: 1-2

Initial Impression: A brilliantly feathered bird with prominent wattles and a gaudy tail.

Size: Small (1' tall)

Perversity: 9

Disposition: Aggressive

Charisma: 2 **Intelligence:** 1 **Wisdom:** 15

Strength: 1 **Dexterity:** 15 **Constitution:** 9

Speed: 3 walking, 9 flying (within 25 feet)

Armor Class: None

Hit Dice: 0 (1-2 hp)

Attacks: 1 (natural spurs and beak for 1 hp), or 1 (metal spurs and beak)

Special Abilities: None

Weaknesses: Afraid of Fire

Assets: None

Afflictions: Easily Provoked

Preternatural Powers: None

Natural Habitat: Farms and fighting pits, or tropical jungle

Level: 1

Roosters, especially those used for cock fighting, can be surprisingly dangerous. A Rooster with its natural spurs intact does only 1 hp of Lethal Damage per successful attack. Roosters used for fighting, however, often have their natural spurs replaced with sharpened metal ones that can do a full 1d6 points of Lethal Damage. It is not unknown for those who stage cock-fights to be killed by their own birds.

Tiger

A beast of fearful symmetry

Number Appearing: 1

Initial Impression: A huge, powerful cat with orange fur slashed by vertical black stripes.

Size: Large (10' long)

Perversity: 9

Disposition: Aggressive

Charisma: 7 **Intelligence:** 3 **Wisdom:** 15

Strength: 50 **Dexterity:** 16 **Constitution:** 15

Speed: 15

Armor Class: None

Hit Dice: 6

Attacks: 1 (bite & claws)

Special Abilities: Leaping, Nightvision, Superior Hearing, Superior Sense of Smell, Superior Sense of Touch, Take-down

Weaknesses: Afraid of Fire

Assets: Hard to Surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Tropical jungles to subarctic forest

Level: 7

Native to the Orient, Tigers are as deadly as they are beautiful. They are sought after for display in menageries, and a trained Tiger is an even larger draw for an Animal show than a Lion. In the Orient they are hunted both for their skins and for the supposedly medicinal powers of their body parts. Nonetheless, the peoples of the east also regard the Tiger as an emblem of power and royalty. Old World thinkers outside the Orient tend to regard the Tiger as an emblem of mindless savagery, however, as opposed to the supposedly noble Lion. Tigers are in fact larger, stronger, and most agile than Lions, and the average Lion will tend to lose a fight with a Tiger.

Many tales tell of man-eating Tigers. In the game such creatures may actually be the souls of human murderers, returned as Zoomorphic Revenants (see [REVENANTS: Zoomorphic Revenant](#)).

Special Abilities

Leaping: A tiger can leap up to 12 feet vertically and 24 feet horizontally.

Viper

A venomous snake

Number Appearing: 1 - 6

Initial Impression: A scaly, legless beast like a moving rope.

Size: Small (3 - 4' long)

Perversity: 9

Disposition: Shy

Charisma: 2 **Intelligence:** 1 **Wisdom:** 12

Strength: 2 **Dexterity:** 15 **Constitution:** 9

Speed: 7

Armor Class: 2

Hit Dice: 0 (1 hit point)

Attacks: 1 (1 point from bite, + poison)

Special Abilities: Venom, Scent-tracking

Weaknesses: Cold-Blooded, Movement-Based Vision

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: All temperate to tropical areas

Level: 2

Vipers are found throughout the world. The rattlesnakes of the New World are unique Vipers that can create a rattling sound to warn potential adversaries to stay away from the snake. Larger and more powerful venomous snakes (such as the King Cobra) can possess a full Hit Die.

Pits of full of Vipers might be maintained by evil Mad Scientists or the most depraved of Libertines, either as traps, or as instruments of deliberate murder.

Special Abilities

Venom: A victim bitten by a Viper must make a Constitution Save or suffer 1d6 points of Lethal Damage and become incapacitated, unable to move on their own. Every Turn thereafter the victim must Save versus Constitution or suffer 1d6 points of Lethal Damage. A successful Save halts all further Hit Point loss.

Vulture

The constant companion of exposed corpses

Number Appearing: 1-20

Initial Impression: A grotesque bird with a naked neck and head.

Size: Small (2' high)

Perversity: 9

Disposition: Cautious

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 2 **Dexterity:** 15 **Constitution:** 16

Speed: 18 flying, 3 walking

Armor Class: None

Hit Dice: 0 (1-3 hp)

Attacks: 1 (1-2 points from talons & beak)

Special Abilities: Disease Immunity, Superior Vision, Superior Sense of Smell (New World species only)

Weaknesses: Afraid of Fire

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Warm temperate to tropical open areas.

Level: 1

Vultures live in warmer regions, where they roam in search of dead bodies to eat. Once they sense a corpse (or dying Animal) they will circle until they feel safe, and then land to feast.

Special Abilities

Disease Immunity: Vultures are immune to carrion-born diseases (but not other kinds).

Wolf

The fearsome pack hunter of the forest

Number Appearing: 7-16, or 1

Initial Impression: A powerful canine with fierce eyes

Size: Human-sized

Perversity: 9

Disposition: Aggressive

Charisma: 6 **Intelligence:** 4 **Wisdom:** 15

Strength: 13 **Dexterity:** 15 **Constitution:** 12

Speed: 13

Armor Class: None

Hit Dice: 2

Attacks: 1 (bite)

Special Abilities: Nightvision, Superior Hearing, Superior Sense of Smell, Take-down

Weaknesses: Afraid of Fire

Assets: Hard to Surprise

Afflictions: None

Preternatural Powers: None

Natural Habitat: Forests

Level: 2

Wolves are social Animals, and a pack is capable of using fairly sophisticated ruses and ambush tactics. Wolves are universally hated during the Ghastly Age, and bounties may be given for their corpses. Nonetheless, they linger in the forests and remaining wilderness areas of many lands.

Symbols of ferocity and ravenous hunger, Wolves loom large in folklore. Stories tell of Gigantic Wolves (see [MONSTERS: Gigantic Animal](#)) that slaughter both livestock and men indiscriminately. Spectral Wolves (see [SPIRITS: Spectral Animal](#)) might haunt the woods around a cursed castle. Those who were violent in life might return in the forms of Wolves, as Zoomorphic Revenants (see [REVENANTS: Zoomorphic Revenant](#)). Natural Wolves are not necessarily well-disposed to [Werewolves](#) or Bzous (see [MONSTERS: Bzou](#)). Wolves are, however, sometimes called and controlled by powerful Vampyres.

ANTAGONISTS

Most human Non-Player Character Antagonists are Everymen of Levels 1 to 5. Only exceptional NPCs (and Secondary Player Characters) will have Levels in other Classes. Remember that Non-Player Character Everymen do not increase their Hit Points beyond 1st Level, unless they are important to the plot of the Affair.

It is not necessary to define every aspect of a character who is not going to figure in the ongoing Saga. The Presenter should only worry about those characteristics that are going to come into play, and just assume that the Antagonist is average in every other way. For example, don't bother to define an Everyman Antagonist's Avocation or Inheritance, unless they are going to matter to the plot somehow. However, it is always helpful to define the Antagonist's Agenda in interacting with the Player Character's. For example, does the Antagonist want money, revenge for a perceived slight, or something else?

Generally, an Antagonist's strongest Ability will be rated 11 at 1st Level, plus 1 per Level above the first. Assume all other Abilities are average (9). Thus, a 5th Level Burglar would have a 15 Dexterity, and a rating of 9 in every other Basic Ability. Except as noted, Antagonists are created just like any other Character. They use the usual Hit Dice for their Class, unless otherwise indicated. Some types, such as Feral Children, are essentially their own Character Classes.

The short description after each entry can be used as a guide to what an Everyman Antagonist can accomplish as part of their Profession.

Aristocrat

The Aristocrats of the Ghastly Age are, in general, decadent snobs who believe themselves to be in every way better and more important than everyone else. Most Aristocrats will have been trained in etiquette, horseback riding, dancing, and at least one form of artistic expression. Male Aristocrats will have hunting, shooting, and swordsmanship skills. Female Aristocrats will be able to sew, embroider, and know how to play at least one musical instrument. Female Aristocrats in particular will be skilled at social manipulation and subtle character assassination. Aristocratic ladies are famed for being able to hold conversations with each other using nothing more than the silk fans they hold. All Aristocrats are naturally at home in High Society.

Any of an Aristocrat's Basic Abilities could be their strongest one, but it is frequently Charisma. The typical Aristocrat is Classed as an Everyman, but many are Libertines. Mad Scientists and Magicians are often also Aristocrats, and many a Bandit Highwayman is an Aristocrat by day. If the Aristocrat is a Class other than Everyman, replace one of their Special Class Abilities with "Aristocratic Skills", representing the skills enumerated above.

Unless the Player Characters are themselves upper class, they may eventually run into an Aristocrat who believes that they have a right to the characters' possessions, properties, or spouses. This situation can result such things as a Duel with pistols, a war of insults and slanders waged across salons, or a protracted legal battle.

Assassin

Assassins are hired killers, who use stealth, disguise, and fraud to kill targets with both weapons and poison. Their strongest Ability will be Charisma, Strength, or Dexterity. Most Assassins are Classed as Everymen, but some Bandits sell their services as Assassins as well.

Player Characters who anger Aristocrats, repeatedly fail to pay back Usurers, or learn the guarded secrets of certain secret societies could all be the targets of Assassins.

Burglar

Burglars are stealthy thieves that aim to enter a home unnoticed and make off with their stolen goods without a fight. Their strongest Ability will be Dexterity. Burglars are almost always Everymen.

Player Characters who grow obviously wealthy may be the target of Burglars, especially if the characters fail to hire sufficient visible Guards to watch their homes.

Brute

Brutes are strong men who are employed to lift, carry, move, or break things. The stereotypical Brute is exceptionally strong, with a 13 Strength at 1st Level. Unfortunately, the typical Brute is also dim-witted, with an 7 Intelligence. To make a Brute, replace one of the character's Class Special Abilities with "Feat of Strength" (as the Demon Hunter Special Ability).

A Brute can be used as Monstrous Servant by a Mad Scientist.

Cannibal

Cannibals can be savage tribesmen from faraway jungles, inbred hill-folk, or even decadent noblemen looking to get thrills by committing the ultimate transgression. Their best Ability will usually be Constitution, reflecting their strong stomachs! If a Cannibal does not already have Levels in the Grave Robber Class, replace one of their Class Special Abilities with the Grave Robber's "Iron Constitution".

A Cannibal can be used as Monstrous Servant by a Mad Scientist.

Charlatan

Charlatans use lies, misdirection, sleight of hand, emotional manipulation, flashy dress, and outright intimidation to sell such things as spurious predictions, useless gadgets, real estate they do not own, shares in nonexistent businesses, and phony medicines that are frequently poisonous. Their strongest Ability will be Charisma. Most are Everymen, but some are Leveled as Gypsies or Libertines.

Clergy

Clergy include priests, monks, ministers, nuns, and all those whose Profession involves the performance of religious rituals, or the administration of religious organizations. Most Clergy are Everymen. During the Ghastly Age some clergy are actually Libertines who use their position to gratify their lusts. There are even Clergy who are secretly Magicians. The strongest Ability for Clergy can be Charisma (in the case of skilled preachers), Intelligence (in the case of cloistered monks and nuns) or Wisdom (in the case of the average minister or parish priest). Clergy who are high officials in a church (or simply unpopular) may well have 1 – 4 Guards or Ruffians as bodyguards. Inquisitors sent to root out heresy will usually be Level 3 – 5, and will travel with a full complement of followers. Such followers will include 2 -4 lower-Level Clergy, 3-12 Soldiers, an Executioner, and a Clerk.

Player Characters can come into conflict with Clergy in a number of ways. Gothic literature is filled with wicked monks and nuns who imprison innocents and subject them to twisted tortures and debased rituals. Some priests who have no parishes will support themselves by performing satanic Black Masses for bored noblemen. Crazy preachers may condemn the Player Characters for their real or imagined crimes, causing no end of trouble. Perverse Player Characters may be rightfully opposed by virtuous Clergy. Worst of all is the possibility that the Player Characters will incur the wrath of the Inquisition, should they be in a land where it still exists.

Cultist

Cultists are religious extremists, both of established creeds and small unorthodox sects. Whether they worship a popular saint through bloody self-flagellation, or propitiate an ancient demon-god by means of secret rites, all cultists are insanely devoted to their faith. Cultists can be of any Character Class and have any Ability as their strongest one. To make a Cultist character, replace one of the character's Special Abilities with "Berserk Rage", and replace one of their Weaknesses with "Enraged by Blasphemy". Whether or not they consider themselves to be "good", all Cultists have Perversity scores of at least 15.

Cults are often actually actually led by creatures of supernatural evil, such as [Demoniacs](#).

Degenerate

Degenerates are people whose lives are wholly consumed with indulging their abominable desires. They can be of any Character Class. To make a Degenerate, add the Asset "Cunning", and the Affliction "Physically Disturbing" to the character. All Degenerates have Perversity scores of 20, and bear some physical mark of their complete moral corruption. Some disturbing marks of Degeneracy include:

- Completely white hair
- Constant drooling
- Hairy palms
- Crossed eyes
- An unusually large tongue that hangs from the corner of the mouth
- Constant twitching
- Bodily sores
- Unblinking eyes
- Being completely hairless
- Extreme hirsuteness
- Unusual pallor
- Sunken cheeks and eye sockets

Note that some of the marks of Degeneracy are identical with certain Vampyric Debilities, and Degenerates are at risk of actually becoming [Vampyres](#) after death.

The Degenerate's Asset of "Cunning" should confer a +3 Bonus on Intelligence, Wisdom, or Charisma checks whenever success would allow the Degenerate to indulge their preferred vice.

A Degenerate can be used as Monstrous Servant by a Mad Scientist.

Demagogue

Some people seem to be able to play crowds like a musician plays their instrument. Such people are called Demagogues. Some Demagogues preach religious messages, others have political causes, while still others spout utterly insane rantings that they make somehow sound reasonable. Whether for worthy or purely selfish purposes, Demagogues gather crowds to hear their proclamations, and inspire those people to take action.

Demagogues can be of any Class, but they will always have very strong Charisma scores. To create a Demagogue, replace one of their character Class's Special Abilities with "Incite Mob". This Special Ability allows a Demagogue of 3rd Level or above to gather and create a Mob of a Level equal to their own character Level. The Demagogue must be allowed to speak for a full 10 minutes to incite a Mob, and there must be sufficient listeners to form it.

Duelist

Duelists are skilled one-on-one fighters who are also masters of intimidation. Although it is common for upper class men to fight duels for their honor, Duelists are not always upper class, or actually concerned about honor. Rather, they constantly test and refine their skills by provoking, and usually winning, completely unnecessary duels. If a Duelist is not already a Libertine, replace one of their Class Special Abilities with the Libertine's "Duelling" Special Ability. Also, replace another of the Duelist's Special Abilities with "Danger Bonus (+1)". A Duelist's strongest ability can be Dexterity or Charisma.

Fairy Doctor

Fairy Doctors are Magicians who derive their powers largely from Pacts with the Fairies. To make a Fairy Doctor, replace the Magician's "Power Object" Weakness with the Weakness "Fairy Ban". Unlike an actual Fairy, however, the price a Fairy Doctor pays for violating their Ban is complete loss of their power to use magic. It is up to the Presenter to define the nature of the Ban, which is apt to be seemingly nonsensical.

Player Characters who are sick or injured may seek out a Fairy Doctor. The Doctor may want money, but is just as likely to ask for some bizarre service, or a nearly impossible to obtain object. Like the Fairies they associate with, Fairy Doctors will be particularly keen that people keep whatever bargains they make in return for the Doctors' services. Angering a Fairy Doctor is extremely unwise. Naturally, the PCs will probably do it.

Feral Child

A Feral Child is a young person who survived alone in the wilderness from an early age, and now thinks and acts like a wild Animal. A Feral Child will have the Special Abilities “Berserk Rage”, “Nightvision”, “Superior Sense of Smell”, “Superior Sense of Touch”, and “Superior Sense of Taste”. Their Weaknesses are “Afraid of Fire” and “Easily Spooked”. A Feral Child’s strongest Ability will be Dexterity. Feral Children use a d8 for their Hit Dice, and their Damage Bonus is equal to their Level. They can bite, punch, and scratch for a full 1d6 points of Lethal Damage.

A Feral Child who becomes civilized loses all Levels as a Feral Child (including all Special Abilities and Weaknesses), and becomes instead a 1st Level character in some other Class.

A Feral Child can be used as Monstrous Servant by a Mad Scientist.

Financier

Financiers are wealthy bankers with a profound understanding of business, mathematics, and social manipulation, who are at home in High Society. Financier are often members of secret societies, and can count the most important of people among their friends (and debtors). A Financier’s strongest Ability will be Intelligence. A Level 5 Financier will usually have at least 2 personal Guards, and will undoubtedly have one or more Guard Dogs.

Footpad

Footpads are Bandits who work on foot, either out of poverty or because they prefer not be encumbered by a horse. Footpads almost always work alone, and tend to prey on single travelers in towns. A Footpad will typically hide in a dark ally or behind a bush, then suddenly attack. If a potential target puts up a real fight the Footpad will usually run away to seek an easier victim.

Gambler

Professional Gamblers have encyclopedic knowledge of various games of chance, possess an intuitive understanding of probabilities, and are also skilled at social manipulation, bluffing, intimidation, and even basic sleight of hand. While most are Everymen, many are Leveled as Libertines or Gypsies. Their strongest Ability can be Dexterity, Intelligence, or Charisma, depending on whether they win by outright cheating, by card counting and playing the probabilities, or by bluffing and manipulating other players.

Guard

Guards are employed by governments and wealth individuals to watch for intruders, catch and arrest criminals, and fight to protect their charges. The average Guard is a 1st Level Everyman, while their Commander will be 5th Level. Their strongest Ability will be Dexterity.

Gypsy

Player Characters can easily find themselves on the wrong side of a Gypsy Curse. In such a case they will have to find out how they can make amends for whatever transgression resulted in the Gypsies' anger.

Highwayman

Highwaymen are Bandits that roam the roads on horseback. Some Highwaymen work alone, but it is more typical that a gang works together. Such a gang will typically be headed by a 5th Level Bandit, with 2 – 8 lower Level Bandits.

Highwaymen will always try to immobilize their target first. They may set up a complete roadblock, or pounce suddenly from a hiding place on the side of the road. Thus, roads that run through wooded areas are particularly prone to be haunted by Highwaymen. If their target is a carriage, the Highwaymen may ride up to the driver and threaten him with a sword or gun so he will stop the vehicle. Afterward the passengers will be robbed.

Many Highwaymen have wealthy or aristocratic origins, and may affect elaborate courtesy towards their victims. For example, a Highwayman may “request” (at gunpoint) a “donation” to “the Poor Equestrian’s Relief Fund”. A young woman might be told she owes “beauty tax”, or informed she is being “fined for the theft of my heart”. Some victims may even be thrilled to be robbed by a particularly famous Highwayman, since it makes a great story to tell at the next salon or party.

Immortal Wanderer

An Immortal Wanderer is a person cursed to travel the Earth, unable to die. Some are condemned on account of an outrage committed against a holy person or place. Others are cursed for despoiling Nature, or because they cheated the Incarnation of some spiritual power. An Immortal Wanderer gains the ability to employ one Preternatural Power (typically *Protection From Evil*, *Banish*, or *Continual Flame*), usable as many times a day as their Level. An Immortal Wanderer is prohibited from ever sleeping in the same location twice in a row, however. If they try, they will be teleported in their sleep to a random place up to 100 miles away. Immortal Wanderers are great sources of

information, but most become so world-weary that it is difficult to motivate them to care about anything (except potentially lifting their curse). Some few, however, dedicate themselves to warning others not to follow in the Wanderer's footsteps. Immortal Wanderers can be of any Class.

Mad Scientist

A Mad Scientist can be one of the deadliest possible Antagonists. Assume that a Non-Player Character Mad Scientist possesses Mad Inventions whose total Levels equal his own, as well as the same Level value of Monstrous Servants. For Example, a 5th Level Mad Scientist Antagonist may have a Gun of *Ball Lightning* (Level 3) and a Salve of *Cure Light Wounds* (Level 2), and also hold dominion over two Beast Men (Level 2 each) and a Baboon (Level 1). The Mad Scientist may also have hired Guards or Ruffians at least equal in number to his own Level.

Mob

Number Appearing: 1

Initial Impression: A mass of people obviously enraged beyond reason.

Size: Large (10' diameter per 10 people)

Perversity: 16

Disposition: Aggressive

Charisma: 6 **Intelligence:** 6 **Wisdom:** 6

Strength: 40 **Dexterity:** 9 **Constitution:** 9

Speed: 9

Armor Class: Usually 0

Hit Dice: 2 (10 – 20 members), 3 (21 – 30 members), 4 (31 – 40 members), 5 (41 – 50 members), 6 (51 – 60 members), 7 (61 – 70 members), 8 (71 – 80 members), 9 (81 – 90 members), 10 (91 – 100 members), etc.

Attacks: 1 (improvised weapons, punches, and kicks) + Take-down

Special Abilities: Take-down

Weaknesses: Enraged by (the object of the Mob's anger)

Assets: Grabbing and Holding

Afflictions: Easily Fooled

Preternatural Powers: None

Natural Habitat: The public square, the exterior of a prison, the outside of a Mad Scientist's laboratory, the lair of a notorious Vampyre, wherever people are found.

Level: 2 (10 – 20 members), 3 (21 – 30 members), 4 (31 – 40 members), 5 (41 – 50 members), 6 (51 – 60 members), 7 (61 – 70 members), 8 (71 – 80 members), 9 (81 – 90 members), or 10 (91 + members)

A Mob is a group of 10 or more people bound together by a single emotion, usually anger. Despite being comprised of multiple individuals, a Mob functions as if it was a single Adversary. Whatever the individual Abilities of the people who comprise the Mob, it will function as a single collective with the Abilities indicated above. In particular, a Mob is more perverse, far dumber, and much less perceptive than the individuals inside it. Even if comprised of individually virtuous people, a Mob will be detected as Evil by the appropriate Preternatural Effects.

Mobs can form for such purposes as killing a suspected murderer, punishing a [Mad Scientist](#) for his transgressions against Nature, or destroying a suspected [Vampyre](#). Many Mobs are incited by Demagogues, but many seem to form spontaneously. For example, a dozen women may discover that they have all been previously Seduced by the same Libertine, and decide to finally teach the cad a lesson. Of course, Mobs are prone to commit acts far more heinous than the ones they seek to punish.

A Mob of 10 to 20 people has 2 Hit Dice. It makes one effective attack per Round, but with the usual +2 Damage Bonus for a 2 Hit Dice Creature. A Mob gains an additional Hit Die (and point of Damage Bonus) at 21 members, 31, 41, and so on.

Like any other Adversary, a Mob which takes half or more of its Hit Points in damage must make Morale Checks every Round thereafter. Failure indicates that the Mob disperses, and its members resume their previous individuality. A Mob loses 1 member for every 3 Hit Points of Lethal Damage it takes. Therefore, a Mob will usually lessen in strength before it finally disperses. A Mob reduced to 0 Hit Points, or below 10 members, disperses automatically.

Pickpocket

Ordinary pickpockets are omnipresent in the cities of the Ghastly Age. They are generally skilled in moving silently and hiding in the shadows, as well as stealthily removing objects from their unwary holders. Pickpockets avoid violent confrontations, and are generally Everymen rather than Bandits. Some Pickpockets will have Levels in the Gypsy class, and may belong to a Gypsy nation. A Pickpocket's strongest Ability will usually be Dexterity, unless they are a Gypsy. Assume that the Pickpockets in small towns will be 1st or 2nd Level, Pickpockets in average towns will sometimes be 3rd or 4th Level, while the largest cities will host Pickpockets of 5th Level (and above).

Pirate

Pirates are sailing Bandits who raid shipping, either as a purely criminal enterprise, or as Privateers working for some government. Some raid coastal towns for the slave trade. A typical pirate ship will always be Captained by a Bandit of at least 5th Level. The Captain usually shares authority with a Quartermaster of at least 4th Level. There will also be a Boatswain (responsible for keeping the ship in working order), Sailing Master (navigator), and Master Gunner of at least 3rd Level each. The remaining crew (typically 50 – 100) will be 1st or 2nd Level. The ship will also have an Everyman Carpenter and/or Doctor – often the same person! A Pirate's strongest Ability will be Dexterity, although higher-Level Pirates almost always have good Constitutions as well. Except in the case of chartered Privateers, the Captain and Quartermaster have to be elected to their positions, and will therefore also have strong Charisma scores.

Police

Police are professionals employed by the state to watch for crime, apprehend criminals, and otherwise enforce the law. Not every country of the Ghastly Age has actual police – some (such as Great Britain) still rely on private and voluntary law enforcement. Most Policemen will naturally be 1st or 2nd Level. A 5th Level Policeman would be a commander (commissary, kommissar, or commissaire). A professional Policeman's strongest Ability will be Wisdom, reflecting good intuition, or “gut feelings”. In places without actual police, victims of crimes will have to rely on private “[Thief-takers](#)” to apprehend criminals.

Procurer

Procurers are people who recruit and make their money from prostitutes. Male Procurers are called Pimps, while female Procurers are called Madams. Madams usually run brothels staffed by 2-20 women (and sometimes young men), while Pimps are more likely to manage itinerant prostitutes. Both Pimps and Madams are skilled at social manipulation, intimidation, seduction and fraud. Most are Everymen, but some exceptional Procurers are Leveled as Libertines. Their strongest Ability will be Charisma.

A common trick used by urban Procurers is to first befriend a gullible young woman from the countryside, giving her expensive gifts and a place to stay. Afterward, the hapless girl is informed that she is now in debt to the Procurer, and will be arrested unless she pays off what she owes by prostituting herself. Some Procurers will go so far as to kidnap young people and force them to become prostitutes under threat of violence. Still another technique used is to addict the prostitute to [opium](#), which the Procurer continues to supply as long as the addict does as they are told and makes no trouble. Of course, the economic realities for lower class women of the Ghastly Age are so dismal that many will willingly prostitute themselves without the need for coercion of any kind.

Raging Lunatic

Characters of any Class and background could become Raging Lunatics. To create a Lunatic Antagonist, replace one of the Class Special Abilities with “Berserk Rage”, and one of the Class Weaknesses with “Enraged By....”. Decide upon the object of the Lunatic’s rage, which naturally does not need to make any logical sense. Lunatics also gain the Special Ability “Wisdom of the Mad”, which allows them to make Wisdom Checks to inexplicably know information they could not have learned in any conventional way.

A Raging Lunatic can be used as Monstrous Servant by a Mad Scientist.

Ruffian

Ruffians are thuggish criminals who rely on violence, intimidation, and bad reputations. Ruffians above 1st Level will command a number of lower Level Ruffians equal to twice to three times their own Level. Thus, A 5th Level Ruffian would be the leader of a large gang of 10-15 lower-Level Ruffians. Most Ruffians are simply Everymen, not flamboyant or interesting enough to be true Bandits. Unless actually Leveled in the Bandit Class, their strongest Ability will be Strength.

Secret Agent

Secret Agents are employed to stealthily spy on targets, steal papers and objects, seduce informants, influence the officials of enemy nations, and sometimes even perform assassinations. Secret Agents often have Levels in the Libertine Class, and some few are actual Magicians. Courtesans, especially those who specialize in servicing government officials, are sometimes actually Secret Agents for foreign powers.

Soldier

Most Soldiers are 1st or 2nd Level Everymen. Voluntary Soldiers will have “Soldier” as their Profession, while conscripts will have “Soldier” as their Avocation.

For every 3 – 6 ordinary Soldiers there will be a 2nd Level Corporal. For every Section (or Squad) of 6 – 12 soldiers there will be a Sergeant of 2nd or 3rd Level. For every Platoon of 12 – 24 soldiers there will be a Lieutenant, usually of Level 3 – 5, but potentially of any Level. A Company of Soldiers (usually around 100, but potentially ranging from 80 – 200) will be led by a Captain, typically 5th Level. A Battalion (or Regiment) of 4 – 6 Companies (usually around 500 soldiers, but potentially from 240 – 1200) will be led by a Colonel, who will also typically be at least 5th Level.

In the Ghastly Age, Colonels, Captains, and Lieutenants will almost always be upper class in origin. Corporals and Sergeants, on the other hand, will be middle class, and ordinary Soldiers will come from the lower class.

A unit of Soldiers on the move will usually have “Camp Followers” – the mistresses (and sometimes wives) of the officers, common prostitutes, blacksmiths, carpenters, nurses, entertainers, cooks, seamstresses, porters, laundresses, and merchants. A unit will usually have Camp Followers equal to 10 – 25% of the number of Soldiers, although the number can swell to as high as 50%. The number of Camp Followers tends to increase the further a force is from home. The Camp Followers will usually travel with the baggage train of the army, which may stretch for miles behind a force of thousands. A defeated army may abandon its Camp Followers to the mercy of the victorious force.

During the Ghastly Age, Soldiers who take territory (especially towns) will loot and commit various atrocities against the civilian population, unless prevented by an exceptionally strong and moral commander. Marching armies will also often send out foraging parties to steal from the local farmers, in order to preserve the force’s supplies. Some soldiers will inevitably marry local “war brides”, whether or not those Soldiers have wives back home.

Player Characters could easily run afoul of Soldiers in number of ways, including encountering foraging parties or being trapped in a fallen city. In some places Squads of Soldiers may be formed into Press Gangs, with the object of kidnapping young men and forcing them to serve in the navy or army. Soldiers on leave can be notoriously rowdy.

Speculator

Speculators are glib salesmen for risky business ventures, excelling in charming and fast-talking the unwary. They haunt stock exchanges, coffee houses, taverns, and even street corners, constantly trying to get others involved in their chancy deals. Speculators who sell questionable stocks are also known as Stock Jobbers, and are responsible for much economic mischief. A Speculator’s strongest Ability will naturally be Charisma. If any character actually invests with a speculator, each share will cost 20 x 100 pennies, and the eventual return on investment will likewise be 20 x 100 pennies per share (if the speculator decides to even pay any earnings). It is thus *possible* that the investment will pay off, but not *likely*.

It is easy for Player Characters to come into conflict with a Speculator, especially if they lose money to one of his investment schemes. Speculators that feel threatened may employ Ruffians to protect themselves.

Tax Collector

There is nothing fair, honest, or just about taxation in the Ghastly Age. Perversely, those most most able to pay taxes (the nobility) often manage to pay the least. Most taxation will be in the form of tariffs, and taxes on land. People might also be taxed on the amount of windows or doors in their home. Governmental fees and licenses will also be demanded for almost anything a person might want to do. In fact, lower class people are often forced to pay fees and acquire licenses for things they don't even want to do! Obviously, tax collectors are hated figures who will doubtless eventually turn their eye towards the Player Characters.

Tax Collectors are often corrupt private contractors who can be bribed to look the other way. They make up the difference by extorting more money out of people unable or unwilling to pay the bribe.

A Tax Collector's strongest Ability will usually be Intelligence. A typical Tax Collector will travel with 1 – 6 [Guards](#) or [Soldiers](#) ready to assault anyone slow to pay or bribe the official.

Thief-taker

Thief-takers are private individuals employed to investigate crimes and capture criminals in areas (such as Great Britain) without formal Police. Unlike actual Police, Thief-takers do not patrol streets, and work solely when paid to do so by victims (or their families). Player Character Bandits, Grave Robbers, and Libertines may often find themselves targeted by Thief-takers. About half of Thief-takers are actually (or were formerly) engaged in criminal enterprises of their own, and may be Leveled as Bandits. The rest are Everymen, with Wisdom as their strongest Ability. Typically, their Profession makes them skilled in investigation, grabbing and holding suspects, fighting, tracking, appraisal, intimidation, disguise, and detecting lies. Even when they are not criminals themselves, it is common for Thief-takers to extort money out of suspects, or simply arrest any convenient person for a crime.

Usurer

Usurers are scheming criminals who offer high-interest loans to a mostly lower class clientele. They differ from Financiers only in the scale and scope of their activities. A loan from a criminal usurer will carry a 10 - 100% interest rate. A Usurer's strongest Ability will be Intelligence.

A Usurer will almost always employ a number of [Ruffians](#) at least equal to the Usurer's Level, to extract payment from those reluctant (or unable) to pay back their loans. Additionally, a Usurer is likely to keep at least one [Guard Dog](#).

Witch/Warlock

Most people believed to be Witches or Warlocks are actually only Everymen with knowledge of herbal medicine, Animal husbandry, midwifery, and folk rituals. Only a small number of so-called Witches have actual Levels in the Magician Class. Their strongest Ability can be either Intelligence or Wisdom. Some Witches are solitary. Other Witches will be part of a coven headed by a 3rd to 5th Level Magician, with 1 – 4 lower Level Magicians as assistants, and 4 – 10 Everymen making up the balance of the group.

Both White Witches (who specialize in Blessings and Angelic Pacts) and Black Witches (who specialize in Maledictions and Infernal Pacts) exist, but Player Characters are more likely to come into conflict with Black Witches. Sometimes the head of a Coven of Black Witches is not actually a Magician at all, but a possessed Demoniac.

Wrecker

Wreckers create false beacons at night and during storms, to deliberately lead ships towards rocky shores. After the ship wrecks, the Wreckers collect any accessible cargo (and often murder any surviving crew). Wreckers are among the most despicable of criminals, and are usually only Leveled in the Everyman Class. Some few may be actual Bandits. Their strongest Ability will generally be Dexterity.

FAIRIES

Erlking

A terrifying Fairy who kidnaps unwary young travelers

Number Appearing: 1

Initial Impression: A crowned old man with a long white beard, long pointed ears, sharp teeth, and long fingers, wearing black finery, and riding a black horse.

Size: Human-sized

Perversity: 16

Disposition: Aggressive

Charisma: 12 **Intelligence:** 16 **Wisdom:** 13

Strength: 15 **Dexterity:** 15 **Constitution:** 13

Speed: 8 (or by Animal form)

Armor Class: 6

Hit Dice: 9

Attacks: 1 (sword)

Special Abilities: Fairy Characteristics, Fairy Magic, Frighten, Call the Restless Dead

Weaknesses: Fairy Weaknesses, Fairy Ban (Cannot Leave Woods)

Assets: Grabbing, Skilled Equestrian

Afflictions: None

Preternatural Powers: *Elf Stroke, Enter Ethereal Plane, Ghost Lights, Invisibility, Major Creation, Mirage Arcane, Pass Without Trace, Polymorph Self, Walk Through Shadows*

Natural Habitat: Shaded woods and forests

Level: 9

An Erlking wanders through the woods, seeking children and beautiful young woman to abduct to his home in the Otherworld. He is wild and cruel, delighting in the terror he inspires. The Erlking may command Goblins to aid him in his dark errands. His horse is likely to actually be a transformed Fairy, or even a Zoomorphic Revenant.

An Erlking's sword is enchanted, and can strike beings otherwise not affected by normal weapons. If the Erlking is destroyed, however, the sword reverts to an ordinary branch of alder wood.

An Erlking can use *Major Creation* to make gifts for those that please him. He can appear to make finely wrought items with his magic, but they are never real and permanent.

Erlkings belong to a subclass of Fairies known as bogeymen. Like all other bogeymen, they can deliberately frighten others, and are closely associates of the restless dead.

Special Abilities

Fairy Magic: An Erlking can use the following Preternatural Powers: *Elf Stroke, Enter Ethereal Plane, Ghost Lights, Invisibility, Major Creation, Mirage Arcane, Pass Without Trace, Polymorph Self, Walk Through Shadows*

Frighten: Each night an Erlking can cause up 9 Levels of Animals or people to save versus Charisma, or flee in terror. Any Creature so affected will not stop running until they can no longer see the Erlking. The Erlking must be visible in order to Frighten.

Call the Restless Dead: Each night an Erlking can cause up to 9 Levels worth of Revenants or Ghosts located within 1 mile of his present location to travel towards him at their fastest rate of speed. The Erlking does not otherwise control the creatures once they appear, but they are always positively inclined towards the Fairy. Calling The Restless Dead supersedes all other forms of Preternatural control that might be exercised over the beings.

Weaknesses

Fairy Ban (Cannot Leave Woods): An Erlking cannot leave his woods. If he is somehow tricked into doing so he is banished to the Otherworld until the next season.

Goblin

A relatively common Fairy who delights in mischief

Number Appearing: 1-3

Initial Impression: A little man with green skin; large, red eyes; an absurdly long nose; and long, pointed ears.

Size: Small (3 feet tall)

Perversity: 13

Disposition: Goading

Charisma: 8 **Intelligence:** 13 **Wisdom:** 13

Strength: 9 **Dexterity:** 13 **Constitution:** 13

Speed: 8 (or by Animal form)

Armor Class: 2

Hit Dice: 1

Attacks: 1 (bite for 1-2 hp)

Special Abilities: Fairy Characteristics, Fairy Magic, Frighten, Call the Restless Dead

Weaknesses: Fairy Weaknesses, Fairy Ban (Must Avoid Sunlight)

Assets: None

Afflictions: Greedy

Preternatural Powers: *Elf Stroke (1 per day), Enter Ethereal Plane, Ghost Lights, Invisibility, Indistinct Phantasmagoria, Mending, Pass Without Trace, Prestidigitation, Polymorph Self*

Natural Habitat: Dark corners, disused cellars, dusty attics, and deep closets.

Level: 1

Goblins are mischievous fairies who inhabit shadowy places. They can be found everywhere from abandoned ruins to the disused parts of palatial homes. They are not truly malevolent, and while they will always make mischief, they may help people who laugh along with the Goblins' pranks. On the other hand, those who molest a Goblin can be subjected to a magical *Elf Stroke*.

A Goblin will use its *Mending* power for those those who compliment it, amuse it, or do it some service. They are even known to help with mining, digging, or household chores, if they deem the people who benefit to be worthy.

Special Abilities

Fairy Magic: A Goblin can use the following Preternatural Powers: *Elf Stroke (1 per day), Enter Ethereal Plane, Ghost Lights, Invisibility, Indistinct Phantasm, Mending, Pass Without Trace, Prestidigitation, Polymorph Self*

Frighten: Once a night a Goblin can cause a Level 1 Animal or person to save versus Charisma, or flee in terror. A Creature so affected will not stop running until they can no longer see the Goblin. The Goblin must be visible in order to Frighten.

Call the Restless Dead: Once per night a Goblin can cause an existing Level 1 Revenant or Ghost located within 1 mile of its present location to travel towards it at their fastest rate of speed. The Goblin does not otherwise control the creature once it appears, but it is always positively inclined towards the Fairy. Calling The Restless Dead supersedes all other forms of Preternatural control that might be exercised over the affected being. For example, a Goblin can make a recently created Walking Skeleton disobey its creator, so it can join the Goblin in a dance!

Weaknesses

Fairy Ban (Must Avoid Sunlight): A Goblin who enters direct sunlight under any circumstances is banished to the Otherworld until the next season.

Sprite (Aerial, Terrestrial, and Water)

Common, amoral Fairies who inhabit high places, overgrown areas, and waterways.

Number Appearing: 1, or 1 - 12

Initial Impression: A giggling sound coming from the air above, from behind an ancient tree, or in the direction of a lovely pond.

Size: Human-sized

Perversity: 13

Disposition: Mischievous

Charisma: 13 **Intelligence:** 11 **Wisdom:** 12

Strength: 9 **Dexterity:** 18 **Constitution:** 9

Speed: 10 walking, 16 flying

Armor Class: 2

Hit Dice: 1, 2, or 3

Attacks: 1 (by weapon, or animal form)

Special Abilities: Fairy Characteristics, Fairy Magic, Immune to Favored Element

Weaknesses: Fairy Ban: Cannot Hear Own Name, Fairy Weaknesses

Assets: Beautiful

Afflictions: Disgusted by Salt, Hatred of Religion

Preternatural Powers: *Elf Stroke (once per day), Enter Ethereal Plane, Ghost Lights, Invisibility, Minor Creation (as a boon for those that please them), Obscuring Mist, Pass Without Trace, Phantasmagoria I, Polymorph Self.*

Natural Habitat: *Aerial Sprites* – the tops of tall trees, mountains, hills, ruined towers and other airy places. *Terrestrial Sprites* – stone circles, mushroom rings, woods, isolated meadows, hedgerows, thickets, and other overgrown places. *Water Sprites* – lakes, rivers, streams, and seas, especially secluded ones.

Level: 1, 2, or 3 (by Hit Dice)

The three types of Sprites are the most common breed of Fairy. Like all Fairy Folk they can appear in almost any form they like, but each has a natural form that accords with its favored element. All Sprites can fly whenever want to, although only the Aerial variety have apparent wings in their true form. Since natural flame is inimical to Fairies, there are no Sprites of a fiery nature.

Sprites are playful, but capricious and utterly amoral. They love engaging in human games and sports, but also enjoy seeing human beings suffer and die. The Presenter should make a secret Charisma Check for every character that encounters Sprites. Success means that the Sprites will be positively disposed towards the Character, and will want to engage in some pleasurable pastime. Failure means that the Sprites will have malicious intent, but may mask it with a pleasant demeanor.

Aerial Sprites in their true shape resemble extremely attractive young men and women clad in diaphanous golden tunics, with constantly beating wings like those of dragonflies or butterflies. They usually hover and fly, seldom stepping foot on the ground. They often assume the forms of butterflies, dragonflies, or birds. Aerial Sprites like to trick human beings into falling from cliffs or high buildings. On the other hand, they will sometimes bring food to lost children, or otherwise aid those they like. They sometimes carry bows and arrows tipped with Elf Shot (see [Appendix IV: Weird Objects](#)).

Terrestrial Sprites resemble beautiful, green-complexioned young men and woman. They are clad in leaves and moss, and often crowned with wreaths of flowers. They often assume the form of carpenter ants, ladybugs, grasshoppers, or toads. Terrestrial Sprites often lead people to become lost in the woods, fall into deep pits, or be crushed by falling rocks. They are particularly prone to stealing human babies, and a group of Terrestrial Sprites may have a human infant or child with them when encountered. The favorite pastime of Terrestrial Sprites is dancing inside rings of mushrooms, and they will viciously attack anyone who picks the mushrooms from such a ring. Sometimes the Terrestrial Sprites will dance in fields of wheat or grass instead, leaving behind rings of flattened stalks. They often have slings that they use to fling Elf Shot.

The lovely **Water Sprites** have bluish skin, and wear either shells and sea wrack as clothing, or else filmy silver tunics similar to those worn by Aerial Sprites. They often appear as fish, frogs, water snakes, eels, or seagulls. Water Sprites love to see people drown. A typical trick for a Water Sprite is to create an illusory treasure at the bottom of a deep lake, and watch as hapless people try to claim it. Sometimes a Water Sprite will romance a lonely person and convince them that they have been granted the magical ability to breathe water. The Water Sprite will laugh as the deluded person jumps into a deep river to join their beloved, and is swept away to a watery death. Sometimes they carry nets and spears that they use to entangle and kill swimmers.

It is not unknown for an Invisible Sprite to attack an unsuspecting person who has annoyed the Fairy in some way – for example, by disrupting a mushroom ring. If directly engaged thereafter, a Sprite will usually try to flee by using Obscuring Mist, turning Invisible, or becoming Ethereal. If somehow cornered, they may change into animal shapes to fight.

Special Abilities

Fairy Magic: Sprites can employ the following Preternatural Powers: *Elf Stroke* (once per day), *Enter Ethereal Plane*, *Ghost Lights*, *Invisibility*, *Minor Creation* (as a boon for those that please them), *Obscuring Mist*, *Pass Without Trace*, *Phantasmagoria I*, and *Polymorph Self*.

Immune to Favored Element: Aerial Sprites cannot be harmed by high winds or electricity. Terrestrial Sprites cannot be hurt even by magical stone or wood. Water Sprites breathe water (and therefore cannot drown), and cannot be harmed by ice or cold. Like all Fairies, Sprites are Vulnerable to Natural Fire and extremely afraid of it.

Weaknesses

Fairy Ban (Cannot Hear Own Name): If a Sprite ever hears their own true name they will be banished back to the Otherworld for the remainder of the season. The name will always be some combination of an object and adjective, (such as “Redpebble” or “Goldblossom”) and whenever the Sprite appears in their true form the circumstances will always give some clue as to their name. For example, a Terrestrial Sprite named “Fallenleaf” may always appear among falling leaves, or have leaves falling from the wreath around her head. Sprites will consequently never call each other by name. A Sprite may stop up their ears to avoid hearing their name, if they suspect a human is about to utter it.

MONSTERS

Beast-man

An abomination that looks like a bipedal Animal.

Number Appearing: 1, or as Animal type

Initial Impression: A creature with the head of a beast, but walking upright like a man.

Size: Human-sized

Perversity: 12

Disposition: As Animal type

Charisma: As Animal type **Intelligence:** 9 **Wisdom:** As Animal type

Strength: As Animal type (but always between 9 and 22) **Dexterity:** As Animal type **Constitution:** As Animal type

Speed: 9 walk; otherwise, as Animal type

Armor Class: 2

Hit Dice: 2

Attacks: 1 (1 weapon; or bite, claws, gore, etc. as Animal type)

Special Abilities: As Animal type, except those related to large or small size

Weaknesses: As Animal type

Assets: As Animal type

Afflictions: As Animal type

Preternatural Powers: As Animal type

Natural Habitat: As Animal type, or creator's lair.

Level: 2

Beast-men are semi-humans that combine the characteristics of [Animals](#) and people. A Beast-man looks like a humanoid, man-sized version of whatever Animal they are based on. They have the head, coloration, feet and skin of their Animal type. Their arms and hands are human-like in structure, however, and their legs are modified to enable bipedal movement. Beast-men who are based on predatory Animals will have clawed hands.

Beast-men can exist for a variety of reasons. Usually, they are the abominable result of a [Mad Scientist](#)'s tinkering with nature. Sometimes, they are the result of a [Witch](#)'s curse upon a previously normal person. Usually they are the slaves of either Mad Scientists or Magicians, but occasionally Beast-men will form their own savage tribes.

A Beast-man possesses the same Special Abilities, Weaknesses, Assets and Afflictions as its base Animal, except those related to being larger or small than Human-sized. Most of a Beast-man's Basic Abilities will be the same their base Animal's, except their Strength will never be less than 9, or greater than 22

In a fight, Beast-men are equally likely to attack using their natural weaponry or a whatever armaments they have acquired.

Sometimes a Beast-man will have a character Class and Level. Usually, this occurs when the creature is the result of a *Curse* of some kind inflicted on a former human.

Bzou

A vicious wolf-man with an unusually charming demeanor.

Number Appearing: 1

Initial Impression: A shockingly hairy person with lupine facial features.

Size: Human-sized

Perversity: 20

Disposition: Aggressive

Charisma: 18 **Intelligence:** 9 **Wisdom:** 9

Strength: 18 **Dexterity:** 9 **Constitution:** 10

Speed: 10

Armor Class: 2

Hit Dice: 3

Attacks: 1 (claws & teeth)

Special Abilities: Charming, Nightvision, Regeneration

Weaknesses: Lustful

Assets: Fast Runner, Cunning Hunter

Afflictions: None

Preternatural Powers: None

Natural Habitat: Outskirts of settled areas

Level: 4

A Bzou is a human who has become overwhelmed by perverted desires and devolved into a bestial form. The Bzou retains its upright posture and humanoid shape, but it bears sharp claws and teeth, and a body covered in hair. The facial features have a lupine cast, and its ears are long and pointed. The eyes of a Bzou are human, but they seem to burn with unspeakable lust.

A Bzou is not affected by the phases of the moon. Nor can they change back and forth between human and wolfman form. Once a human devolves into a Bzou, they remain in that form until their compulsions are satisfied, which can take anywhere from a single night to a period of years. Bzous are solitary, never forming packs. Once a Bzou returns to its human form it loses all special abilities, becoming a normal person in every way. The person may not even remember the time they spent as a Bzou. Those bitten by a Bzou do not become Bzous themselves.

Bzous can speak, and they do so in a perfectly normal human voice. They are cunning creatures, and like to create elaborate traps for their human prey. They are also disturbingly attracted to young women, and will usually play twisted games with them before attacking.

A Bzou fights with their claws and teeth. They are perfectly capable of using weapons, but prefer the savagery of employing their natural weapons. On the other hand, it is not unknown for a Bzou to use a knife and fork to consume a victim that has already been felled.

Special Abilities

Charming: Despite its bestial appearance, a Bzou is extremely persuasive. Anyone speaking with a Bzou must save versus Charisma at a -3 Penalty or be effectively under the effects of *Charm Person* for a Turn. Persons so affected can also be convinced that the Bzou is not actually a monster but instead a trusted figure (such as a guardsmen, or a grandmother). A Bzou will sometimes even wear the clothing of the figure it pretends to be. Bzous especially enjoy using their Charming ability to trick ordinary people into engaging in cannibalism.

Regeneration: A Bzou is hard to kill, regenerating at a rate of 1 Hit Point per Round. They can no longer regenerate after being reduced below 0 Hit Points, however. A Bzou cannot re-bond severed limbs, although they can re-grow them over a period of a week.

Weakness

Lustful: A Bzou is cunning, but entirely the thrall of its desires. If confronted by such temptations as a pretty woman or fresh raw meat, a Bzou must save versus Charisma (at a -3 Penalty) or stop whatever it is doing to devote its attention to the temptation. A Bzou will even break off combat and subject itself to life-threatening situations in order to indulge its desires.

Demoniac

Someone possessed by a Demon.

Number Appearing: 1-6

Initial Impression: A person with horrifyingly distorted facial features, whose body is twisted into unnatural positions.

Size: Human-sized

Perversity: 30

Disposition: Aggressive

Charisma: 9 **Intelligence:** 9 **Wisdom:** 14

Strength: 20 **Dexterity:** 20 **Constitution:** 20

Speed: 9

Armor Class: 3

Hit Dice: 3, 4, or 5

Attacks: 1 (strike, claw, or bite)

Special Abilities: Demonic Characteristics, Regeneration, Sound and Voice Imitation, Suppress Cold Presence, Terrifying Visage

Weaknesses: Affected By Acid, Demonic Weaknesses, Personality Resurgence

Assets: None

Afflictions: None

Preternatural Powers: *Augury, Darkness, Detect Evil, Levitate, Prestidigitation, Read Minds, Telekinesis, Whispered Message*

Natural Habitat: Wherever people are found.

Level: 3, 4, or 5

When a Possessor Demon (see [SPIRITS: Possessor Demon](#)) takes control and inhabits a person, the result is a Demoniac. Demoniacs are not always obvious; often, the possessing Demon chooses to carry on as if the original personality was still in control of the body. When the time is right, however, the Demon will reveal itself and wreak havoc. The Demon can cause the possessed person's body to contort in horrible and unsettling ways, change the facial features into an abominable visage, and display powers ranging from inexplicable knowledge to levitation.

The Possessor Demon has access to the memories of the body it inhabits. This includes the ability to use any Preternatural Effects that could be employed by the possessed host.

There are said to be certain madmen who not only allow their bodies to become possessed, but actually desire it. There are in fact numerous bizarre cults led by Demoniacs. In some places, Demoniacs even function as fortune tellers, the possessing Demon accepting gifts and praise in return for information that is often true.

Every point of damage inflicted upon a Demoniac is also inflicted upon the Possessor Demon inside. If a Demoniac is killed, the Possessor Demon within is flung back to the Outer Darkness. Therefore, Possessor Demons will almost always try to flee if a Demoniac's body is about to be slain. It takes a full Round for a Possessor Demon to fully leave a body, during which it can do nothing else. After the Demon leaves the former Demoniac is reduced to 1 Hit Point, regardless of how many it had while still possessed. A former Demoniac's lost Hit Points are regained in the usual way.

Sometimes a Demoniac is possessed by many Demons simultaneously. Usually, only a few different Possessor Demons will inhabit one host, but tales tell of extreme cases where up to 2,000 (!) Demons infested a single body. In cases where several Demons have decided to take up residence in a single Demoniac body (whether a person, beast, corpse or object), the resulting Demoniac has the Hit Dice and Hit Points of the single strongest Demon inside of it. Damage suffered by the Demoniac is still applied equally to all of the inhabiting Demons. The individual Possessor Demons can come and go as they please, although it still takes a full Round for a Demon to leave a host, during which time the Demoniac body can take no other action. Multiple Demons can leave a host in single Round, however. Demoniacs possessed by multiple Demons can sometimes be seen to apparently argue with themselves in different voices. Of course, it is simply the different Demons squabbling as to the best use of their body.

Unlike the Possessor Demon in its natural form, a Demoniac does not radiate cold (unless it wants to).

Demoniacs love to kill, but they love to cause pain and confusion even more. A favorite tactic is to control the body into a Terrifying Visage, attack with tooth and nail, and in the following Round revert to the host's normal appearance and voice while they apologize and beg for mercy. Demoniacs will always try to attack from behind, or in situations that will cause the most chaos. Often, they will *Levitate* above a melee, and then use *Telekinesis* to hurl objects at combatants.

Special Abilities

Regeneration: A Demoniac regenerates at the rate of 1 Hit Point per round, so long as anyone remains *Scared* by its Terrifying Visage.

Sound Imitation: A Demoniac can imitate sounds, and particularly voices, perfectly. Typical sounds emitted by Demoniacs include thunder, galloping horses, Animal howls, loud crashes, and sharp banging noises. The creature will also be able to speak in the voice of anybody that a PC has ever met. The Demoniac does not necessarily have any special knowledge about the people whose voices it imitates, however. Therefore, it is likely to make glaring mistakes in characterization and word choice.

Suppress Cold Presence: A Demoniac can suppress the cold presence that normally betrays a Demon. The Nearby Area around a Demoniac is not chilled unless the creature wills it.

Terrifying Visage: The Possessor Demon inhabiting a Demoniac can twist and contort its host's flesh in horrible ways. Characters who first behold such a Terrifying Visage must save versus Wisdom or be affected as by a *Scare* effect. The effective User Level is the same as the Demoniac's HD. Those with 5 or more character Levels are unaffected.

While it cannot change its host's height or gender, the Demon can do such things as:

- Change their host body's skin color.
- Cause the teeth and nails to lengthen into fangs and claws.
- Cause the face to have a bestial character.
- Cause the vomiting of blood, slime, or even small inorganic objects (such as broken glass or pebbles).
- Change the eyes to those of an Animal, make them bloodshot, or make them a single solid color.
- Cause the body to swell and bloat, or to look emaciated
- Cause apparent bruises, blisters, and wounds to appear on the flesh, and make them disappear.
- Cause words and symbols to appear as welts on the skin.
- Cause the limbs and joints to contort in seemingly impossible ways.

Weaknesses

Affected By Acid: The physical body of a Demoniac can be burnt by acid, which will also damage the Demon inside.

Personality Resurgence: A demoniacally possessed person receives a Charisma Saving Throw each day, with a Penalty equal to the Hit Dice of the Demon who controls their body. Upon success, the person regains control for the remainder of the day.

Demoniac Beast

An Animal inhabited by a dark power

Number Appearing: 1-6

Initial Impression: A snarling beast that looks both diseased and disturbingly intelligent.

Size: As host

Perversity: 30

Disposition: Aggressive

Charisma: 9 **Intelligence:** 9 **Wisdom:** 14

Strength: As host, or 20 (if better) **Dexterity:** As host, or 20 (if better) **Constitution:** As host, or 20 (if better)

Speed: As host

Armor Class: 3, or host's (if better)

Hit Dice: 3, 4, or 5

Attacks: 1 (strike, claw, or bite), or as host

Special Abilities: Demonic Characteristics, Regeneration, Sound and Voice Imitation, Suppress Cold Presence, Terrifying Visage

Weaknesses: Affected By Acid, Demonic Weaknesses,

Assets: None

Afflictions: None

Preternatural Powers: *Augury, Darkness, Detect Evil, Levitate, Prestidigitation, Read Minds, Telekinesis, Whispered Message*

Natural Habitat: Wherever Animals are found.

Level: 3, 4, or 5

Sometimes, a Possessor Demon will elect to inhabit the body of an Animal, instead of a human. The Demons prefer the bodies of such things as pigs, black cats, owls, black horses, goats, wolves and black dogs, but can actually steal the flesh of any available beast. Once transformed, the Demoniac Beast is wholly taken over by the Demon inside. The Demon can make the Animal speak, or contort its flesh, in a manner identical to a human Demoniac.

Only Animals with the same or fewer Hit Dice than the Possessor Demon can become Demoniac Beasts. The Demoniac Beast can attack either with the beast's natural attacks, or with the claws and fangs that can be created by the possessing Demon. The Demoniac Beast's Armor Class is either 3, or the original one of the host body. As is the case with all Demoniacs, all damage inflicted upon the host body is also inflicted upon the Possessor Demon.

Demoniac Beasts have the choice of either using the natural attacks of their host body, or twisting its flesh to create demonic fangs and claws to attack with. Like human Demoniacs, Demoniac Beasts will try to attack with surprise, and in ways that create the most disruption and confusion amongst their enemies. They will use their Preternatural Powers in a manner similar to Demoniacs.

In most other respects a Demoniac Beast is much the same as a Demoniac.

Special Abilities

Regeneration: A Demoniac Beast regenerates at the rate of 1 Hit Point per round, so long as anyone remains *Scared* by its Terrifying Visage.

Sound Imitation: A Demoniac Beast can imitate sounds, and particularly voices, perfectly. Typical sounds emitted by Demoniac Beasts include thunder, galloping horses, Animal howls, loud crashes, and sharp banging noises. The creature will also be able to speak in the voice of anybody that a PC has ever met. The Demoniac Beast does not necessarily have any special knowledge about the people whose voices it imitates, however. Therefore, it is likely to make glaring mistakes in characterization and word choice.

Suppress Cold Presence: A Demoniac can suppress the cold presence that normally betrays a Demon. The Nearby Area around a Demoniac is not chilled unless the creature wills it.

Terrifying Visage: The Possessor Demon inhabiting a Demoniac Beast can twist and contort its host's flesh in horrible ways. Characters who first behold such a Terrifying Visage must save versus Charisma or be affected as by a *Scare* effect. The effective User Level is the same as the Demoniac's HD. Those with 5 or more character Levels are unaffected.

While it cannot change the beast's size or gender, the Demon can do such things as:

- Change their host body's skin color.
- Cause the fur to become patchy or sparse.
- Cause the teeth and nails to lengthen into fangs and claws, even if the beast doesn't normally possess them.
- Cause the face to look oddly human.
- Cause the vomiting of blood, slime, or even small inorganic objects.
- Change the eyes to those of a human, make them bloodshot, or make them a single solid color.
- Cause the body to swell and bloat, or to look emaciated
- Cause apparent bruises, blisters, and wounds to appear on the flesh, and make them disappear.
- Cause words and symbols to appear as welts on the skin.
- Cause the limbs and joints to contort in seemingly impossible ways.

Weaknesses

Affected By Acid: Unlike a incorporeal Possessor Demon, a Demoniac Beast can be damaged by acid and corrosive chemicals.

Dragon

The traditional monster of ancient lore, attacking with fire and poison.

Number Appearing: 1-2

Initial Impression: An enormous, winged reptilian monster.

Size: Large (20' long)

Perversity: 20

Disposition: Aggressive

Charisma: 9 **Intelligence:** 7 **Wisdom:** 17

Strength: 400 **Dexterity:** 15 **Constitution:** 20

Speed: 10 walking, 16 flying

Armor Class: 10

Hit Dice: 8

Attacks: 2 in front (bite, poisoned tongue barb, claws, or nose horn), 1 per flank (wing buffets), 1 behind (tail slap or poisoned stinger); or 1 Fiery Breath

Special Abilities: Darkvision, Fiery Breath, Heat Vision, Immune to Fire, Poison, Superior Vision, Superior Sense of Smell, Superior Hearing

Weaknesses: Subject to Faith

Assets: None

Afflictions: Arrogant, Greedy, Gluttonous

Preternatural Powers: None

Natural Habitat: Ruins, caverns, and forsaken areas

Level: 10

Dragons are among the most feared creatures of legend. In overall appearance they somewhat resemble grotesque lizards with a pair of large wings sprouting from the shoulders above the forelegs. Their bodies are covered in large, tough scales, and range in color from brick red, through dark green, to blackish brown. The limbs of the creature are similar to a dog's in shape, and the monster is capable of rearing up onto its hind legs. The feet are taloned, and resemble those of a bird-of-prey. The head seems to combine the features of horse and a snake, with visible, fan-like ears. A sharp horn projects from the creature's nose. When the monster opens its mouth, its dagger-like teeth and wicked barbed tongue are revealed. The membranes of the bat-like wings are stretched between long finger-like projections that end in sharp spikes. A saw-like ridge runs along the creature's entire

back. The long tail ends in a flange shaped like a barbed arrow, and is tipped with a cruel stinger.

Dragons can sometimes be appeased by gifts of treasure or sacrificial victims. While not particularly intelligent, Dragons are greedy hoarders, and smart enough to realize the difference between worthless and valuable items. They will eat almost anything, but their favorite food is innocent maidens.

Dragons are known to freely associate with evil Spirits, sometimes serving as mounts for Demons.

Dragons are awesome foes, capable of attacking up to 4 times in a single Round against multiple opponents. They will always start a fight by using their fiery breath, afterward using the full range of their natural attacks. Creatures in front of the Dragon must contend with its bite, horn, claws and barbed tongue. Creatures to its sides and rear will be attacked with wing buffets, tail slaps, and stings. In addition to the creature's Fiery Breath, opponents must deal with the Dragon's deadly venom.

Special Abilities

Fiery Breath: 3 times a day the Dragon can ignite the air to a distance of 30 feet in an 180 degree arc in front of its maw. All combustible items in that area will burn, and anyone caught there will take Lethal Damage equal to the monster's current Hit Points. A successful save versus Dexterity will halve damage. The creature cannot otherwise attack on the same Round that it uses its Fiery Breath. After breathing fire, the Dragon must wait a Round before doing it again.

Immune to Fire: Dragons cannot be harmed by fire of any kind, including fire from Preternatural Effects.

Poison: The Dragon's tongue and tail both contain a stinger that can inject a powerful poison. Anyone hit by either one must save versus Constitution or die instantly. Fire Breathing Dragons are immune to the effects of their own, or another Dragon's, poison.

Weaknesses

Subject to Faith: Dragons are supernatural creatures of Evil that can be repulsed by the Faith of a virtuous person. Although they covet beautiful maidens, a True Innocent imprisoned in a Dragon's lair can often keep themselves alive for a while by warding off the monster as it tries to eat them.

Dragon Worm

A gigantic, semi-aquatic monster of legend.

Number Appearing: 1

Initial Impression: An enormous serpentine monster.

Size: Large (100' long)

Perversity: 20

Disposition: Aggressive

Charisma: 9 **Intelligence:** 6 **Wisdom:** 16

Strength: 500 **Dexterity:** 15 **Constitution:** 20

Speed: 10 slither, 10 swim

Armor Class: 8

Hit Dice: 15

Attacks: 1 in front (bite), 1 on flanks or behind (tail slap)

Special Abilities: Breathe Fire, Constrict, Heat Vision, Poison, Regeneration, Superior Sense of Smell, Swallow Whole, Water Breathing

Weaknesses: None

Assets: None

Afflictions: Greedy, Gluttonous

Preternatural Powers: None

Natural Habitat: Subarctic to temperate waterways and wetlands

Level: 10

The legendary Dragon Worm resembles an enormous snake, black, brown, or even white in color, its scales covered in slime. The creature's head is vaguely serpentine, with large eyes and a wide mouth filled with sharp teeth and fangs. Inspection will reveal small holes in and behind the creature's head, through which it breathes water. Some Worms are legless and move solely by undulation; others possess very small legs that end in webbed, fin-like feet. Unlike other dragons of legend, a Worm has no wings. Legend speaks of Worms even larger than usual, up to 1,000 feet long.

Although they are unable to speak, Worms are intelligent enough to accept tributes left for them, and not attack those who leave such tributes. Their lives consist of eating, sleeping, and killing.

Special Abilities

Breathe Fire: Some Worms have the ability to breathe a gout of flames affecting a 10' x 10' area directly in front of the monster. Anyone in that area takes 1d6+15 points of Lethal Damage, and easily combustible items will ignite. A Worm can also use Breathe Fire when underwater, creating a pocket of steam that does the same amount of scalding damage. A Worm can Breathe Fire 3 times a day, and no more than once every 10 minutes.

Constriction: Any creature struck by the creature's tail slap must save versus Strength or be caught in the Dragon's coils. Victims so constricted will automatically suffer 1d6+15 points of Lethal Damage each round. Victims are entitled to a Strength check each round to break free, but each such save after the first suffers a cumulative -2 penalty.

Poison: Anyone bitten by a Worm must save versus Constitution or be slain by the creature's venom.

Regeneration: Worms are extraordinarily hard to kill due to their ability to regenerate 5 Hit Points every Round. The creature will simply re-bond any severed parts. Legend speaks of Worms cut clear in half simply rejoining their bodies and continuing to fight.

Swallow Whole: If the Worm bites a creature of man-size or smaller with a 1 or 2 on its attack Check, the victim must save versus Dexterity or be swallowed whole. Creatures so swallowed will automatically suffer 1d6+15 points of Lethal Damage from suffocation, plus an equal amount each Round unless they can cut themselves out. A character who had a bladed weapon in their hand when swallowed can try to cut themselves out by inflicting more than 6 points of Lethal Damage against AC 7. The Worm's regenerative abilities will close the hole thereafter.

Water Breathing: A Worm can breathe both air and water.

Giant Octopus

A frightful marine monster with eight arms.

Number Appearing: 1

Initial Impression: A mass of rolling, flailing tentacles attached to a globular body.

Size: Large (20 feet or more across with arms outstretched)

Perversity: 10

Disposition: Curious

Charisma: 6 **Intelligence:** 6 **Wisdom:** 12

Strength: 50 **Dexterity:** 15 **Constitution:** 13

Speed: 9 swimming, 6 walking

Armor Class: 6

Hit Dice: 8

Attacks: 8 (tentacle strikes)

Special Abilities: Camouflage, Constriction, Ink Cloud, Jet

Weaknesses: Distracted by Shiny Objects

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Ocean

Level: 9

Giant Octopi are frighteningly large versions of their smaller cousins. They are possessed of a startling intelligence, and are capable of laying traps and executing complex plans. [Mad Scientists](#) love to tame and employ these creatures as servants, sometimes training them to attack and loot boats. Even when not trained, Giant Octopi will sometimes attack watercraft out of hunger or curiosity.

Severing a Giant's Octopus's tentacle requires the infliction of 5 points of Lethal Damage against it.

Special Abilities

Camouflage: A Giant Octopus can change both the color and the texture of its skin. A character must succeed at a Wisdom Check to notice a Giant Octopus if it is camouflaged in rocky or sandy terrain.

Constriction: If a Giant Octopus successfully attacks with a tentacle it will constrict its target, automatically inflicting 1d6+8 points of Lethal Damage per round thereafter. The victim can attempt a Strength Contest each Round to try to break free.

Ink Cloud: A Giant Octopus can fill the entire Nearby Area underwater with a cloud of dark ink that will completely obscure all vision (including Darkvision). The ink cloud lasts in the water for 3 Rounds. Usually, the Octopus will use this opportunity to escape a threatening situation.

Jet: When submerged, a Giant Octopus can suddenly move at Speed 60 for one Round. It cannot maintain this speed, but must wait another full round before it can Jet again. Usually, a Giant Octopus will Jet the round after it emits its Ink Cloud.

Gigantic Animal

A shockingly large version of an ordinary beast

Number Appearing: 1, or as normal Animal

Initial Impression: A monster like an ordinary beast, but monstrously large.

Size: Double size of normal Animal (minimum Human-sized)

Perversity: 13

Disposition: Aggressive

Charisma: As normal Animal **Intelligence:** As normal Animal **Wisdom:** As normal Animal

Strength: Quadruple normal Animal (minimum 10) **Dexterity:** As normal Animal **Constitution:** Normal Animal +5

Speed: As normal Animal +2

Armor Class: As normal Animal

Hit Dice: Twice the Hit Dice of the ordinary Animal (minimum 2)

Attacks: 1 (bite, claws, gore, etc. as normal Animal)

Special Abilities: As normal Animal, except those related to small size

Weaknesses: As normal Animal

Assets: As normal Animal

Afflictions: As normal Animal

Preternatural Powers: As normal Animal

Natural Habitat: As normal Animal, or creator's lair.

Level: As normal Animal, +2

Gigantic Animals are often made by Mad Scientists for use as Monstrous Servants. Gigantic Animals can also occur in certain wild regions far from the eyes of civilized men. For example, explorers tell persistent tales of Gigantic Pythons lurking in the depths of the darkest jungles.

The Gigantic versions of creatures smaller than Human-sized, or with fewer than 1 full Hit Die, are always at least as big as a person, possesses at least 2 Hit Dice, and have a minimum of 10 Strength. For example: a normal rat is only a foot long, has only 1 or 2 Hit Points, and a Strength of 2, A

Gigantic Rat, however, is the size of a human, has 2 Hit Dice, and a Strength of 10.

Gigantic Animals are always Aggressive in disposition, even when the ordinary Animal isn't. Likewise, their Perversity is raised to 13.

Kraken

The terror of the northern seas

Number Appearing: 1

Initial Impression: An area of bubbling, roiling sea, from which emerges a number of enormous tentacles, each the size of a ship's mast.

Size: Large (500 feet across with arms outstretched)

Perversity: 15

Disposition: Aggressive

Charisma: 8 **Intelligence:** 8 **Wisdom:** 12

Strength: 500 **Dexterity:** 10 **Constitution:** 13

Speed: 20

Armor Class: 6

Hit Dice: 100

Attacks: 10 (tentacles)

Special Abilities: Constriction, Ink Cloud, Maelstrom

Weaknesses: None

Assets: Terrifying

Afflictions: None

Preternatural Powers: None

Natural Habitat: Deep, cold seas

Level: 10

The Kraken is an astoundingly large monster similar in appearance to a titanic squid. It is almost never seen in its entirety, however. The terror of the seas, it is as much a force of nature as a beast. Most encounters with a Kraken are only with its tentacles as they break the surface in search of prey.

It is common for a Kraken to come near the surface directly under a ship. Its tentacles will then begin to remove objects and people from the craft, dragging them under. It is not known if the monster prizes stolen cargoes, but the unfortunate sailors doubtless provide tasty snacks. When the Kraken has had its fill, it will sink back down into the depths, creating an irresistible maelstrom of whirling water above it.

The complete rising of a Kraken from the depths can take up to a full Turn to occur. Consequentially, certain foolhardy fishermen will deliberately seek out the monster, since when it rises a large quantity of fish are also pushed to the surface. The fishers will first take soundings, until they find a place where the water seems too shallow. They will then wait until fish appear, and race to harvest them all. As quickly as possible the fishermen will leave the area, before the inevitable appearance of the titanic tentacles, and the destructive whirlpool that follow the Kraken's return to the abyss.

It is scarcely possible to successfully battle a Kraken. Only the most powerful of sorcerers would dare to face it. At will the monster snaps the masts of ships, crushes hulls, and destroys human bodies. The only sane tactic is to flee its attacks, and hope that its hideous tentacles find prey other than your escape boat. Since the Kraken cannot generally see its targets on the surface, its tentacles seem to attack at random.

Certain mad poets have written of an Elder Kraken that lurks at the dark bottom of the ocean, an abomination so monstrously large that if it ever surfaced, it would consume the world.

Each of the Kraken's tentacles can withstand 50 Hit Points of Lethal Damage before it is severed, should any character be so rash as to fight it.

Special Abilities

Grab and Constrict: Once the Kraken attacks with a tentacle it will grab and constrict its target, automatically inflicting 1d6+100 points of Lethal Damage per round thereafter. Victims so grabbed will eventually be dragged under the water and into the monster's mouth, where instant death awaits (in the unlikely event that its hasn't already occurred). The victim can attempt a Strength Contest each Round to try to break free, although it is nearly impossible for most known beings to actually escape the grip of the Kraken.

Ink Cloud: Like an ordinary squid, the Kraken can fill the area around itself with a cloud of dark ink that will completely obscure all vision (including Darkvision). The ink cloud covers a 500 foot radius around the monster, and lasts in the water for 3 Rounds. Most octopi and squids use their ink cloud to escape danger, but since the Kraken has no possible enemies it uses its ink to befuddle prey instead.

Maelstrom: When the Kraken sinks into the depths it suddenly creates a whirlpool 500 feet wide on the surface above it. Everything within the Maelstrom will be dragged 1,000 feet down into the water. Needless to say, the Maelstrom will destroy any ship caught within it, and kill any living thing not adapted for survival at such a depth.

Lake Serpent

The legendary inhabitant of dark lochs.

Number Appearing: 1 or 1-4

Initial Impression: A strange swimming thing with a humped back, and a snake-like head and neck.

Size: Large (30' long)

Perversity: 15

Disposition: Cautious

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 100 **Dexterity:** 15 **Constitution:** 20

Speed: 12 swim, 2 walk

Armor Class: 4

Hit Dice: 7

Attacks: 1 (bite)

Special Abilities: Heat Vision

Weaknesses: Subject to Faith

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Subarctic to temperate lakes

Level: 7

A Lake Serpent is a reptilian creature, with a dragon-like head attached to a long, serpentine neck. Sometimes the head will feature a pair of short, horn-like growths. The body of a Lake Serpent is notable for the two large humps on its back, which are often visible as the creature swims close to the surface. The creature moves by means of two pairs of flippers, and a long tail. Lake Serpents are generally brownish-gray in color, but green and black specimens are not unknown. The creatures inhabit deep lakes in cool temperate regions.

Lake Serpents breath air, and are able to come ashore (although they are slow and lumbering outside of the water). Their long necks also allow them to stay in the water, and attack prey on land (or in boats).

Weaknesses

Subject to Faith: Lake Serpents are curiously susceptible to the power of Faith. A virtuous person can repulse a Lake Serpent as if the creature was a demon. Such weakness to rebuking has never been adequately explained.

Mermaid

An enchanting but dangerous creature who is half woman, and half fish.

Number Appearing: 1, or 2 – 8

Initial Impression: A beautiful young woman with a scaly, fish-like tail in place of her legs. She is wearing a diaphanous shawl, gazing into a mirror, and combing her hair.

Size: Human-sized

Perversity: 13

Disposition: Curious

Charisma: 15 **Intelligence:** 9 **Wisdom:** 11

Strength: 9 **Dexterity:** 12 **Constitution:** 11

Speed: 12 swimming, 9 walking (in Human Form)

Armor Class: None

Hit Dice: 3

Attacks: 1 (Hold)

Special Abilities: Assume Human Form, Grab and Drown

Weakness: Slave of the Shawl

Assets: Beautiful, Lovely Singing Voice

Afflictions: Vain

Preternatural Powers: *Charm Person, Control Winds (once per day), Raise Storm (once per day), Suggestion, Water Breathing (granted to another)*

Natural Habitat: Oceans, seas, lakes, and deep rivers, plus the shorelines of such waterways.

Level: 5

Mermaids live throughout the oceans, and will occasionally swim upstream to deep rivers and lakes. They can breath both in and about of the water, and spend much time sunning themselves atop rocks. Every Mermaid possesses a diaphanous shawl, a beautifully wrought silver hand mirror, and an exquisitely decorated comb. The lovely creatures are exceptionally vain, and will often be seen combing their hair as they gaze at their reflections. They also have lovely voices, and often sing to themselves. Because she can be enslaved by anyone who steals her shawl, a Mermaid will often stash the item in a secret place when she sees people. The few men of their race are possessive, brutal, and ugly, so Mermaids often use their powers to seduce unwary human sailors. Handsome young men who live by the shore, or go to sea, are always in danger of being Charmed and abducted by Mermaids.

Most Mermaids have a single tail, which appears to be formed by the fusion of the legs just below the groin. Some Mermaids, however, have two separate tails that are joined to the body in a manner similar to human legs. Such Mermaids are often called Sirens by sailors.

Mermaids are far more dangerous than they appear. If they feel threatened or insulted they are capable of raising storms and creating winds fierce enough to wreck ships. They are also known to use their power of Suggestion to cause rude sailors to jump overboard, where the hapless cads will be drowned (and thereafter eaten). Only the most handsome and talented men will be actually chosen as lovers. Mermaids can grant such men the ability to breath underwater if they like, although the human lovers of Mermaids must always beware the wrath of the jealous and murderous Mermen.

A mermaid who voluntarily marries a human man will acquire a soul. Her Perversity will drop to 9, she will lose her fish tail and Preternatural Powers forever, and become a normal human woman for the remainder of her life. She will retain her beauty and lovely voice, however. Because they fear being married to a Merman, Mermaids intensely desire to become human. They will accept only the most handsome and good-hearted men as husbands, however. The children of such unions long for the sea, however, and will run away to serve on a ship the first chance they get.

Special Abilities

Assume Human Form: A Mermaid with a human lover (including one she has Charmed) may assume a fully human form and walk on land. She can still resume her true Mermaid form at will, so long as she doesn't actually marry a human man. She loses this ability if the relationship ends for any reason. A Mermaid whose shawl is stolen may also be commanded to Assume Human Form.

Grab and Drown: Mermaids do not use weapons, but if one grabs and Holds a person, the next round she will proceed to swim further underwater to drown them. A human being can hold their breath for as many seconds as their Constitution score times 10. Thereafter they will suffer 1d6 points of Lethal damage (and 1d6 points of Nonlethal damage) per Round spent underwater.

Weaknesses

Slave of the Shawl: If a Mermaid's shawl is stolen, she must obey the commands of the person who holds it (but only for as long as they hold it in their hands). The Mermaid also loses the ability to use her Preternatural Powers, until she holds the shawl again. The Mermaid will do everything in her power to regain the shawl, including murdering the vile thief in his sleep if possible. If other Mermaids (or Mermen) learn that a human has stolen a Mermaid's shawl they will try to free her and kill her captor by all means available to them. Entire seaside villages have been destroyed in this way. Stealing a Mermaid's Shawl in order to enslave her is a Disturbing Event that can lead to an increase in Perversity.

Ogre

A disgusting giant that hungers for human flesh

Number Appearing: 1 – 8

Initial Impression: A eight-foot tall, grotesquely fat man with a slobbering mouth.

Size: Large (8 – 9' tall)

Perversity: 18

Disposition: Aggressive

Charisma: 7 **Intelligence:** 6 **Wisdom:** 10

Strength: 40 **Dexterity:** 8 **Constitution:** 15

Speed: 10

Armor Class: 6

Hit Dice: 4

Attacks: 1 (strike or weapon)

Special Abilities: Darkvision

Weaknesses: Distracted By Food

Assets: Hard to Hold

Afflictions: Noxious Body Odor

Preternatural Powers: None

Natural Habitat: Caves and ruins at the edge of human settlements, especially in hilly or mountainous regions

Level: 4

An Ogre is an monstrously overgrown, hideously gluttonous humanoid. They live to eat, especially relishing human flesh. On occasion an Ogre will demand that a young woman be given to him as a wife, to prepare his disgusting meals (until she becomes one herself). They are foul creatures in every way, and quite stupid as well. Their facial features betray their dull intellects and utter lack of compassion. Unfortunately, they are notoriously hard to kill.

Ogres may once have been human. It is whispered that one of the results of complete moral corruption is transformation into an Ogre. Likewise, Ogres will sometimes breed with their captive “wives”. The result of such an abominable union would be an Ogre itself.

Reanimated Wretch

A walking abomination sewn together from stolen corpses.

Number Appearing: 1

Initial Impression: An enormous humanoid with grotesque facial features and a muscular, yet sickly look.

Size: Large (7 – 8' tall)

Perversity: 13

Disposition: Curious

Charisma: 8 **Intelligence:** 9 **Wisdom:** 10

Strength: 40 **Dexterity:** 13 **Constitution:** 18

Speed: 10

Armor Class: 6

Hit Dice: 5

Attacks: 1 (strike or weapon)

Special Abilities: Difficult to Control, Fast Learner

Weaknesses: Emotional Instability

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: A Mad Scientist's lair, or any isolated place.

Level: 5

A Reanimated Wretch is a creation of mad science. It is made by combining the body parts of humans and Animals, and resuscitating the dead flesh through chemical and galvanic means. The resulting creature is a grotesque abomination seven to eight feet tall, with watery eyes, cadaverously pale or hideously jaundiced flesh, and visible veins and arteries. Its ropy muscles, and a complete lack of body fat, create an effect like a starved strong-man. The Wretch is as intelligent as an average person, but when created will have no memories whatsoever from its previous life. It will not know how to speak or read, for example, unless it learns or is taught. It is an exceptionally fast learner, however.

Although a Reanimated Wretch is made from reanimated body parts, it has none of the supernatural powers or weaknesses of Revenants. The creature still needs to eat and drink, and requires clothing and shelter. The creature is capable of moral decisions, but is very emotionally unstable.

A Reanimated Wretch invariably comes to hate its tortured existence, and the Mad Scientist that created it. It may try to inflict brutal revenge upon its former master, ranging from destroying his laboratory to murdering the people he loves.

A Reanimated Wretch can be created in either sex, and will eventually wish to have a mate of some kind. It is unclear whether such a creature is capable of actually breeding, either with another of their own kind, or with ordinary humans.

Special Abilities

Difficult to Control: Any attempt to control the mind or emotions of a Reanimated Wretch through Preternatural Effects will result in the creature reacting in a random manner. A Mad Scientist who hopes to keep a Reanimated Wretch as a Monstrous Servant must rely on threat, rewards, and his own force of personality.

Fast Learner: Despite having otherwise average reasoning abilities, a Reanimated Wretch learns languages and other complex subjects in half the usual time. It needs only be shown an action once to remember how to perform it.

Weaknesses

Emotionally Unstable: A Reanimated Wretch has the emotional response of a very young child, wedded to a body of incredible power. The creature is quick to declare friendship, cry, or take offense, and is equally quick to reverse its feelings. It will always react positively to overtures of friendship, but will turn murderous at the slightest excuse. On the other hand, it is easy to enrage the monster and thus distract it.

Satyr

A debauched fusion of man and goat

Number Appearing: 1 – 12

Initial Impression: A creature with the upper parts of a horned man, and the lower parts of a goat.

Size: Human-sized

Perversity: 14

Disposition: Scheming

Charisma: 13 **Intelligence:** 12 **Wisdom:** 13

Strength: 10 **Dexterity:** 13 **Constitution:** 12

Speed: 12

Armor Class: 4

Hit Dice: 5

Attacks: 1 (head-butt)

Special Abilities: Nightvision, Satyr Music, Superior Hearing, Superior Sense of Smell

Weaknesses: None

Assets: Artistic Ability: Music or Singing, Leaping

Afflictions: Lustful, Wine-loving

Preternatural Powers: *Charm Person, Sleep, Fear*

Natural Habitat: Deep forests and other wild areas.

Level: 6

Satyrs (also known as Fauns) are virtual embodiments of uncontrollable hedonism. Their upper bodies are those of muscular and hairy men, but atop their head are goat-like horns. Likewise, their ears are goat-like, and they frequently sport goatish beards. They have the legs of goats, but with enormous human genitals that are often in a state of arousal. They haunt dark woods and other wild places at the edge of settled lands, like the wild impulses that lurk in the minds of supposedly civilized men. They are frequently drunk, and can often be distracted with gifts of strong drink.

A Satyr will always attempt to seduce any attractive characters he encounters. He may begin with simple propositions, but if rebuffed will not hesitate to use his charming Satyr Music. Just like a human Libertine, the Satyr may be especially interested in corrupting the virtue of any True Innocents encountered. Satyrs take great delight in causing repressed and deeply religious people to engage in wild debauchery. If all else fails, it is not unknown for a Satyr to resort to mating with Animals, or even the hollows of trees!

Some stories speak of female satyrs, similar in most respects to the males, except their upper bodies are not so hairy. They are just as hedonistic and sexually aggressive as male Satyrs. Satyrs are obsessed with forest Nymphs, and will do anything for the chance to get close to one.

Special Abilities

Satyr Music: Satyrs are skilled musicians, able to create the Preternatural Effects of *Charm Person*, *Sleep*, or *Fear* with their songs. Male Satyrs usually play the pipes, while female Satyrs are possessed of enchantingly beautiful singing voices. A Satyr who cannot make music or sing cannot use its Preternatural Powers.

Sea Serpent

A storied monster that haunts lonely stretches of ocean

Number Appearing: 1 or 1 – 4

Initial Impression: A monstrous serpentine thing undulating vertically though the water.

Size: Large (up to 150' long)

Perversity: 15

Disposition: Cautious

Charisma: 5 **Intelligence:** 3 **Wisdom:** 15

Strength: 200 **Dexterity:** 15 **Constitution:** 20

Speed: 12 swim

Armor Class: 4

Hit Dice: 10

Attacks: 1 (bite)

Special Abilities: Heat Vision, Swallow Whole

Weaknesses: None

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Any ocean

Level: 10

Sea Serpents are reportedly found throughout the world's oceans. While they are similar in some respects to both the [Lake Serpents](#) and the [Dragon Worms](#) of legend, true Sea Serpents are distinctive in appearance and habits. The creature's green, black, or brown body is serpentine and finned, but unlike any terrestrial snake it undulates vertically, rather than horizontally. The undulations cause the appearance of seeming humps where the creature's long body occasionally breaks the surface. The creature's head can be raised up to 30 feet above the surface of the water, and often features a mane, crest, horns, or other such ornamentation.

Sea Serpents are not particularly aggressive, but if very hungry one may attack a small boat or lone

swimmer. Unlike Lake Serpents, they cannot leave the water, and are not subject to the power of Faith. Unlike Worm Dragons, they are not motivated by malice or greed.

Special Abilities

Swallow Whole: Anyone bitten by a Sea Serpent must save versus Dexterity or be swallowed by the monster, thereafter automatically taking 1d6+10 points of Lethal Damage per Round. Swallowed creatures can cut themselves out by doing 12 points of Lethal Damage against Armor Class 1, if they have a blade in hand.

Werewolf

A person condemned to transform into a ravenous beast

Number Appearing: 1, or 1 – 4

Initial Impression: An unusually muscular and hairy person, *or* a large wolf with human eyes.

Size: Human-sized

Perversity: 15

Disposition: Aggressive

Charisma: 7 (3 in Lupine Form) **Intelligence:** 9 (5 in Lupine Form) **Wisdom:** 9

Strength: 13 (17 in Lupine Form) **Dexterity:** 11 (15 in Lupine Form) **Constitution:** 11 (15 in Lupine Form)

Speed: 9 (13 in Lupine Form)

Armor Class: None

Hit Dice: 4 (d12)

Attacks: 1 (by weapon, or claws and bite in Lupine Form)

Special Abilities: Assume Lupine Form, Extra Damage (+1), Great Strength, Great Speed, Great Constitution, Fast Healing

Weaknesses: Compulsory Transformations, Savagery

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Wherever people are found.

Level: 4

The above characteristics describe a typical Werewolf, the kind that would be the terror of local farmers. The Werewolves of the Ghastly Age are the victims of supernatural curses, and are not diseased. They cannot transmit their affliction, are not particularly vulnerable to silver, and can be killed with normal weapons. While Player Character Werewolves always have an additional

Character Class, there is no need for Presenters to bother to define one for most Werewolf Adversaries.

Unlike other Monsters, Werewolves roll a d12 for their Hit Points, instead of a d6. They are fearsome opponents who recover from injury with unnatural vigor. They can even regrow severed limbs.

Full rules for creating Werewolves of any desired Level and background can be found in **Appendix I** of the “**Ghastly Affair Player’s Manual**”. While the Werewolf described here transforms into a large wolf with human eyes, Werewolves can actually transform into any number of wolf-like shapes that retain at least one human characteristic. The form of a large bipedal wolf with clawed, human-like hands is also common, for instance.

Special Abilities

Assume Lupine Form: At night the Werewolf can transform into a form like an overgrown wolf. In this form he has Nightvision, and can make Lethal attacks with his claws and teeth. Unfortunately, he is also overcome with Savagery (see below). A Werewolf in Lupine Form can damage and kill creatures otherwise only affected by Enchanted Weapons.

Extra Damage (+1): The Werewolf does an additional point of damage per attack, in addition to the +4 Damage Bonus for his Hit Dice. Therefore, his total Damage Bonus is +5.

Great Strength: A Werewolf’s Strength increases by 4 points when in Lupine Form.

Great Speed: A Werewolf’s Dexterity increases by 4 points when in Lupine Form, and their Speed increases to 13.

Great Constitution: A Werewolf’s Constitution increases by 4 points when in Lupine Form.

Fast Healing: A Werewolf heals Lethal Damage at the rate of 1 point an hour, Nonlethal Damage at the rate of 1 point a Round, and any Ability Damage (including normally Permanent Damage) at the rate of 1 point a day. A Werewolf will regrow any severed or damage limbs upon transformation into Lupine Form. Werewolves can heal without resting.

Weaknesses

Compulsory Transformations: The Werewolf can voluntarily Assume Lupine Form on any night desired, but is cursed to always transform on the nights of the Full Moon.

Savagery: The Werewolf cannot leave Lupine Form before dawn, unless he kills and eats the flesh of a warm blooded creature with at least 1 full Hit Die. Additionally, his Charisma and Intelligence are each reduced by 4 Points when he is in Lupine Form. He can speak in Lupine Form, but very poorly.

REVENANTS

Demoniac Corpse

The demonically-possessed dead

Number Appearing: 1 – 6

Initial Impression: A hideous walking corpse with fangs, claws, and a hateful look on what remains of its facial features.

Size: Human-sized

Perversity: 30

Disposition: Aggressive

Charisma: 9 **Intelligence:** 9 **Wisdom:** 14

Strength: 20 **Dexterity:** 20 **Constitution:** 20

Speed: 9

Armor Class: 5

Hit Dice: 3, 4, or 5

Attacks: 1 (hold, strike, claw, or bite)

Special Abilities: Demonic Characteristics, Capture Bonus, Consume Flesh, Drink Blood, Terrifying Visage, Voice of the Dead

Weaknesses: Cold Presence, Demonic Weaknesses, Double Damage From Fire, Undead Weaknesses

Assets: None

Afflictions: None

Preternatural Powers: *Augury, Darkness, Detect Evil, Levitate, Prestidigitation, Read Minds, Telekinesis, Whispered Message*

Natural Habitat: Graveyards, tombs, or other burial places, especially if desecrated or forgotten.

Level: 3, 4, or 5

Not even the dead are safe from the Possessor Demons. Any corpse, fresh or decayed, that still has majority of its body intact is subject to possession by such a Demon.

The Demon inside of a Demoniac Corpse can twist its flesh into a Terrifying Visage, in the same manner as a Demoniac, or Demoniac Beast. The one thing the Demon cannot do with with own power alone is reverse the decay of its body.

Demoniac Corpses continue to rot at the natural rate, unless they feed upon the living. For every living person killed and eaten, the process of decay is arrested for another night. The Demoniac Corpse can elect to subsist on blood, flesh, or both.

A Demoniac Corpse's usual motivation is the consumption of living flesh or blood. Therefore, it usually tries first to grab and hold opponents, rather than use other attacks. If the Demoniac Corpse has already fed that night, however, it may wish to attack mercilessly with tooth and claw, for the dark joy of killing. All damage inflicted upon a Demoniac Corpse is also suffered by the Demon inside, so the entity will always try to flee its host before it is finally destroyed (see [SPIRITS: Possessor Demon](#)).

Special Abilities

Capture Bonus: A Demoniac Corpse gains a +1 Bonus on all attempts to grab and hold people or objects. Once a Demoniac Corpse has successfully held an opponent, it will begin to either Drink Blood or Consume Flesh on the next round.

Consume Flesh: If the Demoniac Corpse elects to Consume Flesh it inflicts 1d6 points of Lethal Damage, plus 1 point of Constitution damage, per round. If a victim is killed in this way, the Demoniac Corpse's rot is arrested for the night. The Demoniac Corpse receives no other special benefit from Consuming Flesh, but will often elect to do it simply because it is far more grisly and unsettling than Drinking Blood.

Drink Blood: If a Demoniac Corpse has a grappled opponent in its grasp, it can automatically bite and drain blood at the rate of 1d6 Hit Points per round. These hit points are added to the Demoniac Corpse's own, to the maximum amount allowed by its Hit Dice. If the Demoniac Corpse drains enough blood to kill its victim, it will not decay any further that night.

Terrifying Visage: The Possessor Demon inhabiting a Demoniac Corpse can twist and contort its host's flesh in horrible ways. Characters who first behold such a Terrifying Visage must save versus Charisma or be affected as by a *Scare* effect. The effective User Level is the same as the Demoniac's HD. Those with 5 or more character levels, are unaffected.

While it cannot change the corpse's height or gender, the Demon can do such things as:

- Change their host body's skin color.
- Cause the teeth and nails to lengthen into fangs and claws.
- Cause the face to have a bestial character.
- Cause the vomiting of blood, slime, or even small inorganic objects (such as broken glass or pebbles).
- Change the eyes to those of an Animal, make them bloodshot, or make them a single solid color.
- Cause the body to swell and bloat, or to look emaciated
- Cause apparent bruises, blisters, and wounds to appear on the flesh, and make them disappear.
- Cause words and symbols to appear as welts on the skin.
- Cause the limbs and joints to contort in seemingly impossible ways.

Voice of the Dead: A Demoniac Corpse can speak with the same voice its body possessed while alive, with a scratchy wheeze that reflects its rotted vocal cords, or with the deep and unsettling voice of the Possessor Demon. Unlike Demoniacs and Demoniac Beasts, Demoniac Corpses cannot imitate other sounds or voices.

Weaknesses

Cold Presence: Like Possessor Demons (but unlike other kinds of Demoniacs), Demoniac Corpses continually suck the heat out of any space they inhabit. Anyone in the Nearby Area will instantly notice a chill in the air. Although not severe enough to cause damage, its Cold Presence can alert people to the proximity of a Demoniac Corpse.

Double Damage From Fire: Fire-based attacks inflict *double damage* on Demoniac Corpses. A Demoniac Corpse automatically fails any saving throw against fire-based attacks.

Undead Weaknesses: In addition to the weaknesses of Demons, Demoniac Corpses are affected by all Special Abilities and Preternatural Effects that target Revenants and Ghosts.

Ghoulish Revenant

A restless corpse that hungers for human flesh

Creature Class: Revenant

Number Appearing: 1 – 12

Initial Impression: A filthy, naked woman whose gray skin is mottled with patches of purple, blue, and yellow lividity. She has a feral countenance, and wolf-like eyes. Her drooling mouth is full of sharp teeth, and her fingers end in sharp claws.

Perversity: 20

Disposition: Aggressive

Charisma: 5 **Intelligence:** 6 **Wisdom:** 12

Strength: 12 **Dexterity:** 10 **Constitution:** 9

Speed: 10 walking, 2 burrowing

Armor Class: None

Hit Dice: 2

Attacks: 1 (claws and bite) + Paralysis

Special Abilities: Paralyzing Touch, Revenant Characteristics, Stench of the Grave

Weaknesses: Distracted by Food, Undead Weaknesses

Assets: None

Afflictions: Always Hungry

Preternatural Powers: None

Natural Habitat: Graveyards, catacombs, charnal houses, cremation grounds, battlefields, isolated settlements with uncertain food supplies, areas experiencing famine, or anywhere human corpses are stored.

Level: 2

Ghoulish Revenants are the cursed and reanimated corpses of those who ate human flesh while alive. Unlike true Ghouls (who are similar in many ways to [Vampyres](#)), Ghoulish Revenants have limited minds concerned only with killing and consuming people. They tend to form packs, and never wear clothing or shrouds of any kind. They frequently burrow through the ground, breaking into graves from below. They are slightly faster than most living people, and hard to outrun. They avoid sunlight, but are not harmed by it.

Ghoulish Revenants hunger for flesh, preferably human. They do not care if it is fresh or rotted, and will happily despoil a graveyard if no living prey is available. Unlike most other Revenants (but like Vampyres) they seem to have some kind of metabolism that requires nourishment. That metabolism may be the reason for the putrid slime that drips from a Ghoulish Revenant's mouth.

Special Abilities

Paralyzing Touch: Anyone touched by a Ghoulish Revenant must Save versus Wisdom or be paralyzed with fear until all Ghoulish Revenants are either destroyed or no longer visible.

Stench of the Grave: The unbearable smell of rotted flesh emanates from the drooling mouths of Ghoulish Revenants. Anyone in the Nearby Area must Save versus Constitution or suffer the Affliction “Nauseous”, inflicting a -3 Penalty to all action that require mental concentration or physical exertion. The nausea lasts until the character leave the Nearby Area are around the Ghoulish Revenant. Note that Grave Robbers are immune to the Stench of the Grave.

Weaknesses

Distracted by Food: Ghoulish Revenants will follow easily obtainable meat, to the point of breaking off combat to eat. The flesh can be decayed or fresh.

Mindless Revenant

Rotted corpses that act without thought

Number Appearing: 1 – 100

Initial Impression: A rotted corpse, slowly shambling along with outstretched arms.

Size: Human-sized

Perversity: 17

Disposition: Aggressive

Charisma: 1 **Intelligence:** 0 **Wisdom:** 10

Strength: 12 **Dexterity:** 7 **Constitution:** 0

Speed: 6

Armor Class: 1

Hit Dice: 2

Attacks: 1 (strike)

Special Abilities: Revenant Characteristics

Weaknesses: Always Loses Initiative, Undead Weaknesses

Assets: None

Afflictions: Slow

Preternatural Powers: None

Natural Habitat: Graveyards, catacombs, the laboratories of Mad Scientists, cursed places, the areas around fallen meteorites.

Level: 2

Mindless Revenants are corpses animated by foul sorcery, bizarre technology, or strange radiations. They appear as shambling cadavers, often in a state of substantial decay. Lacking any minds or sense of their previous lives, Mindless Revenants can do no more than blindly repeat simple tasks. At times when Mindless Revenants are created accidentally, the creatures will simply wander aimlessly, attacking whatever they encounter.

Weaknesses

Always Loses Initiative: Mindless Revenants are slow, and always lose Initiative during fights or chases.

Vampyre, Common

A cursed soul, newly-risen from the grave

Number Appearing: 1 (sometimes 1 – 4)

Initial Impression: A dirty person with a desperate expression, wrapped in a torn burial shroud.

Size: Human-sized

Perversity: 15

Disposition: Aggressive

Charisma: 9 **Intelligence:** 9 **Wisdom:** 9

Strength: 11 **Dexterity:** 11 **Constitution:** 12

Speed: 9

Armor Class: 0

Hit Dice: 1

Attacks: 1 (weapon, or claws & teeth in Vampyric Form)

Special Abilities: Assume Vampyric Form, Drain Blood, Rise From Death, Revenant Characteristics, Vampyric Powers

Weaknesses: Blood-Lust; Undead Weaknesses; Vampyric Debility: Vulnerable to Holy Water

Assets: None

Afflictions: None

Vampyric (Preternatural) Powers: *Hypnotism*

Natural Habitat: Burial grounds, abandoned buildings, and lonely roads

Level: 3

The majority of Vampyres are destroyed before they can become truly powerful. The description of the Common Vampyre represents an unfortunate person newly risen from the grave to a restless death, and likely to eventually run afoul of an outraged mob. Most Vampyres who claw their way out of their graves are deeply disturbed by the experience, and lurk in lonely places where they can avoid

social contact. Some few try to revisit their families, only to find that they are now regarded as the monsters they have truly become. Unable to rectify their walking state with the fact of their deaths, most are pathetic predators who would welcome a release from their curse-driven blood-lust.

Full rules for creating custom Vampyres of any Level are given in **Appendix I** of the “**Ghastly Affair Player’s Manual**”. While Player Character Vampyres will always have another Class as well, there is usually no need for the Presenter to bother with defining one for most Vampyre Antagonists. Nonetheless, if the Presenter wants an Antagonist Vampyre can be treated using the same rules as any other Character, including possessing Levels in some other Class (such as Bandit or Libertine). Vampyre Magicians are truly terrifying.

Special Abilities

Assume Vampyric Form: At night the Vampyre can assume a terrifying and dangerous form at will. In Vampyric Form the creature becomes emaciated and feral in appearance, with translucent white skin, a bat-like nose, solid red eyes, long claws, and fangs. In this form the Vampyre can make Lethal attacks with their claws and teeth.

Drain Blood: If a victim is restrained (asleep, hypnotized, bound, or held), the Vampyre can drain 1 pint of blood per round after biting, causing the victim to also suffer 2 points of Constitution damage per pint of blood taken. The Vampyre can choose to only inflict 1 point of Lethal Damage with their bite, if they wish to keep the victim alive.

Rise From Death: Unless the Vampyre is staked to the ground through the heart with wood or iron, beheaded, or incinerated, they will rise again the next night if killed.

Vampyric Power: Once per night a Common Vampyre can employ its Preternatural Power of *Hypnotism*.

Weaknesses

Blood-Lust: A newly-spawned Vampyre must drink 1 pint of fresh blood before dawn. A Vampyre that fails to drink enough blood will fall into a lifeless state during the day, and will be forced into Vampyric Form upon rising the next night. The starved Vampyre will not be able to leave Vampyric Form until enough blood is consumed.

Vulnerable to Holy Water: Holy Water burns the Vampyre like acid, causing 1d6+2 points of Lethal Damage.

Vampyre, Experienced

A blood-drinking abomination who has learned how to maintain their cursed existence

Number Appearing: 1

Initial Impression: A well-dressed person with a hungry look in their eyes.

Size: Human-sized

Perversity: 18

Disposition: Scheming

Charisma: 9 **Intelligence:** 10 **Wisdom:** 9

Strength: 13 **Dexterity:** 13 **Constitution:** 12

Speed: 9

Armor Class: 0

Hit Dice: 5

Attacks: 1 (weapon, or claws & teeth in Vampyric Form)

Special Abilities: Assume Vampyric Form, Drain Blood, Rise From Death, Revenant Characteristics, Vampyric Powers

Weaknesses: Blood-Lust; Undead Weaknesses; Vampyric Debilities: Affected by Holy Symbols, Cold as a Corpse, No Reflection in Mirror, Repelled by Garlic, Vulnerable to Holy Water

Assets: None

Afflictions: None

Vampyric (Preternatural) Powers: *Hypnotism, Inspire Dark Devotion, Inhuman Strength, Blazing Dexterity, Gaseous Form*

Natural Habitat: Taverns, salons, the cellars of large homes and inns, large tombs

Level: 7

This entry represents a typical Vampyre that has managed to survive for some years, and now hunts for blood in living society. No longer does the Experienced Vampyre haunt cemeteries clad in rags, but now wears fine attire, and prowls the inns and salons instead. Money stolen from victims allows the Vampyre some creature comforts. An entranced person most likely protects the Vampyre during the day, and helps find victims.

Special Abilities

Assume Vampyric Form: At night the Vampyre can assume a terrifying and dangerous form at will. In Vampyric Form the creature becomes emaciated and feral in appearance, with translucent white skin, a bat-like nose, solid red eyes, long claws, and fangs. In this form the Vampyre can make Lethal attacks with their claws and teeth.

Drain Blood: If a victim is restrained (asleep, hypnotized, bound, or held), the Vampyre can drain 1 pint of blood per round after biting, causing the victim to also suffer 2 points of Constitution damage per pint of blood taken. The Vampyre can choose to only inflict 1 point of Lethal Damage with their bite, if they wish to keep the victim alive.

Rise From Death: Unless the Vampyre is staked to the ground through the heart with wood or iron, beheaded, or incinerated, they will rise again the next night if killed.

Vampyric Powers: Five times per night, the Vampyre can employ any one of the following Preternatural Powers: *Hypnotism*, *Inspire Dark Devotion*, *Inhuman Strength*, *Blazing Dexterity*, *Gaseous Form*.

Weaknesses

Blood-Lust: An Experienced Vampyre must consume 5 pints of fresh blood before dawn. A Vampyre that fails to drink enough blood will fall into a lifeless state during the day, and will be forced into Vampyric Form upon rising the next night. The starved Vampyre will not be able to leave Vampyric Form until enough blood is consumed.

Affected by Holy Symbols: The Vampyre cannot come within 10 feet of any visible holy symbol or emblem, whether wielded in Faith or not.

Cold as a Corpse: Even in human form during the day the Vampyre has no body heat.

No Reflection in Mirror: The creature cannot be seen in any reflective surface.

Repelled by Garlic: The Vampyre cannot draw nearer than 10 feet to garlic bulbs or flowers.

Vulnerable to Holy Water: Holy Water burns the Vampyre like acid, causing 1d6+2 points of Lethal Damage.

Vampyre, Master

A powerful fiend who has survived for centuries

Number Appearing: 1

Initial Impression: A well-dressed but disturbingly pale person with a confident, contemptuous bearing.

Size: Human-sized

Perversity: 20

Disposition: Scheming

Charisma: 12 **Intelligence:** 12 **Wisdom:** 9

Strength: 13 **Dexterity:** 13 **Constitution:** 12

Speed: 9

Armor Class: 0

Hit Dice: 10

Attacks: 1 (weapon, or claws & teeth in Vampyric Form)

Special Abilities: Assume Vampyric Form, Drain Blood, Rise From Death, Revenant Characteristics, Vampyric Powers

Weaknesses: Blood-Lust; Undead Weaknesses; **Vampyric Debilities:** Affected by Holy Symbols, Cadaverous Skin Color, Cannot Cross Running Water, Cannot Enter Homes Uninvited, Cold as a Corpse, No Reflection in Mirror, Obsessive Love, Repelled by Garlic, Vulnerable to Holy Water, Vulnerable to Sunlight

Assets: Noble Bearing

Afflictions: Snobbery

Vampyric (Preternatural) Powers: *Hypnotism, Inspire Dark Devotion, Inhuman Strength, Blazing Dexterity, Unnatural Charisma, Gaseous Form, Summon Dark Beasts, Transform Self into Bat, Transform Self into Wolf, Create New Vampyre*

Natural Habitat: Castles, ancient manor homes, deconsecrated churches and abbeys

Level: 10

The Master Vampyre is one of the very few who has outlasted every mob, outraged spouse, and enterprising Demon Hunter who has tried to destroy them. Now mostly concerned with their own continued existence, the Master Vampyre (or Vampyre Mistress) usually has a small army of entranced and hypnotized followers who protect them from the outside world. Many Master Vampyres reign as nobility in backwater areas of the world, exacting heavy tributes of treasure and livestock from their terrified peasants. Master Vampyres rarely need to leave their lairs, but when they do they spread true terror throughout the countryside.

The Master Vampire possesses the ability to inflict the curse of vampirism on others, and may create broods of less powerful bloodsuckers to keep them company through the endless years. The Master

Vampire often comes to despise his or her cursed mates, however, and yearns instead for the love of an innocent person who might bring some joy into the Vampyre's hollow existence.

Special Abilities

Assume Vampyric Form: At night the Vampyre can assume a terrifying and dangerous form at will. In Vampyric Form the creature becomes emaciated and feral in appearance, with translucent white skin, a bat-like nose, solid red eyes, long claws, and fangs. In this form the Vampyre can make Lethal attacks with their claws and teeth.

Drain Blood: If a victim is restrained (asleep, hypnotized, bound, or held), the Vampyre can drain 1 pint of blood per round after biting, causing the victim to also suffer 2 points of Constitution damage per pint of blood taken. The Vampyre can choose to only inflict 1 point of Lethal Damage with their bite, if they wish to keep the victim alive.

Rise From Death: Unless the Vampyre is staked to the ground through the heart with wood or iron, beheaded, or incinerated, they will rise again the next night if killed.

Vampyric Powers: Ten times per night, a Master Vampyre can employ any one of the following Preternatural Powers: *Hypnotism, Inspire Dark Devotion, Inhuman Strength, Blazing Dexterity, Unnatural Charisma, Gaseous Form, Summon Dark Beasts, Transform Self into Bat, Transform Self into Wolf, Create New Vampyre.*

Weaknesses

Blood-Lust: A Master Vampyre must consume 10 pints of fresh blood every night before dawn. A Vampyre that fails to drink enough blood will fall into a lifeless state during the day, and will be forced into Vampyric Form upon rising the next night. The starved Vampyre will not be able to leave Vampyric Form until enough blood is consumed.

Affected by Holy Symbols: The Vampyre cannot come within 10 feet of any visible holy symbol, whether wielded in Faith or not.

Cadaverous Skin Color: Even in human form during the day the Vampyre's skin is as pale as a corpse's.

Cannot Cross Running Water: The creature will suffer 1d6+2 points of Lethal Damage per round if submerged in any fresh running water.

Cannot Enter Homes Uninvited: The Vampyre cannot enter a private home without the express invitation of its owner.

Cold as a Corpse: Even in human form during the day the Vampyre has no body heat.

Obsessive Love: The Master Vampyre is always in love with some beautiful, innocent person, and will do anything to have them as their own. The Vampyre does not, however, gain the benefits of True Love. The Master Vampyre has created a harem of weaker Vampyres, but does not love them.

No Reflection in Mirror: The creature cannot be seen in any reflective surface.

Repelled by Garlic: The Vampyre cannot draw nearer than 10 feet to garlic bulbs or flowers.

Vulnerable to Holy Water: Holy Water burns the Vampyre like acid, causing 1d6+2 points of Lethal Damage.

Vulnerable to Sunlight: Direct sunlight inflicts 1d6+2 points of Lethal Damage per round. The Vampyre must stay in the shadows during the day.

Vampyre, Plague

A restless corpse that spreads disease and misery

Number Appearing: 1

Initial Impression: A grotesquely ugly person with an oddly rat-like countenance, and disturbingly long fingernails.

Size: Human-sized

Perversity: 20

Disposition: Aggressive

Charisma: 7 **Intelligence:** 9 **Wisdom:** 9

Strength: 19 **Dexterity:** 11 **Constitution:** 12

Speed: 9

Armor Class: 0

Hit Dice: 8

Attacks: 1 (weapon, or claws & teeth in Vampyric Form)

Special Abilities: Assume Vampyric Form, Drain Blood, Rise From Death, Revenant Characteristics, Vampyric Powers

Weaknesses: Blood-Lust; Undead Weaknesses; Vampyric Debilities: Spreads Disease, Grotesque Facial Features, Permanent Fangs, Permanent Claws, Horrible Breath, Blood-Stained Lips, Vulnerable to Sunlight, Vulnerable to Silver

Assets: Intimidating

Afflictions: Menacing

Vampyric (Preternatural) Powers: *Lull Victim, Darkness, Scare, Inhuman Strength, Summon Swarm, Transform Self Into Fly, Transform Self Into Rat, Gaseous Form*

Natural Habitat: Squalid cities, ruins, burial grounds, the areas around battlefields, hospitals and asylums

Level: 10

While certain other Vampyres can be pitiable or almost sympathetic in their personal suffering, it is impossible to feel anything but revulsion for the abominable Plague Vampyre. He is in death as he was in life: a scourge upon humanity; a vile, heartless monster whose only joy is the infliction of pain on others.

The Plague Vampyre is an example of a “themed” Vampyre, which embodies the strong association of Vampyres with disease and pestilence in the ancient lore. He also shows how a Presenter create Vampyres inspired from figures from literature and movies, in this case the classic silent film “Nosferatu”.

Special Abilities

Assume Vampyric Form: At night the Plague Vampyre can assume a terrifying and dangerous form at will. In Vampyric Form the creatures becomes hairless, emaciated, and strangely rat-like in appearance, with translucent, yellowed skin; solid red eyes; long claws; and sharp, rodent-like teeth. In this form the Vampyre can make Lethal attacks with their claws and teeth.

Drain Blood: If a victim is restrained (asleep, hypnotized, bound, or held), the Vampyre can drain 1 pint of blood per round after biting, causing the victim to also suffer 2 points of Constitution damage per pint of blood taken. The Vampyre can choose to only inflict 1 point of Lethal Damage with their bite, if they wish to keep the victim alive.

Rise From Death: Unless the Vampyre is staked to the ground through the heart with wood or iron, beheaded, or incinerated, they will rise again the next night if killed.

Vampyric Powers: Eight times per night, the Plague Vampyre can employ any one of the following Preternatural Powers: *Lull Victim*, *Darkness*, *Scare*, *Inhuman Strength*, *Summon Swarm*, *Transform Self Into Fly*, *Transform Self Into Rat*, *Gaseous Form*.

Weaknesses

Blood-Lust: The Plague Vampyre must drink 8 pints of fresh blood before dawn. A Plague Vampyre that fails to drink enough blood will fall into a lifeless state during the day, and will be forced into Vampyric Form upon rising the next night. The starved Vampyre will not be able to leave Vampyric Form until enough blood is consumed.

Spreads Disease: Anyone bitten by the Plague Vampyre must Save versus Constitution or contract Bubonic Plague. A Plague Vampyre can wipe out whole communities in this way. Of course, the Plague Vampyre usually drains his victims of all their blood, seldom leaving them alive.

Grotesque Facial Features: Even during the day the creature's face is horrible. His eyes are beady, small and sunken in their sockets, with large eyebrows that meet. His long nose is bony and sharp. His ears are oddly pointed, and he suffers from a overbite. His sharp, rodent-like incisors are always visible.

Permanent Fangs: The Vampyre's fangs are always visible, even during the day. Note that the Vampyre can make Lethal bite attacks at all times.

Permanent Claws: The Vampyre's nails are long and pointed, even during the day. This allows him to attack Lethally with his claws at all times.

Horrible Breath: The Vampyre's breath stinks like old blood, and he suffers a -2 Penalty on all Charisma checks with characters that can smell it.

Blood-Stained Lips: The area around the Vampyre's lips are permanently bloodstained, even during the day.

Vulnerable to Sunlight: The Vampyre suffers 1d6+2 points of Lethal Damage per Round of exposure to direct sunlight. The Vampyre can still function in human form during the day, but must remain in dark or shaded areas.

Vulnerable to Silver: Silver weapons +2 to hit versus the Vampyre, and inflict an additional 2 points of Lethal Damage per die. The Vampyre will not voluntarily touch silver, and merely doing so inflicts 2 points of Lethal Damage.

Tomb Wight

The dangerous remains of those buried or entombed alive

Creature Class: Revenant

Number Appearing: 1 (2 – 8 in some ancient tombs)

Initial Impression: A person with cadaverous skin, very long and stringy hair, sunken white eyes with no apparent pupils, and long filthy nails.

Size: Human-sized

Perversity: 18

Disposition: Aggressive

Charisma: 12 **Intelligence:** 9 **Wisdom:** 12

Strength: 12 **Dexterity:** 12 **Constitution:** 0

Speed: 9

Armor Class: 2

Hit Dice: 4

Attacks: 1 (nails) + Drain 1 XP

Special Abilities: Experience Drain (1), Revenant Characteristics

Weaknesses: Bound to the Tomb, Undead Weaknesses

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Tombs, sepulchers, graveyards, and other burial sites.

Level: 5

Tomb Wights are the restless corpses of those who died after being immured or buried alive. Some were once servants of ancient kings, deliberately entombed with their dead masters. Other were grave robbers who died after becoming trapped in a burial site. The third kind were ordinary people accidentally buried alive. No matter how they came to be, all Tomb Wights are consumed with implacable rage at their unnatural condition, and will attack any living thing they encounter.

Tomb Wights dislike and avoid all sources of light, especially sunlight. However, they are not harmed in any way by exposure to the sun.

The hair and nails of Tomb Wights grow continuously. The creatures must rip out and chew on their own hair to prevent themselves from tripping on it. They will also constantly scratch the insides of their tombs, to keep their nails from becoming too long. Long hairs and pieces of fingernail will therefore often be scattered on the floor of a Tomb Wight's lair. If the Tomb Wight had been buried alive the coffin will be filled with hair and bits of nail. The creatures eventually chew the clothing (or shroud) they wear to rags.

Special Abilities

Experience Drain(1): The cold touch of a Tomb Wight is extremely unnerving and debilitating, represented by in the loss of 1 Experience Point. Victims reduced to 0 XP lose the will to live and die, their hair turned completely white.

Weaknesses

Bound to the Tomb: A Tomb Wight is unable to wander outside the perimeter of the burial ground where it died.

Walking Skeleton

Bones that move without flesh

Number Appearing: 1 – 100

Initial Impression: A human skeleton, animated by some unknown power.

Size: Human-sized

Perversity: 17

Disposition: Determined

Charisma: 1 **Intelligence:** 0 **Wisdom:** 10

Strength: 13 **Dexterity:** 10 **Constitution:** 0

Speed: 9

Armor Class: 2

Hit Dice: 1

Attacks: 1 (strike or weapon)

Special Abilities: Revenant Characteristics

Weaknesses: Undead Weaknesses

Assets: None

Afflictions: None

Preternatural Powers: None

Natural Habitat: Dark castle corridors, forgotten cellars, ossuaries

Level: 1

Walking skeletons are the bones of deceased people, bound together and animated by strange means. They have no discernible minds, and simply repeat simple actions in the manner of automatons. A Walking Skeleton is hostile only if its creator intended it to be.

Zombi Servant

A reanimated corpse employed as a slave

Number Appearing: 1 – 100

Initial Impression: A pale, slow-witted person with an empty look in their eyes.

Size: Human-sized

Perversity: 12

Disposition: Determined

Charisma: 1 **Intelligence:** 7 **Wisdom:** 6

Strength: 9 **Dexterity:** 9 **Constitution:** 9

Speed: 8

Armor Class: None

Hit Dice: 2

Attacks: 1 (strike or weapon)

Special Abilities: Revenant Characteristics

Weaknesses: Undead Weaknesses, Awakened If Aroused

Assets: None

Afflictions: Easily Fooled

Preternatural Powers: None

Natural Habitat: Tropical plantations, secret places in the homes of those who have holdings in the New World.

Level: 2

Zombi Servants are reanimated human corpses created as tireless laborers on the tropical islands of the New World. They appear to be people with unusually pale complexions, dull expressions, and glazed eyes. They walk with a listless gait. Generally, they will be dressed in cheap rags, but it not unknown for certain Zombi Servants to be attired in rich finery. Zombi Servants cannot speak.

The sorcerer who wishes to create a Zombi Servant must magically trap a subject's soul in a small magical container called a *Zombi Bottle*. The sorcerer must then slay the hapless victim using special *Zombi Poison*, which can either be administered surreptitiously through food or drink, or be blown as a powder into the victim's face. Victims slain by other means cannot be turned into true Zombi Servants, although they might be otherwise reanimated. The victim of the *Zombi Poison* must be disinterred before the body begins to decay significantly. *Zombi Potion* is then poured into the corpse's mouth, reanimating the flesh, but destroying the higher mental functions.

Zombi Servants are Revenants, having already suffered death, and the loss of their souls. They possess all the standard immunities conferred by their status. Nonetheless, Zombi Servants still need to eat, drink, and breathe (but not sleep) to maintain their twilight existence. However, care must be taken

that the Zombi Servant's meals remain bland. Should it ever taste salty or flavorful food, the Zombi's mind will be sufficiently stimulated to realize its own condition, with possibly unpleasant consequences for the necromancer who created it.

Although their mental faculties are extremely limited, Zombi Servants can faithfully perform any tasks demonstrated to them. Usually, they are employed as agricultural laborers or soldiers. Whispered tales speak of attractive Zombi Servants being used for work of a wholly different nature, however.

Whoever possesses the container that holds the soul of a Zombi Servant controls the creature. Therefore, necromancers who employ Zombi Servants must take care to guard those containers, lest their own slaves be turned against them. It is common practice for a necromancer who commits an offense against his magical order to be punished by being forced to surrender his Zombi Servants to a superior.

Weaknesses

Awakened If Aroused: Should a Zombi Servant ever be stimulated by tasting salt, spices, or other strongly-flavored food, it will regain both its former intellect and the ability to speak. Aware of its unnatural state, the awakened Zombi Servant will usually hurry to rebury itself in its grave, ignoring all further instructions from its former master. Sometimes, however, the freed Zombi Servant will try to resume its former life. Some tales even suggest that if the Zombi Servant had possessed a strong Spirit while alive, it may decide to take vengeance upon the sorcerer who created it. In such a case, the Zombi will rush to physically attack the necromancer, or find the bottle that contains its soul. If released, the once-imprisoned soul becomes an uncontrollable Wraith immune to magic, and set upon destroying the sorcerer. If successful in its vengeance, the Wraith will rejoin its former body, and the now resurrected person will resume their former abilities.

Zoomorphic Revenant

The restless Spirit of a dead person, returned in Animal form

Number Appearing: 1 – 6

Initial Impression: As Animal form.

Size: As Animal form

Perversity: Any

Disposition: Any

Charisma: As Animal form **Intelligence:** Human range **Wisdom:** As Animal form

Strength: As Animal form **Dexterity:** As Animal form **Constitution:** As Animal form

Speed: As Animal form

Armor Class: As Animal form

Hit Dice: As Animal form

Attacks: As Animal form

Special Abilities: As Animal form, plus Persistent Return, Revenant Characteristics, Speak

Weaknesses: As Animal form, plus Release, Undead Weaknesses

Assets: As Animal form

Afflictions: As Animal form

Preternatural Powers: None

Natural Habitat: Whatever places the creatures loved in life, plus the environments typical for their Animal form.

Level: As Animal form

In certain rare circumstances, souls who are unable to experience the peace of death return in the bodies of [Animals](#). Bound to the mundane world by some overwhelming desire, such Zoomorphic Revenants often take forms symbolic of their obsessions. Savage bandits sometimes return as wolves, while a glutton may be trapped in the form of a hog, and a loyal guard might come back as dog. Some tales even claim that if an Animal feeds upon the body of a person who has not been buried in consecrated ground, the soul may be absorbed into the body of the beast. A third possible way that a Zoomorphic Revenant might be created is through the Preternatural effect *Reincarnate*.

A Zoomorphic Revenant is a fully corporeal being, with most of the same abilities and characteristic of a normal Animal. It is an Revenant, however, and possessed of human intelligence and the power of speech. Its human soul retains all the memories of its previous life. A Zoomorphic Revenant can easily be mistaken for a [Demoniac Beast](#), but a Zoomorphic Revenant never suffers from the horrible bodily distortions typical of the demonically possessed. Nonetheless, its form may display some physical characteristic suggestive of its previous body.

It is also possible for a Zoomorphic Revenant to manifest as a collective swarm of flies, rats, or other such vermin, rather than as a single Animal.

Zoomorphic Revenants sometimes become the familiars of powerful Magicians.

If forced into a fight, Zoomorphic Revenants have the same attacks as their Animal forms. Of course, their human intelligence makes them far more dangerous opponents than any ordinary beast. Furthermore, Zoomorphic Revenants are fully aware that they can not be permanently destroyed through violence, although normal weapons appear to harm the flesh of their bodies. Therefore, a Zoomorphic Revenant will almost never retreat in combat.

Special Abilities

Persistent Return: A Zoomorphic Revenant's Animal body can apparently be killed, but the creature will simply reform and return at full strength the next night. Likewise, while a Zoomorphic Revenant does not regenerate during combat, any damage done to its physical body will be completely healed every nightfall. Zoomorphic Revenants who are transformed by Preternatural effects will simply be returned to their Animal forms upon the next sunset.

There are only a few ways to stop the creature's Persistent Return. Preternatural effects or artifacts that raise the dead or grant wishes can lay a Zoomorphic Revenant to rest. Another way to undo a Zoomorphic Revenant is to perform a specific action that will Release its restless soul.

Speak: Whatever the present shape of a Zoomorphic Revenant, the creature can speak in the voice it possessed in its previous human life.

Weaknesses

Release: The Release of a Zoomorphic Revenant is an action that, if ever performed, will actually lay it to rest. Typical Releases may be proper burial of the Revenant's human corpse, the delivery of a lost love letter, or the avenging of a murder. Some very evil Zoomorphic Revenants are only satisfied by the commission of a pointless atrocity, however. Many Zoomorphic Revenants will try to make their Releases known, so they can be at peace. Some grow to enjoy their Animal existence, and will try to hide their Releases.

SPIRITS

Demoniac Object

A statue, doll, weapon, or other object inhabited by an evil Spirit

Number Appearing: 1

Initial Impression: A strangely cold object.

Size: An object no larger than a carriage

Perversity: 30

Disposition: Aggressive

Charisma: 9 **Intelligence:** 9 **Wisdom:** 14

Strength: 20 **Dexterity:** 12 **Constitution:** 20

Speed: 9 walking or 3 creeping or 6 slithering or 18 rolling or 5 sailing, 6 flying (if under 100 lbs)

Armor Class: 4 (immune to weapons of softer materials)

Hit Dice: 3, 4, or 5

Attacks: 1 (strike, smother, strangle, or weapon)

Special Abilities: Demonic Characteristics, Empathic Communication, Phantom Messages, Repair

Weaknesses: Cleansed By Faith, Demonic Weaknesses

Assets: None

Afflictions: None

Preternatural Powers: *Augury, Darkness, Detect Evil, Levitate, Prestidigitation, Read Minds, Telekinesis, Whispered Message*

Natural Habitat: Ruins, cursed locations, places where great evil has been done.

Level: 3, 4, or 5

On rare occasions, a Possessor Demon will inhabit an object instead of flesh. Such possessed items are known as Demoniac Objects. The Demon's usual desire in such a possession is to cause the Object to be bathed, splashed, or spattered with blood, either by its own efforts, or by those of the Object's would-be possessors. Any blood that contacts a Demoniac Object will seem to disappear, consumed by the Demon inside.

Dolls, statues, ropes, rugs, wagons, and boats are all common forms of Demoniac Objects. Altars are another common choice, because although they cannot move or attack (except through *Levitation*), they are frequently covered in the blood the Demon desperately craves. Most of all, the Possessor Demons love to inhabit weapons that will be frequently bathed in gore. The maximum size of item that can be turned into a Demonic Object is equal to a large stone altar (about 4' x 7' x 4), or a large carriage.

Although the physical form of a Demoniac Object generally lacks obvious sensory organs, the Demon inside the Object nonetheless retains its senses. It loses the ability to audibly vocalize, however, being restricted to empathic communication, and causing brief phantom messages to appear. Of course, the Possessor Demon could always decide to temporarily possess a nearby creature in order to speak!

A Demoniac Object moves in way consistent with its shape. A rug will creep, a rope will slither, and a wagon will roll. The inhabiting Demon can also use Telekinesis to cause the Object to fly, if it weighs under 100 lbs.

The Demon that inhabits the Demoniac Object can cause the object to twist and contort, but the Demon cannot change the essential shape of the Object, or create new appendages. For example, a statue can be made to move as if alive, but it cannot grow new arms. A spear could twist and attack its holder, but not change into a sword.

A weapon inhabited by a Possessor Demon and turned into a Demoniac Object can strike opponents not affected by normal weapons, and adds the Demon's own Damage Bonus to all damage rolls. The inhabiting Demon also retains its Preternatural Powers, and the Demoniac Fetish may become famous and valued. The item remains enchanted only so long as it pleases the Demon, however.

A Demoniac Object's Hit Points represent damage taken by the Possessor Demon inside, and do not necessarily represent destruction of the Object. Likewise, a weapon turned into a Demoniac Fetish is not damaged by ordinary use – only by deliberate attacks to the weapon itself.

Demoniac Objects are unnaturally cold to the touch, but they do not radiate cold like a Possessor Demon or Demoniac Corpse. Of course, actually touching the Fetish puts one in empathic contact with the inhabiting Demon.

When fighting, A Demoniac Object will use whatever attacks are possible for its shape. A statue will punch, a rug will smother, a rope will try to constrict and strangle, or a pillar might fall upon a victim. In most cases, a Demoniac Object's attack will do 1d6 points of Lethal Damage, plus its Damage Bonus. The possessing Demon will also use Telekinesis to attack with any weapon it inhabits. In all cases, a Demoniac Object wants to have fresh blood splashed or poured on it, and those who willingly perform such a sacrifice can sometimes convince the Object to end combat.

Special Abilities

Empathic Communication: Since it lacks a true mouth and vocal cords, a Demoniac Object cannot speak. The inhabiting Demon, however, can transmit its feelings and desires to anyone who touches the Object.

Phantom Messages: In addition to Empathic Communication, the Demon inhabiting a Demoniac Object can make words and symbols briefly appear on the surface of the object. Such messages will be limited to a single sentence, and may be as short as a single word. “They are all against you”, “Feed me,” “He is cheating on you”, and “Kill” are typical messages.

Repair: For every ounce of blood absorbed by a Demonic Object, it can repair itself of 1 point of inflicted damage.

Weaknesses

Cleansed By Faith: Demoniac Objects can be repulsed by the Faith of the virtuous. If the Object is essentially non-mobile, then the inhabiting Possessor Demon is actually expelled from it on a successful display of Faith.

Imp

The most minor of Devils, and companion of evil witches

Number Appearing: 1

Initial Impression: A small red humanoid with grotesque facial features, horns, bat-like wings, and a long tail that ends in a stinger.

Size: Small (2' tall)

Perversity: 30

Disposition: Scheming

Charisma: 14 **Intelligence:** 10 **Wisdom:** 12

Strength: 10 **Dexterity:** 17 **Constitution:** 10

Speed: 6 walking, 15 flying

Armor Class: 7

Hit Dice: 1

Attacks: 1 (stinging tail) + Poison

Special Abilities: Diabolical Characteristics, Poison

Weaknesses: Diabolical Weaknesses

Assets: None

Afflictions: None

Preternatural Powers: *Commune With Spirit; Darkness; Invisibility; Detect Evil; Prestidigitation; Suggestion (once per day); Transform Self Into Snake, Black Dog, Black Cat, Goat, Toad, Raven, or Owl*

Natural Habitat: Hell, the lairs of Witches and Sorcerers, Black Sabbaths

Level: 1

The smallest and weakest diabolical entities, Imps exist to spread mischief and tempt humans to evil. They are frequently given as familiars to those who have made infernal pacts. Imps will always seek to inspire their human masters to greater depravity, in order to more fully insure the damnation of the foolish soul.

Special Ability

Poison: Anyone stung by an Imp must Save versus Constitution or suffer 1d6 points of Temporary Dexterity Damage.

Phantom

A harmless Ghost who manipulates perceptions

Number Appearing: 1, or 1 – 100

Initial Impression: A form like an ordinary person, who suddenly becomes translucent and cadaverous in appearance.

Size: Human-sized

Perversity: 7 – 20

Disposition: Determined

Charisma: 9 **Intelligence:** 9 **Wisdom:** 9

Strength: 0 **Dexterity:** 9 **Constitution:** 0

Speed: 9

Armor Class: None

Hit Dice: 1 – 5

Attacks: No actual attack

Special Abilities: Ghostly Characteristics

Weaknesses: Bound in Death, Undead Weaknesses

Assets: None

Afflictions: Obsessive

Preternatural Powers: *Disguise Self; Invisibility; Phantasmagoria I, II, III, IV, or V (as Hit Dice)*

Natural Habitat: Places where great tragedy has occurred

Level: 1 – 5 (as Hit Dice)

A Phantom is the least dangerous variety of Ghost, being wholly incorporeal and unable to physically attack. Nonetheless, their ability to manipulate human senses can make an encounter with one a terrifying experience.

A visible Phantom appears the way they did in life. Although incorporeal, some look completely solid, and could be mistaken for a living person. Other times a Phantom will be faint and translucent, or even transparent. Phantoms can become *Invisible* at will however, and are able to change the details of their appearance.

A Phantom haunts some place important to it. The place could be a former home, an old work site, or the site where the Phantom died. Unlike Ghosts such as Wraiths (see [SPIRITS: Wraith](#)), Phantoms are not necessarily malicious. Many just want to be remembered, or to ease their loneliness. Other Phantoms seem locked into endlessly repeating some action or scene, often their own death. Some Phantoms, however, delight in macabre displays designed to frighten the living.

On rare occasions up to a 100 Phantoms will haunt a single place. Such an infestation occurs only in areas where large amounts of people have died or experienced great misery, such as battlefields, hospitals, and prisons.

Unlike some other kinds of Ghost, Phantoms are not adversely affected by sunlight, and can appear during the day. Most, however, choose not to.

Special Abilities

Preternatural Powers: Phantoms can be visible or *Invisible* at will. A Phantom can use *Disguise Self* to do such things as make its face slowly rot away, change the clothing it seems to wear, or even alter its apparent age. A Phantom can also create *Phantasmagoria* effects that affect one sense per Level of the Phantom. For example, a Level 3 Phantom can make a ten-foot section of wall appear to bleed, cause the area to smell like funeral flowers, and cause a disembodied voice to boom “Get out”, all while remaining *Invisible*. A Level 1 Phantom can only affect one sense at a time, such as making the room feel inexplicably cold, creating an unexplainable banging sound, or making an illusory locket appear.

Weaknesses

Bound in Death: A Phantom cannot leave the area it haunts, but the size of the haunted area varies from Phantom to Phantom. Some Phantoms are confined to a single room, while others can roam an entire forest (but are still confined to stay within it).

Poltergeist

An invisible and mischievous Ghost who cause objects to move inexplicably

Number Appearing: 1

Initial Impression: An object rises from the table, and suddenly hurtles towards the viewer

Size: Human-sized

Perversity: 14

Disposition: Goading

Charisma: 9 **Intelligence:** 9 **Wisdom:** 9

Strength: 0 **Dexterity:** 9 **Constitution:** 0

Speed: 15

Armor Class: None

Hit Dice: 3

Attacks: 1 (strike or thrown object)

Special Abilities: Ghostly Characteristics, Naturally Invisible

Weaknesses: Bound to Host, Undead Weaknesses

Assets: None

Afflictions: None

Preternatural Powers: *Create Flame, Create Water, Ghost Sound, Major Creation, Shower of Stones, Telekinesis, Teleportation*

Natural Habitat: Servant's quarters, convents, asylums, anywhere adolescents are found

Level: 4

A Poltergeist is a mischievous Spirit which attaches itself to a living member of a household. Typically, a Poltergeist will choose a traumatized adolescent as its host, and more frequently a girl than a boy. Unlike other Ghosts which are usually bound to a location, the Poltergeist is instead bound to its host. Attempting to leave a location seemingly haunted by a Poltergeist will do no good, because the Spirit will go wherever its host goes.

Because a Poltergeist fully inhabits its host, it cannot usually be seen even with Preternatural Effects such as *True Seeing*. If separated from its host through faith or a Preternatural Effect it remains *Invisible*, but those able to see *Invisible* beings will perceive it as a faintly glowing ball of greenish light. Poltergeists can be easily mistaken for Possessor Demons (see [SPIRITS: Possessor Demon](#)), but Poltergeists exercise no control of any kind over their hosts. It takes weeks for a Poltergeist to merge with a new host if expelled from their previous one.

Poltergeists can range in behavior from simply annoying to unpredictably deadly. They are able to directly strike anybody in the Nearby Area with an invisible force that feels (and damages) like a punch or bite, but seldom do so. More frequently, a Poltergeist that is feeling malicious will use

Telekinesis to throw objects. Their powers also allow them to materialize various objects from thin air, and they are especially fond of throwing stones which have no explainable origin. Unlike other types of Ghosts, Poltergeists are not interested in communicating any message or accomplishing any task other than making life miserable for the living.

Poltergeists are not affected in any way by sunlight.

Typical Poltergeist activities include:

- Causing a large quantity of water to fall from a dry ceiling
- Materializing oil on walls or tabletops
- Creating knocking, rapping, or moaning sounds
- Stacking furniture and objects in neat piles
- Teleporting objects from one part of a house to another
- Materializing stones that pelt victims without any visible assailant
- Causing a rain of stones to fall on a house
- Causing items to float in the air without visible support
- Igniting small fires
- Opening and closing doors or drawers
- Invisibly punching and biting victims
- Using chalk to write threatening messages

Special Abilities

Naturally Invisible: Poltergeists are *Invisible* by nature, and do not become visible when they attack or take other actions.

Weaknesses

Bound to Host: A Poltergeist always longs to inhabit a host, and cannot voluntarily leave its host once chosen. Furthermore, any damage suffered by the host will also be suffered by the Poltergeist, and any Preternatural Effects that affect the host will also affect the Poltergeist. A disembodied Poltergeist, however, enjoys a Ghost's immunity to normal weapons and most *Fascination* effects.

Possessor Demon

Dark entities that hunger to inhabit flesh

Number Appearing: 1 – 6

Initial Impression: A sudden and inexplicable chill in the air.

Size: Human-sized

Perversity: 30

Disposition: Aggressive

Charisma: 9 **Intelligence:** 9 **Wisdom:** 14

Strength: 12 **Dexterity:** 12 **Constitution:** 10

Speed: 9 flying

Armor Class: 3 (see below)

Hit Dice: 3, 4, or 5

Attacks: 1

Special Abilities: Demonic Characteristics, Incorporeal, Invisible, Possession

Weaknesses: Demonic Weaknesses

Assets: None

Afflictions: None

Preternatural Powers: *Augury, Darkness, Detect Evil, Prestidigitation, Read Minds, Telekinesis, Whispered Message*

Natural Habitat: The Outer Darkness, ruins, cursed locations, places where great evil has been done.

Level: 3, 4, or 5

One of the most common forms of Demon, the terrible Possessor Demon is an incorporeal abomination that hungers to clothe itself in flesh. Although not especially powerful compared to other Spirits, Possessor Demons infest the mundane world in vast numbers. There they cause endless chaos and suffering.

A Possessor Demon is naturally *Invisible*. Those who can perceive *Invisible* things (through *True Seeing*, for example) will see the Possessor Demon as a vaguely manlike shadow. Most creatures, however, will sense the presence of a Possessor Demon only by a distinct and otherwise inexplicable chill in the air.

Like all Demons, Possessor Demons delight in ruining the plans of men. They strike without warning, or any seeming agenda other than causing confusion and catastrophe.

Possessor Demons dislike sunlight, but are not actually harmed by it. They love to haunt ruins and wastelands, or any other place where the harmony and order of the Cosmos seems to have broken down.

Although it is naturally incorporeal, a Possessor Demon can physically attack in a number of ways. Commonly, it first uses *Telekinesis* to throw objects at its victims. If an opponent is within hand-to-hand range, the Demon is capable of physically manifesting enough to attack either with a punch, or by causing myriad small cuts to appear on a victim's flesh. Always, however, the Demon's goal will be possession of an actual physical body.

Special Abilities

Invisible: Possessor Demons are naturally *Invisible*, causing any being who is unable to perceive them to suffer a -4 penalty on attack Checks. Possessor Demons remain *Invisible* no matter what they are doing.

Incorporeal: Since they lack physical bodies, it is extremely hard to fight Possessor Demons in their natural forms. Only weapons that are magically enchanted, or crafted of pure iron can harm them. Even then, all physical attacks inflict only half damage. A Demoniac being inhabited by a Possessor Demon, however, is affected by normal weapons.

Possession: Once a round, in place of its normal action, a Possessor Demon may attempt to possess a creature, corpse, or object. If successful, the Demon joins with the subject, forming a **Demoniac**, **Demoniac Beast**, **Demoniac Corpse**, or **Demoniac Object**. Each form of Demoniac has unique characteristics.

- Living victims who are targeted for Possession must engage in a Charisma Contest with Demon. Failure on the target's part indicates that the Demon now inhabits and controls the creature's body, turning it into either a Demoniac or Demoniac Beast (see **MONSTERS: Demoniac** and **MONSTERS: Demoniac Beast**). Only living creatures whose Hit Dice (or Levels) are equal to, or lesser than, the Demon's own can be possessed.
- The Demon can possess a corpse if it can succeed at a Charisma Check with a Penalty of -3. Upon success, the corpse is transformed into a Demoniac Corpse (see **REVENANTS: Demoniac Corpse**).
- In order to possess an object the Demon must succeed at a Charisma Check with a Penalty of -3. A Demoniac Object will thus be created (see **SPIRITS: Demoniac Object**).
- A Demoniac (whether person, Beast, Corpse, or Object) has the Hit Point of the Possessor Demon within it. Damage to the Demoniac is also suffered by the Possessor Demon.
- If a Demoniac is slain, the Possessor Demon inside is cast back into the Outer Darkness. Therefore, the Demon will almost always try to flee any possessed body before it is destroyed. Leaving a possessed body takes a full round, during which neither the Demoniac body, or the fleeing Possessor Demon, can take any other actions.

Spectral Animal

The Ghost of an Animal

Number Appearing: 1 (rarely, as Animal form)

Initial Impression: A form like an ordinary beast, but transparent and insubstantial.

Size: As Animal form

Perversity: As Animal form

Disposition: As Animal form

Charisma: As Animal form **Intelligence:** As Animal form **Wisdom:** As Animal form

Strength: As Animal form **Dexterity:** As Animal form **Constitution:** 0

Speed: As Animal form, plus fly at Speed 10

Armor Class: 2

Hit Dice: As Animal form

Attacks: As Animal form

Special Abilities: Ghostly Characteristics, Selective Invisibility

Weaknesses: Undead Weaknesses, Unnatural Aura

Assets: As Animal form, plus Cunning

Afflictions: As Animal form

Preternatural Powers: None

Natural Habitat: As Animal form, plus ruined places and burial grounds

Level: As Animal form

A Spectral Animal is a Ghostly version of a common beast, such as a [dog](#), [horse](#), or [cat](#). They can come into existence through various means, including *Curses*, the particularly cruel death of an Animal, or even a devoted pet's refusal to leave their master's side! Spectral Dogs are particularly noted for their tendency to remain guarding the same people and places they did in life. Unlike most other Ghosts, Spectral Animals are not harmed or dispersed by sunlight, but generally choose to remain *Invisible* during daylight hours.

All Spectral Animals can fly through the air at Speed 10, if their normal form cannot already do at a greater speed.

Despite their incorporeal nature, Spectral Animals can cause the same damage as a corporeal creature. The Spectral forms of aggressive and predatory Animals are thus particularly dangerous, since they can kill, but it is difficult to hurt them in return. Packs of Spectral [Wolves](#) are dreaded by travelers in the dark woods, just as Spectral [Lions](#) are the fear of those forced to walk in the nighttime jungle.

Special Abilities

Selective Invisibility: Spectral Animals can choose which viewers can see them and which ones can't. If the Spectral Animal attacks an opponent that cannot see it, the Spectral Animal becomes visible *to that being only*. More intelligent Spectral Animals, such as Spectral Ravens, can use their Selective Invisibility in quite mischievous ways.

Weaknesses

Unnatural Aura: The presence of a Spectral Animal causes all normal Animals in the Nearby Area to become panicked and flee. Normal Animals will not voluntarily enter the area Nearby a Spectral Animal.

Wraith

A Ghost overcome with hatred for the living

Number Appearing: 1, or 1-10

Initial Impression: A wispy, insubstantial image of a person with cadaverous skin and an angry expression.

Size: Human-sized

Perversity: 15

Disposition: Aggressive

Charisma: 15 **Intelligence:** 14 **Wisdom:** 14

Strength: 0 **Dexterity:** 16 **Constitution:** 0

Speed: 18

Armor Class: 2

Hit Dice: 5

Attacks: 1 (strike)

Special Abilities: Experience Drain (1), Ghostly Characteristics

Weaknesses: Bound in Death, Powerless in Daylight, Undead Weaknesses, Unnatural Aura

Assets: Fast in a Fight

Afflictions: Blinded by Hate

Preternatural Powers: None

Natural Habitat: Places where great tragedy has occurred.

Level: 5

Wraiths are a common but very dangerous kind of Ghost. They are the souls of those who have died in anger, often as the result of a crime or sudden catastrophe. Now they linger on Earth, consumed

with hatred for the living. Their overwhelming desire is to cause death and suffering, so that others will feel their torment. Although their first object of anger will be those who killed them (or failed to stop their death), eventually they will begin to attack whoever enters their area they haunt.

Some Wraiths are created intentionally by sorcerers who trap and enslave the souls of murdered people in order to use them as Ghostly assassins. Likewise, some powerful Magicians summon and bind existing Wraiths for similar purposes. Wraiths so enslaved will always turn upon their masters at the first possible opportunity.

Special Abilities

Drain Experience: The touch of a Wraith seems to carry the essence of Death itself. It is so cold and unnerving that any victim will lose 1 Experience Point. Those who survive and encounter with a Wraith seldom fully recover, always feeling like the life has been drained from them.

Weaknesses

Bound in Death: Wraiths cannot roam freely. Wraiths who are free-willed cannot roam more than 300 feet from the spot where they died. Those Wraiths who are bound to sorcerer's magic can only go to those places where they are sent.

Powerless in Daylight: A Wraith is completely *Invisible* and unable to harm anyone in any place illuminated by natural daylight.

Unnatural Aura: The presence of a Wraith causes all Animals in the Nearby Area to become panicked and flee. Animals will not voluntarily enter the area Nearby a Wraith.

*CHAPTER 3: INCIDENTS AND
SCANDALS OF THE GHASTLY AGE*

HOW TO USE THE TIMELINE

The following chronology is not intended to be a serious work of history, but is simply a sampling of events that illuminate the characteristics of the Ghastly Age in Europe. It includes important events, scientific discoveries, the lives of significant personalities, cultural milestones, noteworthy controversies, and sundry oddities. Use it as a source of inspiration for Affairs, to suggest the topics of conversation at salons and coffeehouses, or to help define the backgrounds of characters. If you decide to set your game in an imaginary world, you can use the timeline to help you decide on the qualities of your fictional Ghastly Age.

Because the timeline is intended to be used in a Gothic role-playing game, I have generally chosen to interpret controversial events in the most sensational way possible. Ghastly Affairs assumes that the most lurid version of history is the correct one!

In general, news travels no faster than 50 miles (80.5 kilometers) per day, and usually even slower than that. Therefore, if something happens in Paris, people in Rome won't hear about it until at least 18 days later. News can sometimes travel up to 200 miles (322 kilometers) a day, if carried by homing pigeons.

For most of the Ghastly Age, France is the preeminent cultural and political power. French is the language of the elite from Portugal to Russia – anyone with any education and status speaks it. Even countries at war with France look to Paris to determine the standards of fashion. French cuisine is esteemed as the standard by which all others are judged. Events in the rest of Europe often occur as reactions to events in France.

Unless the Presenter wishes to explore the possibilities of alternate histories and parallel Earths, the default assumption is that the integrity of history is maintained by Lucifer. Powerful people are in their positions either because they have deals with the Devil, or they serve a purpose in Lucifer's scheme to create the Antichrist and overthrow Heaven. Attempts to change historical events will bring the characters into direct confrontation with the Devil. Of course, nothing stops the Presenter from creating a secret history that explains gaps in the record! If historical figures are actually killed in-game, The Presenter can explain their continued apparent existence by either making them Vampyres, or introducing an impostor that assumes the identity of the slain person. If a Player persistently has their character display knowledge of future events, the Presenter shouldn't stop them. Instead, the inexplicable knowledge should be worked into the game, by emphasizing the hallucinations and persistent visions of horror the character also experiences.

It is impractical (and sometimes impossible) to give exact dates for certain events, but they have been included if they are noteworthy.

THE DECADENT ERA

1765

The Year of Gathering Shadows

- February 17 : Two hunters arrive in Gévaudan, France to hunt the creature thought to be responsible for numerous attacks on the local population.
- February 20: Almack's Assembly Rooms opens in London. By 1800 it will become the most important meeting place of London High Society, or the “Bon Ton”.
- August 12: British East India Company granted right to collect taxes in eastern India on behalf of the Mughal Emperor.
- November 1: The British Parliament imposes the Stamp Act upon its North American colonies, requiring all official documents and many printed materials to be produced on paper that carries a tax stamp from London.
- The libertine Giacomo Casanova wanders Eastern Europe, trying to persuade rulers to create state lotteries (and appoint him as the ticket salesman). He finds no takers.
- The Grand Principality of Transylvania is created within the Hapsburg Monarchy.
- Publication of the first Gothic Novel, “The Castle of Otranto” by Horace Walpole.
- James Macpherson publishes a compilation of “The Works of Ossian”, a widely popular collection of epic poems supposedly written by a legendary Gaelic bard.
- Boulanger opens the first restaurant, in Paris.
- The seventeenth volume of the “Encyclopédie” edited by Denis Diderot and Jean le Rond d’Alembert is published. The finished work includes articles by leading Enlightenment thinkers such as Voltaire and Jean-Jacques Rousseau, and aims to be a comprehensive guide to all human knowledge.
- Martinez de Pasqually founds the quasi-masonic initiatory order of Élus Coëns (Elect Priests), which teaches theurgic magic at its higher degrees.

1766

The Year of the Wolves

- January 1: James Stuart, “The Old Pretender” dies, leaving his son Charles, “Bonny Prince Charlie” the Jacobite claimant to the throne of Great Britain. Of course, George III is already King of Great Britain, and remains so.
- February: Man eating wolves plague northwestern Perigord in France.
- February 23: Lorraine is formally joined to France upon the death of Stanisław Leszczyński, former King of Poland, and Duke of Lorraine.
- March 18: Parliament repeals the Stamp Act after intense protests in the North American colonies.
- July 1: Jean-François de la Barre is executed in France for blasphemy and impiety by being tortured, beheaded, and his body burned. A copy of Voltaire’s “Philosophical Dictionary” is burned with his body.
- December 2: Freedom of the press established in Sweden.
- December 5: James Christie begins holding art auctions in London.
- November 29: The musical Mozart family returns to Salzburg after their three-year tour of Europe with their gifted children. Wolfgang Amadeus Mozart is now 10 years old, and his sister Maria Anna is 14.
- Giacomo Casanova expelled from Warsaw after a pistol duel over an actress.

1767

The Year of Unknown Paths

- January 1: Publication of “The Nautical Almanac and Astronomical Ephemeris” makes it possible for British ship captains to easily determine longitude at sea.
- April 22: Birth of Anne Louise Germaine Necker, later known as Madame de Staël. Her mother is Madame Necker (Suzanne Curchod), hostess of the most fashionable Salon in Paris. Her father is Jacques Necker, a director of the French East India Company, and later Director-General of Finance .
- June 17: British Naval Captain Samuel Wallis visits Tahiti, the first European to do so.
- June 19th: Beast of Gévaudan reportedly shot and killed by Jean Chastel.
- October 17: Mount Vesuvius erupts.
- The Society of Jesus is suppressed in Spain, the lands of the Austrian Monarchy, and the Kingdom of Naples.

1768

The Year of Wounds

- February 27: An earthquake strikes Vienna.
- April 3 (Easter Sunday): In Paris, Rose Keller escapes from the Marquis de Sade, whom she accuses of imprisonment and torture. De Sade claims in his defense that he was using the woman's body to test a miraculous new healing salve.
- May 15: Genoa grants France rights over Corsica, complicated by the fact that the island is a *de facto* independent Republic.
- August 8: Captain James Cook begins a voyage of discovery around the world, to observe the transit of Venus across the sun, and seek "Terra Australis Incognita" - the Unknown Southern Land.
- September 1: Courtesan Jeanne Bécu is married to Comte Guillaume du Barry, in order to make her nobility (and this qualified to be King Louis XV's royal mistress). Jeanne is henceforth known commonly as Madame du Barry. Rumors eventually spread that Madame du Barry is fond of ordering and watching the whipping of other women.
- September 12: Massive hailstones fall in Laval, France, some as heavy as 2 lbs (.9 kilograms).
- The "Encyclopaedia Britannica" begins publication.
- Louis-Claude de Saint-Martin, later known as "The Unknown Philosopher", is initiated into Martinez de Pasqually's magical order of Élus Coëns.

1769

The Year of Looming Figures

- May 9: France defeats the Corsican army and forcibly incorporates the island.
- August 8: A Great Comet is sighted. It is visible across Europe until December.
- August 15: Napoleone di Buonaparte (Napoléon Bonaparte) is born in Corsica.
- August 18: One sixth of the Italian city of Brescia is destroyed in an explosion when lighting strikes a church being use to store gunpowder.
- September 17: Russian forces invade the Ottoman Empire in Moldavia.
- October 7: Captain Cook reaches New Zealand.

1770

The Year of Lives Cut Short

- January: Plague strikes the Russian Empire.
- April 18: Captain Cook reaches Australia.
- May 16: Marriage of Marie-Antoinette of Austria and Louis-Auguste, Dauphin of France. The marriage is unconsummated for 7 years, fueling speculation that the new Queen takes lovers.
- May 30: Dying Italian duelist Gian Faldoni and his lover Thérèse Lortet commit suicide in Lyons, by means of a two pistols with triggers tied together by a rose-colored ribbon. The act is popularly celebrated as an example of the purest love, and becomes the subject of plays and poems.
- June 24: The Russian fleet smashes an Ottoman naval force off Asia Minor.
- July 3: The Water Frame is patented in Great Britain, allowing for the mechanical production of cloth.
- August 1: The Ottoman army is routed at Kagul by Russian forces.
- August 24: Seventeen-year-old poet and forger Thomas Chatterton commits suicide by drinking poison. In subsequent years he is lauded as a symbol of unrecognized genius.
- October 23: The first self-propelled vehicle operated by steam is demonstrated by Nicolas-Joseph Cugnot in France.
- Debut of the “Mechanical Turk”, an apparent chess-playing automaton. In fact the machine is a fraud that hides a human operator.
- Famine in Czech lands around Prague. The famine continues into 1771, and eventually kills one tenth of the population.
- Jean-Baptiste Alliette, better known as “Etteilla”, publishes a system of fortune-telling using ordinary playing cards.

1771

The Year of Explosions

- May 14: Eruption of Vesuvius.
- July 7: Rain and thunderstorms across Germany, lasting several weeks.
- July 17: Large, exploding fireball seen over England and France
- September 2: Fish fall during a thunderstorm in the Prussian town of Cottbus
- September 15: Riots erupt in Moscow over government measures to control the spread of the plague in that city.
- Honoré Fragonard is expelled from his position as professor of anatomy at the Paris veterinary school, on ground that he is insane. Fragonard creates preserved anatomical sculptures of flayed humans and animals, often posed dramatically. The ghoulish displays are quite popular with the French aristocracy.

1772

The Year of Schemes

- January 17: Queen Caroline Matilda of Denmark is arrested with her lover Count Johann Friedrich Struensee, doctor and Royal Advisor to Caroline's husband – the insane King Christian VII. King Christian's stepmother assumes *de facto* control of the government, and abolishes the liberal reforms instituted by Struensee.
- July: Captain James Cook embarks on his second voyage of discovery to find the legendary Southern Continent.
- August 5: The Russian Empire, the Kingdom of Prussia, and the Austrian Monarchy simultaneously invade and occupy a large portion of Poland-Lithuania. The partition of Poland occurs despite the fact that the Polish King Stanisław II is a former lover of Russian Empress Catherine II (the Great).
- King Louis XV of France commissions a diamond necklace for his mistress Madame du Barry, at a cost of 2,000,000 livres (about \$10,000,000 US). The king dies before the necklace is completed.
- Marquis de Sade flees to Italy to escape charges of poisoning and sodomy. He is caught and imprisoned in Savoy. He escapes four months later and flees to Lacoste, where he hides.
- The illustrations to the “Encyclopédie” edited by Denis Diderot and Jean le Rond d'Alembert are finished.

1773

The Year of Enigmas

- July 21: Pope Clement XIV dissolves the Society of Jesus (the Jesuits) completely. The Decree is ignored inside Russia, and the parts of Poland under Russian domination.
- August 8: A fireball is seen over Yorkshire, England.
- September 23: In Sweden the rain emits electricity upon hitting the ground.
- October 13: French Astronomer Charles Messier discovers a nebula that will later turn out to be the Whirlpool Galaxy.
- May: The territories controlled by the British East India Company are placed under the supervision of the British government.
- June 24: The Grand Orient de France founded as the Grand Lodge of French Freemasonry.

1774
The Year of Sighs

- March 1: More fireballs seen over Yorkshire, along with falling stars.
- March 31: British Parliament pass the first of the Coercive Acts meant to punish the North American colony of Massachusetts Bay for a tax protest staged last December in the colonial port town of Boston.
- May 10: French King Louis XV dies of smallpox. His nineteen-year-old-grandson becomes King Louis XVI. Marie-Antoinette becomes Queen.
- May 22: Hailstorms devastate much of Saxony.
- July 21: After a disastrous defeat, the Ottoman Empire is forced to sign a humiliating peace treaty with the Russian Empire. Russia is granted the right to intervene in the Ottoman Empire on behalf of Christians.
- September: Casanova returns to Venice.
- September 29: Johann Wolfgang Goethe publishes “The Sorrows of Young Werther”. The book sets off a fashion for blue topcoats, yellow waistcoats, and suicide among lovesick young men.
- Gottfried Bürger publishes his poem of supernatural horror, “Lenore”.
- Theurgist Martinez de Pasqually dies in Saint-Domingue (modern day Haiti)

1775
The Thundering Year

- January 14: The wife of London dentist Martin van Butchell dies. He has her embalmed, and puts her on public display in her home. The body becomes a well-known curiosity in London.
- February 2: Gale with heavy rain hits England.
- April: Across France, riots erupt over the skyrocketing price of bread and flour. Rioting and looting continue into May.
- April 19: American colonist in the Massachusetts Bay colony begin an armed revolt against the Crown.
- July 23: Birth of criminal, police reformer, and master detective Eugène François Vidocq.
- October 19: Severe gale wrecks ships around the coast of Britain.
- November 19: A gale strikes Britain and the Netherlands, wrecking more ships.
- Royal Academy of Sciences in Paris stops accepting claims of perpetual motion.
- Johann Wolfgang Goethe moves to the German town of Weimar, which becomes a fertile center of art, music, and intellectual discourse.

1776

Year of the New World Order

- February 17: First volume of “The History of the Decline and Fall of the Roman Empire” published by Edward Gibbon.
- February 29: Vesuvius emits lava.
- March 9: First publication of “The Wealth of Nations” by Adam Smith.
- May 1: Adam Weishaupt founds the Bavarian Illuminati in Ingolstadt.
- April 12: Count Allessandro di Cagliostro becomes a Freemason in London.
- July 4: Thirteen of England's North American colonies formally declare independence.
- July 12: Captain James Cooks begins his third voyage of discovery, to discover the Northwest Passage across North America.
- Charles Panckoucke begins publication of supplements to Diderot and d'Alembert's “Encyclopédie”.

1777

The Year of Ripostes

- February 13: Marquis de Sade captured in Paris and imprisoned.
- War rages in Britain's North American colonies.
- The Irish Code Duello is adopted, making the use of pistols standard form for duels. The code is eventually also adopted by duelists in Great Britain.
- French spy Chevalier d'Eon, who has previously lived and dressed primarily as a man, begins publicly living and dressing as a woman. The Chevelier retains a fondness for dueling with the sword.

1778

The Mesmerizing Year

- January 18: Captain Cook reaches the Hawaiian Islands.
- February: Franz Mesmer begins treating patients in Paris by means of “animal magnetism”.
- May 30: Voltaire dies in Paris.
- July 2: French Philosopher Jean-Jacques Rousseau dies in Ermenonville.
- July 5: Prussian forces invade Bohemia to prevent the Austrian Hapsburgs from acquiring Bavaria, beginning the War of the Bavarian Succession.
- July 10: France declares war on Great Britain in support of the American Revolution.
- August 3: The great La Scala opera house opens in Milan.
- Alberto Fortis publishes his “Viaggio in Dalmazia” (Travels into Dalmatia), including a discussion of superstitions regarding vampires.
- High-ranking Élus Coëns member Jean-Baptiste Willermoz incorporates the “Martinist” philosophical ideas of Martinez de Pasqually and Louis-Claude de Saint-Martin into his own Masonic order, the “Chevaliers Beneficent de la Cité-Sainte”.

1779

The Year of Disappointments

- February 14: Captain James Cook is killed on the island of Hawaii, after he kidnaps the island's King in an attempt to stop attacks from the native Hawaiians.
- May 13: War of the Bavarian Succession ends with the Treaty of Teschen.
- July: French and Spanish forces besiege Gibraltar, but fail to take it from the British.
- August 5: Mount Vesuvius erupts.
- December 13: Joséphine Tascher, daughter of a wealthy planting family in Martinique, marries Vicomte Alexandre de Beauharnais.

1780

The Year of the Rising Dark

- May 19: The noontime skies become as dark as evening over Great Britain's New England colonies, currently in a state of rebellion. The darkness lasts until the morning of May 21.
- May 30: A basement wall adjoining Les Innocents cemetery in Paris breaks from the weight of an overcrowded mass grave, and decomposing corpses spill in.
- June 2: Anti-catholic demonstrations led by Lord George Gordon devolve into violent riots and widespread looting in London.
- June 3: Rioters in London attack Newgate Prison, the Clink, and Fleet Prison, freeing hundreds of prisoners. The Bank of England is also attacked.
- June 7: Soldiers put down the riots in London. Almost 300 rioters are killed, and over 200 are wounded. Hundreds more are arrested.
- August 24: Official use of torture ended in France by royal decree.
- September: Renowned alchemist, healer and magician Count Alessandro Cagliostro (and his gorgeous wife Serafina) arrive in Strasbourg. Clients begin flocking to attend Cagliostro's famous *séances*, where messages from the spirits are delivered by child mediums. Many return from the city with stories of miraculous cures. Cagliostro soon enjoys the patronage of Cardinal Prince Louis de Rohan, Bishop of Strasbourg. Cagliostro's great rival for patients is Franz Mesmer in Paris.
- December 20: Great Britain declares war on the Dutch Republic over the Republic's continued trade with France and the rebelling North American colonies.
- Scientist Luigi Galvani makes the legs of a dead frog move by application of electricity. He attributes the effect to "animal electricity".

1781

The Year of Wonders

- January 1: The first arched iron bridge opens across the River Severn near Coalbrookdale in England.
- February: Polish dwarf musician Józef Boruwlaski arrives in Vienna, to begin a concert tour of Europe. He is 39 inches (89 centimeters) tall. He is often referred to as “Count” Boruwlaski.
- March 13: Sir William Herschel announces his discovery of a new planet (Uranus).
- October 19: British forces surrender to a combined American and French army at Yorktown in Virginia, ending British military operations on land in North American. Naval battles continue, however.
- December 25 – 28: Twenty-one year old William Beckford throws an infamous three-day long orgy at his family estate, Fonthill. He employs theatrical special effects to create a multimedia experience for the attendees, who otherwise indulge in fine cuisine, unrestrained sex, drugs, and occult rituals. Among the attendees is his lover Louisa Beckford, wife of his cousin Peter.
- Popular pornography depicts French Queen Marie-Antoinette as a nymphomaniac who is both cuckolding the king with his brother, and fond of lesbian sex (the so-called “German Vice”).
- James Watt patents a steam engine that can operate at 10 horsepower.
- Court de Gébelin publishes “Le Monde primitif”, where he states that the cards used for the game of Tarot actually embodied the secret wisdom of ancient Egypt.
- Richard Payne Knight publishes “A Discourse on the Worship of Priapus”, in which he discusses the prominence and symbolism of the human genitals in ancient religion.

1782

The Wicked Year

- February: Sir Richard Worsley brings a suit for £20,000 against Captain George Bisset, on the grounds that Bisset stole his property by running off with Worsley’s wife, Lady Seymour Worsley (rumored to have 27 lovers). The resulting trial includes revelations that Sir Richard enjoyed watching his wife have sex with other men, and had been the one who wanted Bisset and Lady Worsley to become lovers in the first place.
- March 23: Publication of Pierre Choderlos de Laclos’ epistolary novel of libertine aristocrats, “Les Liaisons dangereuses” (“The Dangerous Liaisons”).
- April 24: Announcement in London that the Irish giant Charles Byrne, who is over eight feet tall, can be seen in a room near Spring Gardens.
- May 5: Chemist and British Royal Society fellow James Price conducts his first public alchemical experiment, apparently using mysterious white and red powders to transform mercury into silver, and silver into gold. He conducts several more public demonstrations in his Guildford laboratory between May 5 and 25.

- May 9: Anglo-Swiss painter Henry Fuseli exhibits his Gothic masterpiece “The Nightmare” at the Royal Academy of London. The painting is a sensation.
- May 17: Fearing an American-style revolt in Ireland, the British Parliament restores the independence of the Irish Parliament. June 13: Anna Göldi, the last person to be officially executed for witchcraft in Europe, is beheaded in Glarus, Switzerland.
- Lady Elizabeth Foster, separated from her husband, joins the household of the Duke of Devonshire and his wife, the ultra-fashionable Georgiana. The three live as a *ménage à trois* for the next 25 years.
- “La Grande Taverne de Londres”, the first restaurant with a menu and individual tables, opens in Paris.
- Reconstruction of Newgate Prison in London is completed. The facade is deliberately designed to inspire dread.

1783

The Year of Disasters

- February 5: An earthquake strikes Calabria. Earthquakes occur again on February 6th, February 7th, March 1st, and March 28th.
- April 8: The Crimean Khanate is annexed by the Russian Empire, putting an end to slave raids by the Crimean Tatars.
- April 8: Earthquakes in Comorn, Hungary.
- May 7: Earthquakes in Portugal.
- May 12 – 31: Earthquakes again in Hungary.
- June: Irish giant Charles Byrne dies in London. Surgeon John Hunter steals Byrne’s body, boils the flesh from the bones, and puts the skeleton on display.
- June 3: First public flight of an unmanned hot air balloon, at Annonay, France.
- June 8: Volcanic eruptions of the Laki fissure begin in Iceland, and continue sporadically until February of 1784. One quarter of the population of Iceland eventually dies from poisoning and famine. More than half of all livestock in Iceland perish.
- June 17 : Thick, toxic haze spreads to Prague. The cloud covers Berlin by June 18, Paris by June 20, and Great Britain by June 23. The haze cause exposed people to choke, and damages plants.
- June 23: Temperatures plummet in Great Britain, with crop-killing frost.
- June 28: The sun appears red from the thick haze over Paris.
- July to August: Severe thunderstorms with numerous lightning strikes across Europe. Storms occur in Bohemia and Hungary on July 4, in Poland on July 6, in Orleans France on August 3, and across England and the Netherlands on August 30.
- July 20: Haze begins to lift from Great Britain.
- July 23: Severe thunderstorms with hail in France and Switzerland wrecks crops.
- August 2: Heat wave across England.

- August 3: Alchemist James Price commits suicide by drinking prussic acid (cyanide) in front of witness who believed they were about to see another demonstration of his alleged ability to transform mercury into precious metals.
- August 18: Between 8:15 and 8:30 PM a bright meteor is seen passing over eastern Scotland, England, France, and Italy before exploding into several pieces over Rome.
- September 3: Treaty of Paris formally ends the American Revolution.
- November 21: First flight of a hot air balloon with human passengers, over Paris. Famous Venetian libertine Giacomo Casanova (currently 58) is in Paris to witness the flight of the balloons, and meets with American inventor and statesman Benjamin Franklin.
- December 1: First flight of a manned hydrogen balloon, from Paris.
- December 14: Thick fog in Amsterdam, leading to many fatal accidents from people falling into canals.
- Count Cagliostro moves to the village of Riehen, outside Basel in Switzerland.
- The City of London moves the site of public executions from Tyburn to Newgate Prison.
- The “Hameau de la Reine” (Queen's Hamlet), a collection of gardens and faux peasant cottages where Marie-Antoinette and her friends can play at being simple shepherdesses and farm girls, is constructed at Versailles. Outrage grows as the exorbitant cost of the construction becomes known.
- A minor scandal erupts in France over painter Elisabeth Vigée Le Brun's portrait of Queen Marie-Antoinette *en chemise*. The sheer muslin dress depicted in the portrait is considered inappropriate for the Queen of France, and a threat to the French textile industry.

1784

The Hungering Year

- Severely cold and snowy winter across Europe all winter.
- February 27: Marquis de Sade, imprisoned since 1777, is transferred to the Bastille prison in Paris.
- February 27: The mysterious diplomat, alchemist, and violinist Count Saint-Germain reportedly dies in his laboratory tower at Louisenlund, in the Duchy of Schleswig. Many of his former patrons are puzzled, because they were under the impression that he was immortal.
- Spring: Severe floods in the German states of the Holy Roman Empire.
- Summer: Con-woman Jeanne de la Motte begins a scheme to obtain the necklace commissioned by Louis XV for Madame du Barry in 1772. Claiming to be a Countess and intimate of Marie-Antoinette, she convinces her lover, Cardinal Prince Louis de Rohan into buying the necklace as a gift, that she will deliver to the Queen on the Cardinal's behalf. Since the Cardinal is out of favor at court and wants to gain the Queen's friendship, he agrees.

- August: French King Louis XVI appoints a commission to investigate Franz Mesmer's theory of "animal magnetism". The commission includes ambassador Benjamin Franklin, chemist Antoine Lavoisier, and surgeon Joseph-Ignace Guillotin (who will eventually lend his name to the method by which Louis is executed). The verdict is that "animal magnetism" exists only in the mind of those who experience the phenomenon.
- August 11. In the Grove of Venus at Versailles, Cardinal de Rohan meets with a veiled figure that he believes to be Queen Marie-Antoinette. The woman gives him a rose as an apparent token of affection. In reality, the woman is Nicole d'Oliva (also known as Madame Leguay), an actress and prostitute hired by Jeanne de la Motte.
- September: Drought begins in France.
- Autumn: Poor harvests across Europe. Mass starvation.
- December 24: Count Cagliostro founds the Egyptian Rite of Freemasonry, in Lyon France.

1785

The Year of Controversies

- Winter: Cardinal de Rohan signs a note of credit for the purchase of the diamond necklace, which he believes the Queen will actually pay off once Jeanne de la Motte delivers the jewelry to Versailles. Once Jeanne has obtained the necklace, however, her husband breaks it up and sells the diamonds in London.
- January: Count Cagliostro and Serafina arrive in Paris.
- January 7: First crossing of the English Channel in a hot air balloon.
- August 15: Cardinal Prince Louis de Rohan, arrested in the "Affair of the Necklace".
- August 18: Jeanne de la Motte is arrested, as is Nicole d'Oliva. Jeanne accuses Count Cagliostro of involvement, so he and his wife Serafina are also arrested and thrown in the Bastille (where the Marquis de Sade is currently housed).
- October 31: Transylvanian peasant revolt begins.
- November 27: British natural philosopher John Michell proposes that certain stars could be so massive that that not even light could escape from their gravity.
- December 15: George, the Prince of Wales (and future King George IV) secretly (and illegally) marries Catholic Maria Fitzherbert.
- Autumn: Poor harvests continue in France.
- Autumn: Franz Mesmer leaves Paris, and begins wandering Europe.
- Etteilla publishes "Manière de se récréer avec le jeu de cartes nommées Tarots", the first book in print to explain a complete method of divination using Tarot cards.
- Count Cagliostro arrives in Paris.
- The "Learned Pig" causes a sensation in London. The animal can apparently answer questions and do arithmetic by selecting letters from printed cards set in front of him.

- German intellectuals become embroiled in the “Pantheism Controversy” regarding the validity of Baruch Spinoza’s philosophy, and whether God is knowable through reason, or by faith alone.
- The Marquis de Sade writes “Les 120 journées de Sodome ou l’école du libertinage” (“The 120 Day of Sodom; or, the School of Libertinage”) on paper smuggled into the Bastille. The pages are pasted together into a single scroll that he hides in his cell. His intention is to write “the most impure tale ever told since our world began”. The resulting work is a catalog of the the worst extremes of human depravity.

1786

The Year of Unearthed Secrets

- January 1: Nineteen-year old Anne Louise Germaine Necker marries Swedish diplomat Baron Erik Magnus Staël von Holstein, becoming “Madame de Staël”. Her father Jacques Necker was formerly “Director-General of Finance” for the King. The French intelligentsia frequent the Paris salon of her mother, Suzanne Churchod (Madame Necker).
- April 7: Bodies begin to be moved from the cemeteries in Paris into the network of abandoned mines beneath the city. The work continues every night for the next two years, until the Paris Catacombs are filled with bones.
- May 1: Premiere of Mozart’s “The Marriage of Figaro” in Vienna.
- May 31: Conclusion of the trial of the accused conspirators in “The Affair of the Necklace”, which embarrasses and scandalizes the French royal family. Jeanne de la Motte is convicted. Without warning she is dragged from her cell, publicly stripped nude, whipped, branded with a “V” on each shoulder, and imprisoned in the Salpêtrière prison. Cardinal de Rohan and Nicole d’Oliva are acquitted. Cagliostro is banished from France, and flees to London with Serafina. Despite the results of the trial and her protestations to the contrary, the public believes that Queen Marie Antoinette was involved and actually wanted the necklace.
- June 14: The Dey of Algiers agrees to stop piracy and slave raiding against Spain, as a result of years of heavy bombardment of Algiers by the Spanish Fleet.
- Claims that the Freemasons, Bavarian Illuminati, and Jesuits conspire to control the world become current.
- Yet another poor harvest in France.
- Publication of “An Arabian Tale, From An Unpublished Manuscript”. The author is not named, but it is an English translation of William Beckford’s French manuscript for “Vathek”. The French version will be published in December of 1786.

1787

The Year of the Damned

- Spring: In Naples, Sir William Hamilton's mistress Emma Hart (already well-known as an artist's model) begins performing her "Attitudes" for guests. Dressed in faux classical drapery, she strikes poses from Greek and Roman sculptures while audience members try to guess the reference. The performances become famous across Europe.
- May: Civil war begins in the Dutch Republic, between the pro-British supporters of Stadtholder William V of Orange and the anti-British Patriots.
- May 13: The first ship of 700 convicts leaves England to begin the colonization of Australia.
- May 22: "Society for Effecting the Abolition of the Slave Trade" founded in London.
- July 8: The Marquis de Sade finishes "Les Infortunes de la Vertu" while imprisoned in the Bastille. The novel is better known by its later title, "Justine".
- September 22: Prussian forces invade the Dutch Republic on behalf of the Orangists. A mass exodus of the Patriots to France begins.
- October 29: Premiere of Mozart's "Don Giovanni" in Prague.
- Famed jeweler and maker of automata James Cox purchases the severed head of Oliver Cromwell from drunkard and failed comedian Samuel Russell, who used to pass it around as a novelty at parties.
- Good harvest in France relieves mass starvation.
- Jeanne de la Motte escapes from the Salpêtrière prison in Paris, and joins her husband in London.
- Count Cagliostro leaves London, and begins wandering Europe again.
- Elisabeth Vigée Le Brun scandalizes the art world again by exhibiting a self-portrait that shows herself smiling with visible teeth, in defiance of classical standards.

1788

The Year Gone Mad

- January 22: Birth of poet George Gordon Byron, later known as Lord Byron.
- May: Severe drought across the north and west of France.
- May: In London, an unidentified man begins stabbing attractive women on their buttocks (and sometimes faces). The press calls him "The Monster".
- June 7: A riot breaks out in Grenoble, France, when the local government sends in troops to prevent the meeting of local nobility resisting new taxes.
- July 13: A severe storm of extraordinarily large hail strikes Paris. Some hailstones take three days to melt.

- August: The ship carrying Aimée du Buc de Rivéry disappears at sea. Rumors state that she was abducted by Barbary Pirates and sold as a harem slave to the Ottoman Turks. She is the cousin of the woman who will one day be Empress Joséphine of the French.
- October: King George III of Great Britain becomes obviously insane, prompting a crisis in Parliament.
- Winter temperatures across Europe fall as low as -10 Fahrenheit (@-23 Celsius).
- Food shortages again in France.
- Jacques Necker is re-instated as “Director-General of Finance” by King Louis XVI.

1789

The Year of the End

- February: The price of bread nearly doubles in Paris.
- April 28: Led by Lieutenant Fletcher Christian, the crew of the HMS Bounty mutinies against the ship's Captain, William Bly. The ship had been on a mission to Tahiti, to acquire breadfruit trees for transport to the British slave plantations of the West Indies. Bligh and his supporters are placed in a boat and sent off. The Captain's boat arrive in Coupang in the Dutch East Indies on June 14th.
- May 5: The French Estates-General meets for the first time in 175 years. The meeting is called by King Louis XVI to help find solutions for the financial problems of the French state. The meeting becomes deadlocked over discussion of how the Estates should organize and vote.
- June 17: The Third Estate of the Estates-General, representing the commoners, declares itself to be the “National Assembly” of France. Some members of the nobility and clergy defect from their own Estates and begin meeting with the National Assembly.
- June 20: The deputies of the National Assembly are locked out of the meeting of the Estates-General. They meet instead in an indoor tennis court in the city of Versailles, where they take an oath to continue meeting until they write a constitution for France.
- June 23: King Louis XVI orders the nobility and clergy to meet together with the National Assembly.
- July 2: The Marquis de Sade shouts “They are killing the prisoners here!” from his window to the crowd around the Bastille fortress in Paris. He is quickly transferred out of the prison.
- July 9: The National Assembly renames itself the “National Constituent Assembly”, and begins writing a constitution.
- July 11: King Louis XVI dismisses Director-General of Finance Jacques Necker from his post, fueling rumors that the King intends to stop the National Constituent Assembly.
- July 14: An angry mob storms the Bastille, looking for gunpowder to arm themselves against a rumored crackdown by Royal troops. The manuscript scroll of de Sade's “120 Days of Sodom” is found and smuggled out by a guard.

- August 4: The National Constituent Assembly of France votes to abolish all remaining feudal rights and privileges, as well as the mandatory tithe to the Church. A stipulation that peasants pay the landowners to be released from their obligations is widely ignored, and then rescinded in 1793.
- August 18: The Prince-Bishop of Liège in the Austrian Netherlands is overthrown, and a Republic is declared.
- August 26: “Declaration of the Rights of Man and of the Citizen” issued by the National Constituent Assembly.
- September 22: A numerically superior Ottoman army is destroyed by a combined Russian and Austrian force in Wallachia.
- October 5: 7,000 women seize arms and march from Paris to Versailles, demanding that action be taken to lower the price of bread.
- October 6: The mob occupying Versailles forces the royal family to return with it to Paris.
- October 10: French doctor Joseph-Ignace Guillotin addresses the National Constituent Assembly, calling for a more humane implementation of capital punishment through the creation of a machine for decapitation.
- October 24: The Austrian Netherlands is invaded by a pro-republican army from the Dutch Republic.
- December 23: The Marquis de Favras is accused in print of organizing a conspiracy to rescue the royal family from Paris, lay siege to the city, and assassinate leading reformers. The Marquis is arrested the next day.
- December 27: Count Cagliostro is arrested and imprisoned in Rome for attempting to establish Freemasonry in the city.
- Publication of Antoine Lavoisier’s “Traité élémentaire de chimie” (“Elements of Chemistry”), the first textbook of modern chemistry.
- Nobles begin fleeing France.

THE BLOODY ERA

1790

The Year of Anticipation

- January 11: The United States of Belgium is formed from 11 former states of the Austrian Netherlands.
- March 4: The old system of French provinces is reorganized into *départements* in order to undermine the traditional power bases of the nobility.
- March 13: Captain William Bly of the HMS Bounty arrives in Portsmouth, England.
- April 2: The Marquis de Sade is released from imprisonment at Charenton asylum.
- June 23: Artificial flower maker Rhynewick Williams is arrested and accused of being “The Monster” of London.
- July 12: National Constituent Assembly passes the Civil Constitution of the Clergy, confiscating all land held by the Catholic Church, and fully dissolving the monastic orders of France. All clergy are required to swear loyalty to France.
- July 14: The Fête de la Fédération, on the first anniversary of the storming of the Bastille, is held in Champ de Mars outside Paris. Despite heavy rain, tens of thousands attend.
- July 27: Prussia and the Austrian Monarchy settle their differences with the Treaty of Reichenbach.
- September 22: Austrian forces defeat the army of the United States of Belgium. By November, Austrian rule is reestablished.
- September 30: Austrian Leopold II, brother of Marie-Antoinette, becomes Holy Roman Emperor.
- December 22: Russian forces defeat the Ottoman army and take Izmail in Ukraine. A massacre ensues, and over 40,000 Muslims are slaughtered.
- Franz Mesmer settles in Vienna.

1791

The Year of Unfortunate Virtue

- January 12: Austrian troops invade Liège and restore the Prince-Bishop. Republicans flee to France.
- March 2: The old guilds are abolished in France. The number of restaurants in Paris grows, since previously many foods could only be prepared by members of specific guilds.
- March: The French Commission of Weights and Measures recommends adoption of the Metric system, replacing the older system of measurement with a more logical one based on units of ten. Final adoption does not occur until 1799, however.
- March 13: Thomas Paine publishes “Rights of Man”.
- July 14: Conservative Anglicans in Birmingham, England begin three days of drunken riots targeting scientist Joseph Priestley and other religious Dissenters who sympathize with the Revolution in France. The mob burns the homes of Priestley and his friends, destroys Dissenter churches, and breaks open the local prison before the army finally ends the violence. King George III publicly expresses his *approval* that Priestley was targeted in this way.
- July 17: The National Constituent Assembly affirms that France will be a constitutional monarchy with Louis XVI as king. A crowd of protesters demanding the removal of the king and the institution of a Republic forms in the Champ de Mars. The National Guard, commanded by the Marquis de Lafayette, disperses the crowd. The crowd returns in larger numbers. When it starts attacking the soldiers with rocks, the troops open fire. The incident sullies the reputation of Lafayette in France.
- May 3: Poland-Lithuania adopts a written constitution that restricts the rights of the nobility, and introduces a measure of political equality between the classes.
- June 20: The French royal family flees Paris in disguise, attempting to reach the Royalist bastion of Montmédy. They are discovered at Varennes, and forced to return to Paris.
- October 28: Olympe de Gouges publishes her “Déclaration des droits de la femme et de la citoyenne” (“Declaration of the Rights of Woman and the Female Citizen”), demanding that equal rights be extended to women in France.
- August 27: King Frederick William II of Prussia and Holy Roman Emperor Leopold II issue a joint statement supporting Louis XVI, and threatening violence if the king’s life is endangered.
- September 5: Elections are held in France for the Legislative Assembly that will meet in October. Voting is limited to men over the age of 25 who pay at least three day’s wages in taxes.
- September 6: Emma Hart marries Sir William Hamilton, becoming Lady Emma Hamilton.
- September 13: King Louis XVI formally accepts the new French constitution.
- September 28: The Jews of France are made equal citizens.
- September 30: The French National Constituent Assembly dissolves itself.
- September 30: Mozart’s “The Magic Flute” premieres in Vienna.
- October 1: First meeting of the newly elected French Legislative Assembly.

- December 5: Wolfgang Amadeus Mozart dies of a mysterious illness.
- First Publication of The Marquis De Sade's "Justine ou Les Malheurs de la vertu" ("Justine, or the Misfortunes of Virtue").
- Robert Burns publishes his poem "Tam O' Shanter", a darkly humorous account of heavy drinking, the Black Sabbath, and witches in very short shirts.
- A waiting mortuary is established in Goethe's home town of Weimar. The recent dead are put on display for three days in a heated room filled with fresh flowers, in order to avoid the possibility of burial alive. The heated room accelerates the decomposition process, making it obvious that corpses are actually deceased. Unfortunately, the bodies sometimes explode from the gases that build up in the abdomen.

1792

The Year of the Doomed

- February 1: In France, a passport is now required to leave the country, or to travel internally between *départments*.
- March 1: Holy Roman Emperor Leopold II dies. His son (and nephew of France's Queen Marie-Antoinette) becomes Emperor Francis II.
- April 20: Fearing that the the Austrian Monarchy intends to invade, the French Legislative Assembly preemptively declares war.
- April 28: France invade the Austrian Netherlands. The initial skirmished go badly for the French, who lost the majority of their experienced military officers when the nobility began fleeing the country.
- May 18: The Russian Empire invades Poland to forcibly undo the liberal reforms introduced by the 1791 Constitution of May 3.
- June 13: Prussia enters the war against France.
- June 21: Iolo Morganwg (born Edward Williams) founds the Gorsedd, a group dedicated to resurrecting and preserving the traditions of the ancient Welsh bards. Its ritual is based on Iolo's idiosyncratic reconstruction of ancient druidism.
- July 25: The Duke of Brunswick, commander of the combined Prussian and Austrian army, issues a manifesto threatening to commit atrocities against civilians in Paris and destroy the city if any harm comes to Louis XVI.
- July 30: Austrian and Prussian forces invade France.
- August 10: A crowd backed by pro-republican units of the National Guard storms the Tuileries Palace in Paris and arrests the royal family. Almost all the Swiss mercenaries defending the king are killed or captured.
- September 2: Summery executions begin of royalist political prisoners and Catholic clergy who refused to swear loyalty to the state. The wave of killings continues for the next five days.

- September 2 – 6 : Elections for the French National Convention (to replace the Legislative Assembly) are held. The Marquis de Sade is elected as a delegate.
- September 3: After the Princesse de Lamballe (rumored to be Marie Antionette's lover) refuses to denounce the royal family, she is killed and beheaded. The head is paraded on a pike past the window of Marie Antionette's prison, and the former queen is tauntingly asked if she wants to "kiss her friend on the lips".
- September 11: Looters break into the Garde-Meuble (Royal Storehouse) in Paris, and steal the French Crown Jewels. Among the items taken is a massive, 67 carat diamond worn by Louis XVI on state occasions, known as the French Blue. The stone will not resurface again until 1812. It will eventually become renowned as the infamous "Hope Diamond".
- September 20: First meeting of the French National Convention.
- September 20: French troops stop the Prussian army at Valmy, thwarting their advance towards Paris. Goethe is with the Prussian army, and observes the battle.
- September 21: Monarchy abolished by the National Convention. France is declared a Republic.
- October: Thomas-Alexandre Dumas becomes lieutenant colonel of the "Légion franche des Américains et du Midi", also known as the "Black Legion" or "Légion Saint-Georges". Commanded by black former aristocrat Joseph Bologne (the Chevalier de Saint-Georges), the unit is comprised of free men of color fighting for the Republic.
- November 14: France captures the Austrian Netherlands.
- November 20: A Paris locksmith claims that Louis XVI had kept a secret locked chest in the Tuileries Palace, filled with letters revealing his counter-Revolutionary intrigues.
- December 26: Louis Capet, formerly king Louis XVI, is put on trial for treason.
- Mary Wollstonecraft publishes "A Vindication of the Rights of Woman", one of the founding documents of English feminism.

1793

The Year of Terror

- January 15: Louis Capet (King Louis XVI) is sentenced to death for treason.
- January 21: Louis Capet is executed by guillotine in the Place de la Révolution in Paris. Many members of the crowd rush forward to dip handkerchiefs in the blood.
- January 23: Prussian and Russian forces simultaneously grab more land from Poland-Lithuania. Prussia is nominally in an alliance with Poland, but betrays it anyway.
- February 1: France declares war on Great Britain and the Dutch Republic, following the recall of the British ambassador and British ultimatums for France to relinquish all military gains.
- March: Protests against military conscription erupt into an all-out rebellion in the Vendée *département* of Western France. The insurrection soon spreads to Brittany, and becomes a Royalist fight against the Republican government. The most intense phase of War in the Vendée lasts until 1796, with sporadic fighting continuing into the 19th Century. Over 100,000 people will eventually die as a result.
- April 24: Journalist Jean-Paul Marat (a member of Maximilien Robespierre's radical La Montagne faction of Jacobins) is brought before the Revolutionary Tribunal on charges of inciting violence against the moderate Girondist that control the National Convention. He is acquitted.
- June 2: A force of Parisian National Guard, under orders from the Jacobin radicals that control the government of the Paris Commune, forces the removal of Girondists from the National Convention.
- July 13: Jean-Paul Marat is stabbed to death in his bathtub by Girondist supporter Charlotte Corday, who is executed four days later. Despite attempts by Marat's political allies to portray her as a sex-crazed woman acting on orders from a lover, she is found to be a virgin after death.
- Autumn: The Basilica of Saint Denis outside Paris is looted, and the French royal tombs are opened. The remains are dumped in mass graves and dissolved with quicklime. Some bones are kept as souvenirs by the workmen. The fate of the Oriflamme, the sacred war banner of the medieval French kings, is unknown.
- September 5: The Committee of Public Safety, led by Robespierre, begins mass arrests and executions of those deemed counterrevolutionary in France. The Reign of Terror will continue until July of 1794.
- October 14: Marie-Antoinette is tried on charges that include treason, conspiracy to commit murder, and the alleged sexual abuse of her son Louis-Charles.
- October 16: Marie-Antoinette is executed by guillotine in the Place de la Révolution in Paris. The crowd screams "Austrian Bitch" as she is killed.
- October 24: The French National Convention formally adopts a new Republican Calendar which eliminates all references to Christianity and the Ancien Régime.

- November 10: Churches across France are transformed into Temples of Reason during the nationwide *Fête de la Raison*. The Goddess of Reason is portrayed for the festival by scantily-clad women in faux roman outfits and tricolor sashes. There are many reports of the festivities developing in to all-out orgies. The “incorruptible” Robespierre, known for his prudity and opposition to atheism, denounces the “Cult of Reason”.
- December 8: The execution by guillotine of Madame Du Barry, for whom the necklace at the center of the 1785 “Affair of the Necklace” had originally been created.

1794

The Year of Vengeance

- February 4: Slavery is abolished in France.
- March 24: Tadeusz Kościuszko launches a rebellion against the Prussian, Austrian, and Russian forces occupying Poland.
- March 24: Jacques Hébert, leader of the atheist Hébertist faction, promoter of the Cult of Reason, and rival of Robespierre, is executed.
- April 5: French Revolutionary leader Georges Danton is executed by order of the Committee of Public Safety, for corruption and counter-revolutionary activities.
- May 7: Robespierre announces the institution of a new religion of his own devising, “The Cult of the Supreme Being”. The cult is to be the new state religion of France, and is intended to displace the atheistic Cult of Reason.
- May 8: Founder of modern chemistry Antoine Lavoisier is executed in Paris. Aside from the perfunctory accusations of treason and cooperating with the enemies of France, he is also convicted of the heinous crime of selling soggy tobacco. French revolutionaries take their smoking *seriously*!
- May 8: Publication of Anne Radcliffe’s wildly popular Gothic romance “The Mysteries of Udolpho”.
- Summer: The British government begin mass arrests of people suspected of supporting the overthrow of the Monarchy and establishment of a republic.
- June 15: Mount Vesuvius erupts, destroying the city of Torre del Greco.
- June 17: The British, having captured Corsica, make it a semi-independent dominion.
- June 26: The French Army defeat the Coalition Army at Fleurus in the Austrian Netherlands, leading to the end of Austrian power in Belgium, and the eventual collapse of the British-allied Dutch Republic.
- July 27: The National Convention turns against Maximilien Robespierre and he flees to the Paris Hôtel de Ville (Town Hall). The Parisian National Guard (which had removed the Girondists from power in 1793) moves to support him, but fails to prevent his arrest. Because it occurred during the month of “Thermidor” under the Republican calendar, the coup is thereafter known as the “Thermidor Reaction”.

- July 28: Robespierre and twenty-one of his supporters are guillotined, ending the Reign of Terror. The first “White Terror” begins, as anti-Jacobin mobs and street gangs begin attacking those suspected of support for Robespierre and his policies. Most people try to forget about “The Cult of the Supreme Being” as quickly as they can.
- Autumn: In England, writer, art collector, and Member of Parliament William Beckford (author of “Vathek”) is caught horse-whipping his homosexual lover, 18 year old William Courtenay (the future Earl of Devon). Courtenay’s uncle subsequently obtains and publicizes the pair’s love letters. The scandal becomes front page news. Months later, Beckford leaves Great Britain for the Continent.
- October 25: In London, pro-republican reformers Thomas Hardy, John Horne Tooke, and John Thelwell are put on trial for High Treason. All are acquitted by December 5th.
- November 4: Russian troops pillage Praga in Poland, massacring 20,000 civilians.
- Severe winter sets in.
- William Blake publishes “Songs of Innocence and of Experience: Shewing the two contrary states of the human soul”. The editions are produced using a unique process that allows Blake to print the calligraphic text and illustrations as a fully integrated whole. The books are hand-colored by Blake and his wife Catherine.

1795

The Year of Broken Relics

- January: Because of the extreme cold that leaves most rivers completely frozen, French forces are able to easily enter the Dutch Republic.
- January 18: Dutch Stadtholder William of Orange flees to England in a fishing boat.
- January 19: End of the Dutch Republic, which is replaced by the new Batavian Republic.
- April 5: The Republic of France signs a peace treaty with the Kingdom of Prussia.
- April 7: The Franc becomes the basic unit of currency in France (replacing the Livre).
- April 8: George, the Prince of Wales, marries his German cousin, Duchess Caroline of Brunswick. Caroline dislikes her husband because he is fat, and not as handsome as his portrait. George is likewise disappointed in his new wife’s plain looks, obnoxious personality, and appalling personal hygiene. The Prince of Wales is already married to Maria Fitzherbert, but that marriage is illegal as far as Parliament is concerned. George is drunk at the wedding.
- May 20: The working-class *San-Culottes* of Paris revolt against the new French government.
- May 23. The revolt in Paris is put down. Mass arrests of Jacobin leaders, and anyone suspected of supporting the revolt.
- July 22: France and Spain sign a peace treaty.
- August 28: France signs a peace treaty with the Landgraviate of Hesse-Kassel (original source of the hated Hessian mercenaries employed by Great Britain during the American Revolution).

- June 5 – 7: Fire destroys the medieval section of Coopenhagen, leaving thousands homeless.
- June 8: Louis-Charles, the son of former king Louis XVI and Marie-Antoinette, dies at the age of ten. Royalists refer to him as Louis XVII, although he never reigned a day.
- June 27: British forces land in Brittany to aid royalist rebels against the Republican government of France.
- June 28: Official announcement of the death of Louis-Charles, former Dauphin of France. Rumors spread that the boy did not die, but was actually smuggled out of captivity. In subsequent years many men come forward claiming to be the lost Dauphin.
- August 22: A new French Constitution is ratified, giving executive power to a Directory of five men. The new government will be plagued by corruption.
- October 5: Put in charge of defending the National Convention in Paris against royalist rioters, Napoléon Bonaparte employs cannons to kill 1,400 insurgents and put down the rebellion.
- October 24: After defeating Tadeusz Kościuszko's rebellion, Prussia, the Austrian Monarchy and the Russian Empire completely divide the remaining lands of Poland-Lithuania among themselves.
- November 2: The new Constitution takes effect in France, formally beginning the Directory government that will last until 1799.
- December 13: A meteorite falls near Wold Cottage farm in Yorkshire England. The stone is brought to London for public exhibition.
- The scandalous Madame Thérèse Tallien, known for her flashy jewelry, classically-inspired gowns of translucent muslin, and dislike of underwear, is the most fashionable woman in Paris. The voluminous dresses of the *Ancien Régime* are now absolutely *passé*.

1796

The Year of Furious Beasts

- January 27: A severe earthquake in Lisbon, Portugal.
- March 8: A fireball explodes over northern Germany, showering a substance like burning tar.
- March 9: Young General Napoléon Bonaparte marries Joséphine de Beauharnais, whose husband had been guillotined on July 23, 1794. Joséphine is a close associate of Madame Thérèse Tallien. Two days later Napoleon leaves to lead the French forces in Italy. Soon after, Joséphine publicly takes cavalry lieutenant Hippolyte Charles as her lover.
- April 2: The play “Vortigern and Rowena”, supposedly a lost work of Shakespeare, is performed in London. By the end of the performance the audience is loudly ridiculing the performance.
- April 27: A mail coach bound for Lyon and carrying 7,000,000 livres intended for the Army of Italy is hijacked outside Paris, with the driver and his guard murdered. Six men are arrested, but one of them is widely believed to be innocent.

- May 10: French troops under Napoleon's command in Italy destroy the rearguard of an Austrian army at the Battle of Lodi.
- May 14: Edward Jenner pioneers an improved method of vaccination against smallpox (although the earlier practice of variolation had already been introduced to England from the Ottoman Empire by Lady Mary Montagu in 1721). Many fear that the vaccine will cause them to grow bovine features, or make women want to have sex with bulls. Religious leaders condemn vaccination as contrary to God's desire that people die of disease.
- May 15: Napoleon's army enters Milan.
- June 23: French forces defeat the army of the Papal States.
- Summer: Mathew Lewis's publishes his lurid Gothic novel "The Monk".
- August 19: Spain allies with France against Great Britain.
- September 15: The French Army of Italy begins a siege of Mantua, to which an Austrian army have retreated. The Austrians continually send forces to relive the siege, which continues until February of 1797.
- Late September: British forces begin withdrawing from Corsica, overseen by Commodore Horatio Nelson.
- September 28: The Empire of Russia allies with Great Britain against France.
- October: A mysterious walled town appears to witnesses in Youghal, on the southern coast of Ireland.
- November 17: Empress Catherine II of Russia dies. Scurrilous rumors insinuate she was killed while having sex with a horse.
- December 25: The temperature in London falls to -6 Fahrenheit (-21 Celsius).

1797

The Year of the Fallen

- February 2: After several attempts to lift the French siege of Mantua fail, the Austrian forces in the city surrender to Napoleon.
- February 4: Papal army crushed by the French.
- February 19: Pope Pius VI surrenders to Napoleon, and is forced to pay France the sum of 30,000,000 Francs.
- March 9: As in the previous October, a mysterious walled town again appears to witnesses in Youghal, Ireland.
- April 16: British sailors on 16 ships anchored at Spithead off Portsmouth mutiny, demanding better pay and conditions.
- May 12: Sailors of the British Navy aboard the *Sandwich*, and over twenty other ships at the Nore anchorage in Thames estuary, mutiny. They demand not only better pay and conditions, but an end to the war with France.

- May 15: The mutiny at Spithead is resolved peacefully, with minor concessions given to the sailors.
- June 29: Richard Parker, leader of the Nore mutineers, is hanged from the yardarm of the *Sandwich*.
- May 12: Venice surrenders to Napoléon Bonaparte, ending its existence as an independent Republic.
- August 29: Townsfolk at Tranent in Scotland protest the forced recruitment of Scotsmen into the British Army. Soldiers fire into the crowd, and later go on a rampage throughout the town. At least a dozen men, women, and children are murdered, with many more injured.
- August 30: Mary Wollstonecraft gives birth to Mary Godwin, her daughter by English liberal philosopher William Godwin.
- September 10: Mary Wollstonecraft dies of septicemia from childbirth.
- October 18: The Treaty of Campo Formio is signed, ending the state of war between the French Republic and Austrian Monarchy. The Austrian Monarchy loses the Netherlands and is forced to recognize the Cisalpine Republic, but gains control of Venice.
- October 22: In Paris, André-Jacques Garnerin uses a parachute to descend 3,000 feet (about 1000 meters) from a hot air balloon in flight.
- Goethe publishes his ballad "Die Braut von Korinth" (The Bride of Corinth), a retelling of the classical story of the love-sick revenant Philinnion.
- October: In the wake of a scandal involving French officials who demanded bribes from American diplomats, France and the United States of America begin raiding each others' shipping in the Caribbean.
- First publication of de Sade's transgressive opus "Histoire de Juliette, ou les Prospérités du vice" ("The Story of Juliette; or, the Fortunes of Vice"). Better known by the simple title "Juliette", it is the shocking sequel to "Justine".

1798

The Year of Deadly Dreams

- February 10: The French army takes possession of Rome, establishing a Roman Republic, and ending the Inquisition.
- February 20: Pope Pius VI is taken prisoner and and bought to several locations in Italy, eventually being imprisoned in France.
- May 23: The Society of United Irishmen begins a rebellion to drive the British from Ireland and institute a secular republic.
- May 26: Severe earthquake strikes Sienna in Tuscany.
- June 4: Death of Casanova, at Duchcov Chateau in Bohemia.
- July 1: Napoléon Bonaparte invades Egypt, accompanied by 167 scientists

- July 21: Napoléon Bonaparte routes Egyptian Mamluk forces and captures Cairo at the Battle of the Pyramids. Only 29 Frenchmen are killed, but thousands of Mamluks perish.
- August 2: The French Navy is decisively defeated by the British Royal Navy at the Battle of the Nile. Rear-Admiral Horatio Nelson is severely wounded. The French navy loses 13 ships of 17. Corpses from the battle continue to wash up along the Egyptian coast for two weeks.
- August 22: Over 1,000 French troops land in Ireland to aid the United Irishmen.
- September 22: Internationally famous model and dancer Lady Emma Hamilton becomes the mistress of war hero Horatio Nelson while nursing him. Both are already married, of course. Lady Hamilton is also rumored to be the lover of Queen Maria Carolina of Naples (sister of Marie-Antoinette).
- September 18: Publication of “Lyrical Ballads” by William Wordsworth and Samuel Taylor Coleridge, marking the beginning of English Romanticism.
- October 12: The British Navy prevents further French reinforcements in Ireland at the battle of Tory Island.
- October 12: A revolt breaks out in the Southern Netherlands against conscription in the French army. It is put down by December 5.
- November 10: Wolfe Tone, leader of the rebellion of Ireland, dies in British custody before he can be officially executed. Conflicting stories claim alternately that he had slit his own throat, or that he was tortured to death by British soldiers.
- December 10: Severe cold sets in across Europe.
- December 29: Seine River frozen solid in France. It remains frozen until January 19, 1799. The Meuse and Rhine rivers are similarly frozen.

1799

The Capricious Year

- January 9: Income tax is instituted in Great Britain. Rate is 3.4% for those with incomes over £60 (14,400p) per year, and 10% on incomes over £200 (48,000p). Most people's incomes fall below the threshold for paying any income tax.
- January 21: The Kingdom of Naples becomes the “Parthenopean Republic” after pro-French Republicans defeat the pro-Monarchical *Lazzaroni*. The Republic is deeply unpopular with the peasantry, who support the former King.
- January 25: An earthquake strikes Bouin, in the Vendée *département* of France.
- February 6: An earthquake is felt in the Channel Islands.
- March: Thomas-Alexandre Dumas is captured and imprisoned in Taranto by the fanatical and anti-republican “Christian Army of the Holy Faith” led by Cardinal Fabrizio Ruffo. His son Alexandre will eventually write “The Count of Monte Cristo”.

- March 7: French troops commanded by Napoleon capture the Palestinian town of Jaffa. Napoleon orders over 2,000 Ottoman prisoners to be executed, and allows his troops two days to pillage the town. Plague breaks out in the town, and among the French soldiers.
- March 12: The Austrian Monarchy declares war on France again.
- March 20: Napoleon begins laying siege to Acre.
- May 21: French forces withdraw from Acre after an unsuccessful siege, and retreat to Egypt.
- June 5: Prussian scientist Alexander von Humboldt leaves the port of A Coruña in Spain on an expedition to explore the Americas.
- June 13: Backed by Admiral Nelson's British fleet, the ragtag force of peasant religious fanatics, bandits, and mercenaries commanded by Cardinal Fabrizio Ruffo attacks Naples to recapture the city for King Ferdinand IV.
- June 18: Emmanuel-Joseph Sieyès drives three of his rival Directors from power and takes control of France's government.
- June 28: In Naples, Admiral Nelson breaks the terms of the peace treaty between the defeated Republicans and Cardinal Fabrizio Ruffo, imprisoning and later executing many of the Republicans who had previously been guaranteed safe passage out of the city.
- July 25: French troops under Napoleon rout a British-backed Ottoman army at Aboukir in Egypt. The Ottomans suffer 8,000 casualties, but the French less than 1,000.
- October 9: General Napoléon Bonaparte returns to France to wide public acclaim.
- November 9: Backed by the army, Napoleon seizes power. He points to the June 18th coup as one of his justifications.
- November 10: Napoleon institutes a new Consulate government in France, with himself as First Consul.
- December 10 : Formal adoption of the Metric system in France.
- Francisco Goya publishes "Los Caprichos" (The Caprices), a set of 80 aquatints depicting the grotesque extremes of the irrational mind.
- December 6: A spectacular meteor shower is visible for 4 hours.
- December 10: Creation of the French *Sénat conservateur* (Conservative Senate), which meets in the Louxembourg Palace. Its 80 member are all men over 40, charged with maintaining the Constitution. By "Constitution" is meant, of course, Napoleon's grip on power.
- December 24: Constitution of the year VII put into effect in France.
- Nitrous oxide is first used as a recreational drug at parties in Great Britain.

1800
The Liminal Year

- February 7: Napoléon Bonaparte confirmed as First Consul with 99.9% of the vote.
- February 13: Napoleon authorizes the creation of the central Banque de France, with sole authority to issue bank notes in Paris. Some speculate the the financiers who form the bank had conspired to put Napoleon in power.
- March 20: Alessandro Volta announces the creation of his Voltic Pile, the first electric battery.
- April 2: Premiere of Beethoven's First Symphony in Vienna.
- May 15: In response to Austrian troop movements towards Genoa, Napoleon leads an army into Italy.
- June 14: Napoleon defeats the Austrians at Marengo in Italy. After the battle, Napoleon's cook improvises a meal that later becomes popular (in slightly altered form) as *poulet Marengo* (Chicken Marengo).
- August: Rumors insinuate that Princess Sofia of Great Britain (12th child of King George III) has given birth to an illegitimate son. The father is supposedly either Major-General Thomas Garth, an infamously ugly man 35 years older than Sofia, or her own brother Ernest Augustus, the Duke of Cumberland!
- August 1: The British Parliament votes to formally join Ireland to Great Britain, with the resulting state to be called the United Kingdom.
- September 4: British forces seize Malta.
- September 30: France and the United States of America sign the Treaty of Mortefontaine, ending the sate of hostility between the two nations.
- November 7: In a crackdown on women agitating for equal rights, females in Paris are now prohibited from dressing in male clothing, unless they first obtain a special permit from the police. The prohibition against women wearing pants remains law until 2013.
- December 3: French troops crush an allied Austrian and Bavarian force at Hohenlinden. East of Munich.
- December 24: The *machine infernale*, a large horse-drawn bomb stuffed with bullets, explodes in Paris as Napoleon's carriage passes. Napoleon escapes unharmed, but many bystanders are injured. The unsuspecting fourteen-year old girl hired to keep the horse from wandering is killed instantly. Although the police investigation eventually reveals the bombing was part of a Royalist plot, Napoleon blames the remaining Jacobins in the government.
- William Herschel announces the discovery of “calorific rays”, later known as infrared radiation.

1801

The Year of Grasping Hands

- January 1: The Act of Union creating the United Kingdom of Great Britain and Ireland comes into effect.
- February 9: The Treaty of Lunéville ends the war between France and the allied forces of the Austrian Monarchy and Holy Roman Empire. France gains control of the spa town of Aachen, famous for its prostitutes.
- March 6: Marquis de Sade is arrested on order from Napoleon for writing “Justine” and “Juliette”. He is never formally charged or tried, but is nonetheless imprisoned for the rest of his life.
- March 10: British census counts 10.9 million people living in England, Scotland and Wales, with an average household size of 6. No attempt is made to count the population of Ireland.
- March 23: Russian Czar Paul I is strangled and trampled to death in his bedroom by a group of army officers. Paul’s son becomes Czar Alexander I.
- May 10: The Pasha of Tripoli declares war on the United States of America, over the refusal to pay the Pasha \$225,000 in tribute.
- June: As in 1796 and 1797, witnesses in the Irish seaside town of Youghal witness the appearance of a phantom town filled with white mansions, set in front of an unknown forest.
- July 18: The Concordat signed by Napoleon and Pope Pius VII ends the period of official hostility between France and the Catholic Church. Catholicism is recognized as the primary (but not sole) religion in France, and the Pope is granted limited authority over the French Church.
- September 2: British forces take Alexandria, Egypt from the French. Under the terms of the French capitulation, the British take possession of the archaeological artifacts found by the French, including the Rosetta Stone. The French army is allowed safe passage back to France.
- Francis Barrett publishes “The Magus, or Celestial Intelligencer”, a compendium of occult lore drawn primarily from the work of 16th-century magician Henry Cornelius Agrippa.
- French census counts a population of 29,361,000.
- Johann Wilhelm Ritter discovers the existence of “oxidizing rays” in sunlight, later renamed “ultraviolet radiation”.
- Publication of “Traité médico-philosophique sur l’aliénation mentale; ou la manie” by Philippe Pinel, profoundly influencing the nascent science of psychology. His radical beliefs include the idea that chaining and beating the insane might not have any therapeutic value.
- British ambassador to the Ottoman Empire Thomas Bruce (the Earl of Elgin) begins looting the marble sculptures from the Parthenon in Athens.

1802

The Year of Mirages

- January 24: The Cisalpine Republic become the Republic of Italy, with Napoléon Bonaparte as its President.
- March 27: Treaty of Amiens formally ends hostilities between France and the United Kingdom.
- April 26: Napoleon grants a general amnesty for the noble *émigrés* that fled the Revolution.
- May 20: Slavery is re-established in the colonies of France.
- August 2: Napoleon is voted “First Consul for Life” Just as in the 1799 plebiscite, over 99% of the vote is somehow in his favor.
- Summer: British tourists begin streaming into Paris.
- October: Marie Tussaud opens her first exhibition of wax-work sculptures in London, alongside the magic-lantern shows of Paul Philidor.
- October 26: An earthquake strikes Transylvania and Eastern Europe, and is felt between Warsaw and Moscow.
- Publication of “Delphine” by Madame de Staël. The epistolary novel protests the social constriction of women, and is widely condemned as immoral and seditious. Napoleon considers the book a personal attack.
- Pierre Denys de Montfort publishes “Histoire Naturelle Générale et Particulière des Mollusques”, in which he indicates the existence of two varieties of gigantic octopus, and describes an attack by one upon a French vessel.
- A fashion for Egyptian-influenced dress and design begins.
- Thomas Wedgwood creates silhouette photograms by placing objects on surfaces covered in silver nitrate, and exposing them to light. The resulting images can only be viewed for brief periods, however, and will fade unless stored in darkness.
- Ludwig van Beethoven releases the music to his Piano Sonata No. 14, popularly known as the “Moonlight Sonata”. He dedicates the music to his student Giulietta Guicciardi, with whom he is in hopeless, unrequited love.
- Income tax abolished in the United Kingdom.
- Publication of “Heinrich von Ofterdingen” by the recently deceased German Romantic writer Novalis (the pen name of Georg Philipp Friedrich Freiherr von Hardenberg). The novel fragment concerns the quest of a legendary German poet for the “blue flower”, a symbol of spiritual union with God and Nature. The “blue flower” later becomes an emblem for the Romantic movement in the German states.

1803

The Detonating Year

- January 1: Grimod de La Reynière begins publication of his annual “L’Almanach des gourmands”, which includes reviews of Paris restaurants. He publishes a new one each year until 1812.
- February 21: 20,000 spectators in London watch the hanging and beheading of Edward Despard and six other men, all convicted of planning to assassinate King George III and start a revolution in London.
- April 26: A fireball explodes over L’Aigle in northwestern France, raining thousands of small, burning rocks over a six mile area.
- April 27: Marquis de Sade transferred to the asylum of Charenton.
- April 30. First Consul Napoleon sells the vast Louisiana Territory in North America (including the port of New Orleans) to the United States of America for \$15,000,000.
- May 18: The United Kingdom declares war on France, over seemingly aggressive moves by Napoleon in Europe.
- July 5: French forces seize the German Electorate of Hanover, which British King George III also ruled as Prince-Elector.
- July 23: In Dublin, Robert Emmet begins an abortive rebellion against British rule.
- September 20: Robert Emmet is hanged and beheaded in Dublin.
- November 18: French forces are defeated by pro-independence fighters in Saint-Domingue (Haiti), at the Battle of Vertières.
- Income tax reintroduced in the United Kingdom.

1804

The Year of Empire

- January 1: Haiti is declared a free republic.
- February: Massacre of the remaining French population of Haiti begins. The killings continue until April.
- March 21: The *Code Napoléon* becomes the civil law of France. Women lose almost all their legal rights.
- April 5: A meteorite falls in High Possil, just north of Glasgow in Scotland.
- May 14: The *Sénat conservateur* of France confers the title “Emperor of the French” upon Napoleon Bonaparte. The new Constitution of the Year XII make the title hereditary to the descendants of Napoleon.
- May 21: Opening of Père Lachaise Cemetery in Paris. The new cemetery is unpopular, and only 13 people are buried there before 1804 ends.

- August 3: Celebrity scientist Alexander von Humboldt returns in triumph from his American expedition, arriving at the port of Bordeaux. He is renowned in every corner of Europe for his discoveries.
- August 11: Holy Roman Emperor Francis II transforms the myriad lands of the Hapsburg Austrian Monarchy into the Austrian Empire, with himself as Emperor Francis I.
- September 22: Jean-Jacques Dessalines declares himself Emperor of Haiti.
- December 2: Coronation of Napoleon as “Emperor of the French” at Notre-Dame Cathedral in Paris. Joséphine is crowned Empress. Pope Pius VII conducts the ceremony, but Napoleon takes the crowns from the Pope’s hands and puts them on his own and Joséphine’s heads.
- December 12: Spain responds to the British Royal Navy seizing Spanish shipping by declaring war on the United Kingdom.
- Invention of Morphine.

1805

The Year of Dubious Heroes

- April 7: First public performance of Ludwig van Beethoven’s Symphony #3, in Vienna. Originally dedicated to Napoleon and called “Bonaparte”, Beethoven re-titles it “Eroica” as he grows disenchanted with the French Emperor.
- April: The United Kingdom and Empire of Russia ally against the French Empire.
- April 27: A small unit of United States Marines leading a multinational force of 400 mercenaries (including 200 Muslim Arabs) captures the Tripolitanian city of Derne.
- May 26: Emperor of the French and President of the Italian Republic Napoléon Bonaparte becomes King of Italy at a ceremony in Milan. Despite its name, the Kingdom only covers the northeastern portion of the Italian peninsula (excluding Venice).
- Summer: The Austrian Empire allies with Great Britain, Sweden, and Russia.
- July 19: In Venice, Englishman Matthew Lovat publicly crucifies himself on a cross hanging from his third-floor window.
- October 19: An Austrian army of 20,000 surrenders to Napoleon near Ulm in Bavaria.
- October 21: The British Navy, led by Admiral Nelson, destroys a combined French and Spanish fleet off Cape Trafalgar, Spain. The British lose no ships, but 22 French and Spanish ships are lost. Shot by a French musket, Nelson dies shortly after the battle.
- November 13: French forces enter and occupy Vienna, with little resistance.
- December 2: Napoleon destroys an allied Austrian-Russian army at Austerlitz in Moravia, killing or capturing almost half the force.
- December 26: Treaty of Pressburg ends war between the Austrian Empire and France. All Austrian holdings in Italy and Bavaria are transferred to the French Empire. Venice is joined to the Kingdom of Italy (of which Napoleon is King).

- First partial publication of Jan Potocki's novel of nested stories "Manuscrit trouvé à Saragosse" ("The Manuscript Found in Saragossa", or "The Saragossa Manuscript").

1806

The Year of Crushing Revenge

- January 1: France reverts to the use of its pre-revolutionary calendar.
- January 1: Maximilian, Elector of Bavaria assumes the title of King. The new Kingdom of Bavaria is allied with the French Empire.
- January 5 – 8: Admiral Nelson's body lies in state for three days in Greenwich Hospital.
- January 9: State funeral of Admiral Nelson. Nelson's mistress Lady Emma Hamilton is officially prohibited from attending.
- January 23: Fearing French revenge for violating a treaty of neutrality and supporting the Coalition against Napoleon, King Ferdinand IV and Queen Maria Carolina of Naples withdraw to Palermo in Sicily.
- February 8: French forces invade the Kingdom of Naples.
- February 14: French troops occupy the city of Naples.
- March 10: The Neapolitan Army is destroyed by the French at the village of Campo Tenese in Calabria.
- March 11: Napoleon proclaims his brother Joseph Bonaparte "King of Naples and Sicily".
- May 16: The British Royal Navy begins a blockade of the French coast.
- June 5: Louis Bonaparte is appointed King of Holland by his brother Napoleon.
- July 12: The pro-French Confederation of the Rhine is created by sixteen German states of the Holy Roman Empire.
- August 6: Francis II abdicates as Holy Roman Emperor. He remains Emperor of the Austrian Empire, but the Holy Roman Empire is dissolved.
- October 1: Alarmed by the growing influence of Napoleon in the German states, Prussia and Saxony jointly declare war on the French Empire.
- October 9: The Prussian army suffers an embarrassing defeat against the French at Schleiz.
- October 14: Prussian forces suffer crippling defeats at the battles of Jena and Auerstädt.
- October 24: French troops occupy Berlin. The Prussian Royal family flees to Königsberg.
- November 1: French forces captures Neapolitan partisan Michele Pezza, popularly known as Fra Diavolo ("Brother Devil"). He is hanged for banditry on November 9th in Naples.
- November 21: Emperor Napoleon issues the Berlin Decree, ending all trade, travel, and postal traffic between Great Britain and the countries allied with France.
- November 28: The people of Warsaw welcome the arriving French army as liberators.
- December: In London, excavations begin to lay pipes for coal gas streetlight on Pall Mall.

- December 11: The Electorate of Saxony becomes the Kingdom of Saxony and joins the Confederation of the Rhine.
- December 26: Russian forces escape from French armies at Pultusk and Golymin north of Warsaw. Napoleon ceases his advance for the winter.
- December 29: At the Convent Garden Theatre in London, Joseph Grimaldi creates a sensation with his portrayal of the stock character Clown in the pantomime “Harlequin and Mother Goose; or, The Golden Egg”. Joseph’s performance and distinctive white and red makeup sets the pattern for future Clowns.
- December 30: In response to Russian moves against Wallachia and Moldova, the Ottoman Empire declares war on the Russian Empire. The Dardanelles are closed to Russian ships.

1807

The Year of Strange Illuminations

- January 28: In London, one side of Pall Mall is lit by state-of-the-art coal gas streetlights.
- February 7 – 8: French and Russian forces fight a bloody, but inconclusive battle at Eylau, south of Königsberg (in modern day Kaliningrad Oblast). Each side suffers approximately 20,000 casualties. A blizzard occurs on the second day of fighting. Popular sentimental novelist Julie de Krüdender is among those who tour the snowy, carnage-strewn battlefield afterwards. Afterwards she devotes herself to a new career as a wandering Christian evangelist and mystic. Among her beliefs is the idea (already widely held) that Napoleon is the Antichrist.
- February 19: A British naval squadron enters the Dardanelles in an effort to force the Ottoman Empire to end their alliance with France, surrender their navy, and open the Dardanelles to the Russian fleet.
- March 25: British Parliament abolishes the slave trade (but slavery itself remains legal).
- June 4: Pall Mall in London is illuminated by gaslight on both sides.
- June 14: Napoleon’s army routes a Russian force at Friedland. The Russians suffer nearly 30,000 casualties, almost three times as many as the French.
- July 7: First Treaty of Tilsit ends hostilities between the French and Russian Empires, and make the two nations allies instead.
- July 9: Second Treaty of Tilsit between the Kingdom of Prussia and French Empire reduces Prussian territory by half. Frederick William III sends his beautiful wife, Queen Louise, to meet privately with Napoleon so she can beg him to keep Prussia intact. They are alone in a room together for about 15 minutes. Napoleon remains unmoved by the woman’s attempt to charm him, however. Prussia’s lost territory in the west becomes the Kingdom of Westphalia, with Napoleon’s brother Jérôme as its King. In the east, Prussia loses most of the territory it had stolen from Poland in the 18th Century. The Duchy of Warsaw is created as the first Polish state since 1795, with Frederick Augustus I of Saxony as its Duke. Prussia is also bound to pay 154,500,000 Francs in tribute.

- August 16: British begins bombardment of Copenhagen, to keep the Danish fleet from ever falling into French hands.
- October 26: The Russian Empire declares war on the United Kingdom in response to the British bombardment of Copenhagen.
- November 19: French forces invade Portugal to end Portuguese trade with Great Britain. Many Spaniards are angered by the fact that King Charles IV has allowed French troops into Spain to launch the invasion.
- November 30: The French army occupies Lisbon. The Portuguese royal family has already fled the city for Brazil.

1808

The Year of the Bull

- February 2: Invasion and occupation of the Papal States by the French Army.
- February 21: Russian forces invade Finland, then part of the Kingdom of Sweden. The pretext for the invasion is Sweden's refusal to join Napoleon's Continental System and stop trading with the United Kingdom.
- February 29: French troops seize Barcelona. The Spanish defenders are unable to resist.
- March 8: The Portuguese Royal family arrives in Brazil.
- March 17 – 19: In Aranjuez, south of Madrid, the Spanish royal family is caught in a popular uprising. The rebels force the king to dismiss his unpopular pro-French prime minister Manuel de Godoy. On March 19, King Charles IV abdicates under pressure in favor of his son Ferdinand.
- April: Worldwide average temperatures begin to fall. For the next decade, temperatures are generally colder than normal.
- April 2: In Piedmont, Italy luminous objects are seen in the sky over the town of Pignerol. Afterwards, loud noises are heard in the sky, and an earthquake strikes the region.
- May 2: A popular uprising against French occupation begins in Madrid. It is crushed by French troops and mercenary Mamluk cavalry.
- May 3: The French army executes hundreds of people in Madrid in retaliation for the previous day's uprising.
- May 5: In Bayonne, France, Spanish King Ferdinand VII abdicates in favor of his father, former King Charles IV. Charles IV had already abdicated in favor of Napoleon, who names his brother Joseph Bonaparte (currently "King of Naples and Sicily") as the new King of Spain. Small irregular units of fighters, called *guerrillas*, begin rising in revolt against the French in the Spanish countryside. Local, anti-French *juntas* claim governmental authority across Spain.

- May 16: At 4 P.M. the sun over Skeninge, Sweden turns dull red. A vast quantity of brown, gelatinous spheres are seen flying across the sky. Some fall, leaving only a soapy film at the point of impact.
- July 13: London experiences a heat wave, with the temperature reaching 96 degrees Fahrenheit.
- September 25: After a storm, a mysterious carcass washes ashore on the island of Stronsa (modern Stronsay) in the Orkney Islands of Scotland. The case is investigated by the newly formed Wernerian Natural History Society of Edinburgh. The rotting mass is serpentine in overall shape and over 50 feet long, with six stumps that might have been limbs. Part of the creature's "mane" is collected and kept by John Barclay, anatomist and Director of the Highland Society of Edinburgh.
- November 19: The Swedish army is forced to leave Finland, giving the Russia Empire *de facto* control of the region.
- December 4: The Spanish Inquisition is abolished by Joseph Bonaparte.
- December 20: Fire destroys Convent Garden Theatre in London.
- December 20: French troops begin laying siege to Zaragoza (Saragossa).
- December 22: Premiere of Beethoven's Fifth and Sixth Symphonies at a four-hour long concert in Vienna.
- Publication of Goethe's "Faust. Der Tragödie erster Teil" ("Faust, the First Part of the Tragedy).
- The Queen Mother of the new Ottoman Sultan is a pale, a French-speaking woman named Nakshidil. Rumors say she is none other than Aimée du Buc de Rivéry, cousin of the French Empress Joséphine.

1809

The Year of Hopeless Slaughter

- January 22: A strong gale strikes England and sinks ships. 300 people are killed.
- February 14: In Portsmouth, England, sailors are killed and injured by three balls of lightning.
- February 20: After months of bombardment, followed by vicious street fighting, the French army captures Zaragoza. The city is in ruins, and over 60,000 people are dead – more than half of them civilians. Thousands perished from diseases that swept the city during the siege.
- March 13: King Gustav IV of Sweden is deposed in coup. His uncle becomes King Charles XIII.
- April 10: Austrian forces invade Bavaria.
- May 11: French bombardment of Vienna. Beethoven, who once admired Napoleon, is in the city and witnesses the attack.
- May 13: Napoleon's army occupies Vienna.
- November 25: British diplomat Benjamin Bathurst mysteriously disappears while traveling with a courier in Perleberg, west of Berlin.
- May 17: Papal States incorporated into the French Empire. Pope Pius VII brought to France.

- June 23: Toads fall in a rainstorm at Poitiers, France.
- July 5 – 6: Napoleon attacks the Austrian army northeast of Vienna at the Battle of Wagram. Over 60,000 men die on the battlefield, but Napoleon crushes the Austrian forces.
- July 12: After fighting to a stalemate at Znaïm in Moravia, the French and Austrian Empires agree to an armistice.
- July 30: 40,000 British troops land on the Dutch island of Walcheren, in a campaign intended to relieve the military pressure on their Austrian allies. A malaria-like disease breaks out, infecting thousands.
- August 15: The Dutch city of Vlissingen (Flushing) is captured by the British after heavy naval bombardment.
- October 12: In Vienna, an assassination attempt on Napoleon by a German nationalist is thwarted by an aid to the Emperor.
- October 14: Treaty of Vienna ends war between France and the Austrian Empire, which notably loses control of Salzburg and the Dalmatian coast.
- December 9: British forces withdraw from the Netherlands, having lost over 4,000 men (mostly to disease).

1810

The Year of Rot

- January 12: Emperor Napoleon formally divorces Empress Joséphine, because she is unable to produce a male heir.
- January 14: Earthquakes in Hungary.
- January 16 – 17: Red snow and live insects fall in the Taro *département* of France (current day Emilia-Romagna in Italy).
- January 23: In Hamburg, a newspaper states that British diplomat Benjamin Bathurst, who mysteriously disappeared last November while traveling with a courier in Perleberg (west of Berlin), is alive and has contacted friends. The supposedly contacted friends deny receiving any correspondence.
- January 29: The French government publicly disavows any involvement in the disappearance of Benjamin Bathurst.
- February 16: An earthquake strikes Crete, and is felt as far away as central Italy and Syria. 2,000 die in the Cretan city of Heraklion (Candia).
- February 20: Andreas Hofer, leader of the Tyrolean Rebellion against the Bavarians and their French allies, is executed by firing squad in Mantua. He becomes a symbol of resistance to the French Empire.

- March 11: Napoleon marries Marie Louise of Austria by proxy at a ceremony in Vienna. The Emperor does not actually meet his new wife until March 27. Her parents, Emperor Francis II and Empress Maria Theresa (of Naples and Sicily), are the niece and nephew of executed Queen Marie-Antionette (and Queen of Naples in exile, Maria Carolina).
- May: A mysterious blood drinking beast begins draining sheep in Ennerdale, England, near the border with Scotland. Villagers begin massive hunts for whatever is responsible.
- May 31, Early Morning: Ernest Augustus, Duke of Cumberland, and fifth son of King George III, calls for help from his servants. He claims that he was awoken by a man striking him in the head, who then also wounded him in the leg with a saber. A search of the palace reveals one of the Duke's valets, Joseph Sellis, is lying on the bed of his locked room with his throat slashed. The inquest into Sellis' death will find that the wound was self-inflicted, but the public widely believes that the unpopular Duke murdered Sellis. Proposed reasons range from the Duke killing Sellis to cover up an affair with Sellis' wife, to Sellis being silenced after discovering Ernest with a homosexual lover.
- June: Publication of the first book to describe the principles of modern canning, "L'Art de conserver les substances animales et végétales" ("The Art of Preserving Animal and Vegetable Substances"). The author, Nicholas Appert, is the winner of a cash prize of 12,000 francs offered by the French army for method to keep food from rotting.
- July 8: In London, the Bow Street Runners (London's only professional police force) raid "The White Swan", a "molly-house" (gay male social club/brothel) located on Vere Street. They arrest twenty-seven men (called the "Vere Street Coterie"), and eight are formally charged with attempted sodomy.
- July 9: The Kingdom of Holland is formally incorporated into France.
- August 21: Because King Charles XIII has no heirs, French Marshal Jean-Baptiste Bernadotte is elected the next King of Sweden by the Riksdag of the Estates.
- August 25: Peter Durand is granted a British patent for preserving food using tin cans, in contrast to the glass jar employed by Nicholas Appert.
- September 12: A dog shot in Ennerdale is reputed to have been the blood-drinking beast that terrorized the area.
- September 16: Mexican priest Miguel Hidalgo y Costilla issues a tract calling for revolt against Spain. Peasants take up arms and begin a war for independence.
- September 27: In London, 6 members of the "Vere Street Coterie" arrested at "The White Swan" molly-house on July 8 are pilloried in the Haymarket (ironically a well-known haunt for prostitutes). The men are savagely pelted with decomposing animals, rotten vegetables, and mud.
- October 12: The citizen of Munich in Bavaria are invited to a festival celebrating the marriage of Crown Prince Ludwig and Princess Therese of Saxe-Hildburghausen. The event includes feasting and horse-racing. The next year the festival is repeated, creating the *Oktoberfest*.
- November: King George III of the United Kingdom slips back into madness. He will never recover his sanity.

- December 22: The British ship HMS *Minotaur* breaks up after running aground off the island of Texel in Holland. About 400 sailors die, and the remaining 130 are taken as French prisoners of war.
- The Paris Catacombs are reorganized and remodeled, with the bones stacked in aesthetically pleasing patterns. Morbidly curious visitors begin touring the tunnels.

1811

The Year of the Comet

- February 5: Due to the obvious and persistent insanity of King George III, the British Parliament formally asks George, the Prince of Wales to act as Regent. This marks the legal beginning of the English Regency.
- February 5: French forces begin laying siege to Cádiz, capital of the anti-French Spanish government. The Siege of Cádiz continues until the French retreat in August of 1812.
- March 11: Hand weavers in Arnold, Nottinghamshire smash knitting factory machinery, initiating the Luddite movement. For the next several year, England is plagued by anti-industrial riots and the vandalism of mechanized factories by people claiming to be followers of “King Ludd”.
- March 25: Percy Bysshe Shelley is expelled from Oxford University over his pamphlet “The Necessity of Atheism”, published earlier in the year.
- March 25: A Great Comet is discovered by Honoré Flaugergues. By September it is visible to the naked eye. It remains visible until August of 1812. There is great speculation regarding what the comet portends.
- May 12: In Derbyshire, England, chunks of ice a foot across fall from the sky.
- May 14: Severe thunderstorm strikes Glasgow, Scotland, leading to fatalities.
- May 27: The British census counts 12.6 million people living in England, Scotland and Wales, 1.6 million more than in 1801. As in the previous census, Ireland is not counted.
- July: A meteorite explodes over Heidelberg. A thick, gelatinous substance rains down from the explosion.
- Autumn: A particularly good vintage of wine is produced.
- October 30: Jane Austin’s first published work “Sense and Sensibility” is issued in three volumes, with “A Lady” listed as the author.
- December: A gale in the North Sea sinks several ships of the British Royal Navy, with 2,000 lives lost.

1812

The Year of Fatal Whims

- Jan 1: A new civil code is put into effect in the Austrian Empire.
- February 12: In France, a new system of measures, called *Mesures usuelles*, is introduced for commercial use. The new system combines the new metric system with pre-revolutionary units, and the French are now thoroughly confused about how to measure things properly.
- February 27: Lord Byron addresses the British House of Lords, speaking against industrialism, and defending the Luddites who have been breaking machines to protest the loss of their jobs.
- Spring: Romantic painter John Martin's sublimely melancholic "Sadak in Search of the Waters of Oblivion" premieres at the Royal Academy Exhibition in London. The painting depicts a lone man desperately attempting to climb a dark landscape of jagged rocks, rushing water, and towering peaks.
- March 5: The Treaty of Paris makes peace and creates an alliance between France and Prussia.
- March 19: The Spanish Cortes (parliament) in Cadiz writes a new constitution for Spain, which would make it a constitutional monarchy. The constitution cannot be implemented, however, because Spain is still under French occupation.
- April: Lord Byron begins his affair with the cross-dressing Lady Caroline Lamb, the niece of Georgiana Cavendish, Duchess of Devonshire.
- April 6: British forces commanded by General Arthur Wellesley (the future Duke of Wellington) enter the Spanish town of Badajoz after a costly siege. Looting of the town commences, as British soldiers proceed to massacre Spanish civilians who thought they were about to be liberated. Although he records his disgust privately in his journal, the General praises his troops conduct in battle in a letter sent to the Secretary of State for War and the Colonies.
- May 11: At 5:15 PM British Prime Minister Spencer Percival is shot to death by merchant John Bellingham in the lobby of the House of Commons. Mister Bellingham is frustrated that the British government will not compensate him for his unjust imprisonment in Russia several years prior.
- May 23: In order to escape Napoleon's power, Madame de Staël leaves her chateau in Coppet for Vienna. Securing an Austrian passport, she eventually makes her way to Russia.
- June 18: The United States of America declares war on the United Kingdom over perceived mistreatment in trade matters, territorial boundaries in North America, and the impressment (kidnapping and enslavement) of American sailors to serve in the British Navy.
- June 24: Napoleon begins the invasion of Russia with his *Grande Armée* of over 600,000 men. Only 1 in 6 will return alive.
- August: A funeral vault belonging to the Chase family in the British colony of Barbados is opened, and the coffins within are found to be in an inexplicable state of disarray.
- August 6: British and Portuguese forces take Madrid.

- August 9: Lord Byron receives a letter from Lady Caroline Lamb, with her pubic hair enclosed.
- September 7: Napoleon wins a bloody victory in Russia at the Battle of Bordino, but loses over 30,000 soldiers.
- September 14: Napoleon enters Moscow, which has been set on fire by its Governor, Fyodor Rostopchin.
- October 19: After suffering significant defeats, the French *Grande Armée* begins retreating from Russia.
- October 23: In Paris, Claude François de Malet and several conspirators attempts a coup against Napoleon, under the false pretense that the Emperor has died. Malet is arrested that same day, and executed on the 29th.
- October 28: Witnesses in Haverah Park in England see a troop of phantom soldiers in the sky.
- December 30: A Prussian force under the command of General Ludwig Yorck enters into an officially unsanctioned armistice with the Russian army.
- First publication of “Kinder- und Hausmärchen” (Children’s and Household Tales) by Jacob and Wilhelm Grimm.
- A London diamond merchant named Daniel Eliason has in his stock an enormous diamond over 45 carats in weight. The stone looks like it is cut from the French Blue stolen from the French Crown Jewels in 1792. According to rumor the stone is purchased by George, the Prince of Wales. By 1830 it will be acquired by Thomas Hope, and become the infamous Hope Diamond. Those who possesses the reputedly cursed gem are said to suffer great calamities.

1813

The Seething Year

- February 3: English journalist Leigh Hunt is sentenced to Surrey County Gaol for printing unflattering information about the Prince Regent (later George IV). Since the jail is run for profit, Hunt is able to purchase comfortable lodgings, and is visited by many well-known figures (including Lord Byron), in what amounts to a prison Salon.
- February 28: Prussia formally turns against France, and allies with Russia.
- May 2: Napoleon wins a Pyrrhic victory against a combined Russian-Prussian army near Lützen.
- May 21: Napoleon wins another Pyrrhic victory against the Russian and Prussian armies, at Bautzen.
- June: The first edition of Lord Byron’s poem “The Giaour” is published. Taking its title from a Turkish slur word for non-Muslims, this Orientalist tale of forbidden love, cruelty, and bloody revenge is notable for a passage describing the titular character being cursed to become a vampire.

- June 21: General Arthur Wellesley leads a combined British, Spanish, and Portuguese force to victory against King Joseph Bonaparte's army near Vitoria, Spain.
- June 26: Lord Byron's half-sister Augusta Leigh arrives in London to meet him. He brings her to a dinner in honor of Madame de Staël, now living in England. Byron and Augusta begin a sexual relationship soon after.
- July: English fashion icon “Beau” Brummell has a public falling out with his former close friend the Prince Regent. The famously corpulent George doesn't acknowledge “Beau” at a party, and in return Mr Brummel turns to William Arden (Baron Alvanley) and asks “Alvanley, who's your fat friend?”
- July 5: In response to insults from her lover Lord Byron at a party, Lady Caroline Lamb makes a scene by slashing herself with a broken wineglass and pair of scissors.
- August 12: Declaration of war against France by the Austrian Empire.
- August 31: British, Spanish, and Portuguese soldiers pillage and destroy the Spanish city of San Sebastian.
- October 7: General Wellesley's army enters France from Spain.
- October 19: Austrian, Prussian, Austrian and Swedish forces defeat Napoleon and his allies at Leipzig in Saxony. Over 600,000 men fight in the three-day long battle. About 100,000 are killed. Napoleon retreats to France.
- November 21: After French forces leave the country, three Dutch noblemen seize power and declare the “Principality of the United Netherlands”. They invite William Frederick, son of former Stadtholder William V, and currently in exile in England, to become Prince.
- December 17: United Grand Lodge of England formed, combining the rival Grand Lodges of Freemasonry in the United Kingdom.
- December 20: An Austrian army crosses the Rhine into France.
- December 31: London's Westminster Bridge is now lit with gaslights.
- The Waltz, considered a scandalously erotic dance, is introduced to England. The dance at this time is fast-paced and lively, in contrast to the slower version which will become popular later in the century.
- Work is finally finished on scandalous author and MP William Beckford's fantastic home, Fonthill Abbey. The Gothic-revival house is dominated by a central tower 300 feet high. Work on the house had been ongoing since 1796, and the central tower had twice collapsed during construction.

1814

The Year of the Exiles

- January 1: A combined Russian and Prussian army crosses the Rhine into France.
- February 1: Publication of Lord Byron's “The Corsair”, an instant best-seller.
- March 31: Paris is occupied by Coalition soldiers.

- April 11: Napoleon abdicates as Emperor of the French.
- April 13: Napoleon is exiled to the island of Elba, to rule over its 12,000 inhabitants. Before he leaves France he tells supporters he will “return with the violets”. The violet became the emblem of support for the dethroned Emperor, and Bonapartists in France wear violets to identify each other.
- April 15: Birth of Augusta Leigh’s daughter Elizabeth Medora, who bears a striking resemblance to Augusta’s half-brother Lord Byron.
- May 3: The tyrannically-minded Louis XVIII, brother of Louis XVI, arrives in Paris with a pompous procession to the Tuileries Palace.
- May 11: General Arthur Wellesley, Marquess of Wellington, and hero of the Napoleonic wars, is made the 1st “Duke of Wellington”.
- May 12: Madame de Staël returns to Paris, after ten years of being exiled from the city under orders from Napoleon.
- May 30: Treaty of Paris reduces France to its 1792 borders. Venice returns to Austrian rule.
- July 21: The Spanish Inquisition is re-established. Everybody expects it.
- July 28: Sixteen-year old Mary Godwin (daughter of Mary Wollstonecraft) runs off to France with her already-married lover, Percy Shelley, and her stepsister Jane (later known as “Claire”) Clairmont. Both Mary and Percy are proponents of Free Love, and Mary had wanted herself, Percy, and Percy’s wife Harriet to live as a threesome. The current Mrs. Shelley (who had been encouraged to take lovers by her husband) was not amenable to the idea of sharing her husband.
- August: A rain of small frogs fall with a storm in Fremon, France.
- August 7: Pope Pius VII restores the Society of Jesus to official existence.
- September: Representatives of the powers of Europe begin meeting in Vienna. In their spare time between lavish dinners, dancing parties, and sex, the representatives at the “Congress of Vienna” discuss and plan the future balance of power on the Continent. The reactionary dystopia they envision for Europe restores the absolute monarchies and brutal social order that existed before the French Revolution.
- October 17: In London, a massive flood of beer pours from Meux’s Brewery on Tottenham Court Road and Oxford Street. At least 8 people are killed, and many more injured. The area smells like beer well into 1815.
- December 2: Death of the Marquis de Sade at Charenton asylum. Shortly thereafter, his son burns his father’s unfinished manuscripts.
- December 24: Great Britain signs a peace treaty with the United States of America.
- The Roman Inquisition re-starts.

1815

The Year of Last Stands

- February 17: A Spanish force embarks from Cádiz to re-establish Spanish control over the rebellious American colonies.
- February 26: Napoléon Bonaparte escapes Elba on the ship *Inconstant*, accompanied by 1,000 troops.
- March 1: Napoleon lands in France, at Golfe-Juan in the Côte d'Azur. He proceeds to march to Paris, gathering supporters along the way. Army units sent to apprehend him defect to his side instead.
- March 19: King Louis XVIII flees Paris for Lille, but eventually leaves France altogether and settles in Ghent.
- March 20: Crowds in Paris welcome the return of Napoleon to the city.
- March 25: The United Kingdom, The Austrian Empire, the Kingdom of Prussia, and the Russian Empire pledge to send 150,000 troops each to depose Napoleon.
- April 10: Mount Tambora, on the island of Sumbawa (east of Java), erupts and explodes. Nearly 10,000 people in the surrounding area die as a direct result, with many perishing later from the after-effects and famine. Global temperatures plummet.
- Spring: Mass mobilization begins in France. By May the French armed forces swell from 56,000 to 198,000.
- June 15: Napoleon attacks the British and Prussian forces in the United Kingdom of the Netherlands (modern day Belgium).
- June 18: Napoleon is defeated near the village of Waterloo by the combined force of a British army commanded by the Duke of Wellington and a Prussian army commanded by Gebhard Leberecht von Blücher. Throughout the campaign, Blücher is convinced that a French soldier has impregnated him with an elephant. Blücher's other delusions include the belief that his staff are French agents who are trying to kill him by super-heating the floor wherever he stays. Accordingly, he walks on tip-toe when indoors.
- June 22: The Duke of Wellington's account of the Battle of Waterloo is published in the *London Gazette*.
- July 8: The Duke of Wellington's army re-imposes King Louis XVIII on France. The Royalist "White Terror" begins. Bonapartists are purged from government and imprisoned. Prominent former supporters of Napoleon are assassinated. Royalist mobs begin lynching and massacring Bonapartists. Far-right terrorists intimidate electors into voting for Royalist candidates in the August 14th elections for the Chamber of Deputies.
- July 15: Napoleon Bonaparte surrenders to Great Britain aboard the HMS *Bellerophon*, anchored off Rochefort.
- September: An article in the *European Magazine* mentions "The Curious Vault at Stanton in Suffolk", another case coffins moving inside a sealed burial vault in a manner similar to those in the "Chase Vault" of Barbados. The incident supposedly happened in the late 18th century, but few details are given.

- September 26: The Russian Empire, Austrian Empire, and Kingdom of Prussia form the so-called “Holy Alliance” to oppose democracy and secularism in Europe. Rumors imply that Czar Alexander I was moved to propose such an alliance under the influence of sentimental novelist turned itinerant mystic, Julie de Krüdener.
- October 7: In France, the new Chamber of Deputies is seated. Due to election tampering, the body is so improbably dominated by far-right Royalist that an embarrassed King Louis XVIII calls it the “*Chambre introuvable*” (Unobtainable Chamber).
- December: Polish aristocrat and author Jan Potocki kills himself with a silver bullet blessed by a priest.
- December 10: Lord Byron’s wife Anne Isabella gives birth to a daughter, Augusta Ada. In hopes of preventing her from becoming like her father, the girl’s mother forbids her from having anything to do with poetry. She is encouraged to study mathematics and science instead. In 1835 she will marry William King-Noel, the Earl of Lovelace. In the 1840s Ada Lovelace will work with Charles Babbage on his Analytical Engine, in the process creating the theoretical basis of computer programming.
- In Vienna, Franz Schubert composes his first version of the *lied* (piano song) “Der Erlkönig” (“The Erlking”, or “The Elf-king”), based on a poem by Goethe. The poem depicts a father’s doomed attempt to save his son from supernatural assault by the titular fairy.
- Venice is joined to the newly created “Kingdom of Lombardy-Venetia”, with Austrian Emperor Francis I as its King.
- First publication of Robert Kirk’s 1691 manuscript treatise on Scottish beliefs about fairies and second sight, “The Secret Commonwealth”.

1816

“The Year Without a Summer”

- January: In Hungary, brown snow falls over the course of two days.
- January 30: 1,000 drown off Ireland when three ships run aground during a gale.
- April 25: Lord Byron flees England to escape debts and scandals (including the revelation of his bisexuality, and his incestuous affair with half-sister Augusta Leigh). He will never return.
- May 18: Iconic English Dandy “Beau” Brummell flees to France to escape his debts.
- May 25: Samuel Coleridge releases “Christabel, Kubla Khan, and the Pains of Sleep”. The narrative poem “Christabel” prefigures the lesbian vampirism of Le Fanu’s “Carmilla”, “Kubla Khan” is a fragment of an otherwise forgotten opium dream, and “The Pains of Sleep” recounts restless nights consumed with guilt and foreboding.
- Summer: Unusually cold temperatures and heavy precipitation across Europe. Crops fail, leading to widespread starvation. The weather is widely blamed on unusually large spots observed on the sun. Panic erupts in Europe due to the “Bologna Prophecy”, which predicts that the sun will be extinguished and the world end on July 18th.

- June 6: Reports of snow falls in the United States of America. Extreme cold, snow, and ice plague that country all summer.
- June: Mary Godwin, Percy Shelley, and Mary's stepsister Claire Clairmont spend the summer visiting Lord Byron at his rented chateau near Geneva, Villa Diodati. Also present is Lord Byron's physician, John Polidori. Seventeen-year-old Claire eagerly wants to pursue a relationship with Byron, who alternates between apparent interest and cruel dismissal of the girl. Constant rainfall keeps the group indoors much of the time, so among other things, they tell each other ghost stories at night. After midnight on June 18th, Byron reads aloud Coleridge's "Christabel", which causes Percy Shelley to experience a terrifying vision of a woman with eyes in place of her nipples. After her own nightmare vision, Mary creates a memorable tale about a scientist who experiments with the reanimation of dead flesh. The same summer also includes a visit from Matthew Lewis, author of "The Monk".
- July 18: The predicted end of the world does not occur. Nonetheless, religious fanaticism increases in many European cities.
- August 13: Scotland struck by an earthquake.
- Autumn: Publication of Lord Byron's apocalyptic poem "Darkness", depicting Earth after the death of the sun. He had written the poem in early June.
- September 2: Snow begins falling in England.
- September 5: King Louis XVIII of France dissolves the "*Chambre introuvable*" (Unobtainable Chamber). New elections are called.
- November 10: Lord Byron arrives in Venice. There he becomes the *cicisbeo* (recognized lover and escort) of his landlord's wife, Marianna Segati. As is usual for Venice at the time, Marianna's husband knows about and approves of the arrangement.
- December 15: Percy Shelley learns that his abandoned wife Harriet, pregnant by an unknown man, has drowned herself.
- December 30: Percy Shelley marries Mary Godwin, who legally becomes Mary Shelley.
- Publication of Lady Caroline Lamb's Gothic novel "Glenarvon", containing many thinly-veiled portraits of her fellow aristocrats. The character "Lord Ruthven" is a blatant caricature of Lord Byron. Lady Lamb is barred from Almack's Assembly Rooms in London, and becomes *persona non grata* in the "Ton" (English High Society).
- As in 1812, the Chase family burial vault in Barbados is opened for an internment, and the coffins inside are again found to have been seemingly thrown about. Strange sounds are heard emanating from the vault, and local horses begin drowning themselves.
- Income tax of 1803 abolished in the United Kingdom.
- Dramatic, colorful sunsets are seen all year as a result of volcanic material in the air.
- Joseph Bonaparte, former King of Spain and brother of deposed Emperor Napoleon, relocates to a country estate in Bordentown, New Jersey. He lives there until 1832. While out hunting one night he encounters a strange animal that he is afterwards told is none other than the legendary "Jersey Devil".

1817

The Uncertain Year

- January 12: Claire Clairmont gives birth to Byron's daughter Alba, later renamed Allegra.
- February: In Vienna, Franz Schubert composes the *lied* (piano song) "Der Tod und das Mädchen" ("Death and the Maiden"), inspired by a poem by Matthias Claudius. The song is not actually published until November of 1821, however.
- April 3: A mysterious, strangely-dressed woman appears at the door of a cottage in Gloucestershire, England, speaking an unknown language. She is taken to the magistrate, Samuel Worrall, who brings her home to Knowle Park in Bristol. A man who claims to be a Portuguese sailor named Manuel Eynesso translates the woman's language as Malay, and says her name is "Princess Caraboo". Many members of the "Ton" (British High Society) come to see Princess Caraboo over the next ten weeks, until a woman claiming to be the Princess' mother come forward to say that Caraboo is actually Mary Willcocks of Devonshire.
- April 16: An earthquake strikes Palermo, Sicily. A glowing ball of fire is seen streaking towards the epicenter.
- June 21: Heat wave strikes England, with temperatures over 100 degrees Fahrenheit (about 38 degrees Celsius).
- June 30: An earthquake strikes Inverness, Scotland, and hot rain falls.
- July 14: Death of Madame de Staël, after a surprising conversion to Catholicism.
- November 7: Put back on trail for murdering Mary Ashford after a dance party (a crime for which he had already been previously acquitted), Abraham Thornton claims the medieval right to have his guilt decided by combat. Since Mary's older brother William declines to fight to the death, Abraham is again acquitted. The ancient practice of "appeal to murder" under which Thornton was re-tried, and its associated right of trial by combat, are not abolished in the United Kingdom until 1819.

1818

The Year of Dark Powers

- January 6: The British East India Company gains control of most of India following the defeat of the Maratha Empire at the Battle of Koregaon on January 1.
- February: The *Laufmaschine* (also known as the "velocipede", "*draisienne*" or "dandy horse") is patented by Baron Karl Drais. An early forerunner of the bicycle, it is not pedaled, but propelled by kicks from the the rider's feet on the ground. The machine is meant to address a shortage of horses caused by the poor harvests of the previous two years.
- February 23: Storm over most of Europe, with gale-force winds.
- January 11: Percy Shelley anonymously publishes "Ozmandius", his poetic take-down of the pretensions of the powerful, in Leigh Hunt's weekly London newspaper, *The Examiner*.

- March 11: Publication of “Frankenstein; or, The Modern Prometheus”, by Mary Shelley (née Godwin). The first edition is published anonymously, and generally savaged by critics. Many critics discover that they dislike the book even more after they eventually learn the gender of its author.
- July: Thomas De Quincey becomes editor of the conservative newspaper *The Westmorland Gazette*, which began publishing earlier in the year. He attends to the work in between bouts of opium consumption. By 1819 the owners begin to complain of De Quincey’s erratic behavior.
- April 10: John Cleves Symmes Jr. of Saint Louis, Missouri sends his “Circular No. 1” to all the governments and major universities of Europe. In it he states that the earth is comprised of hollow concentric spheres that are open at the poles, and all inhabitable.
- November: Publication of Thomas Love Peacock’s Gothic satire “Nightmare Abbey”.
- Founding of the Royal Coburg Theatre in London. In 1834 it will become Royal Victoria Theatre, eventually known as the Old Vic.
- Caspar David Friedrich paints his melancholy masterpiece “Wanderer Above the Sea of Fog”, The work depicts a mysterious man with his back to viewer, standing atop a high peak and staring off across the mist-shrouded rock before him.
- Jacques Collin de Plancy publishes the first edition of his “Dictionnaire Infernal”, a catalog of demons and occult lore.

1819

The Year of Opened Veins

- January 22: In Ravenna, Lord Byron meets newly married, nineteen-year old Contessa Teresa Guiccioli. He soon becomes her official *cicisbeo*.
- August 16: British cavalry charges a crowd demanding parliamentary reforms in Manchester England, killing 15 people and injuring hundreds.
- March 23: Outspokenly conservative writer August von Kotzebue is stabbed to death by German nationalist student Karl Ludwig Sand in Mannheim.
- April 1: First publication of John Polidori’s “The Vampyre”, in the *New Monthly Magazine*. The work is wrongly credited to Lord Byron. Polidori names the Vampyre “Lord Ruthven”, after the thinly-veiled caricature of Lord Byron in Lady Caroline Lamb’s novel “Glenarvon”.
- April 16: Near the town of Ostrach in the Grand Duchy of Baden, notorious bandit Xaver Hohenleiter is arrested with his gang, who had been terrorizing the southwestern German states since 1817.
- Summer: Kick-propelled velocipedes become briefly popular in France and Great Britain.
- July: For a third time the Chase family vault in Barbados is opened, and the coffins inside are found to have been mysteriously moved around. The vault is sealed.
- July 4: Hailstones up to 15 inches (38 centimeters) across fall on La Baconnière in France.

- July – August: A great comet appears in the Northern sky.
- August 25: Théodore Géricault's painting "Le Radeau de la Méduse" ("The Raft of the Medusa") causes a sensation at opening of the Paris Salon. The work depicts the survivors of the frigate *Méduse* which had been wrecked off Mauritania three years prior. Viewers are alternately shocked and thrilled by the sublime depiction of death, desperation, and Nature's overwhelming power. Ingres' "Grande Odalisque" also premiers, and is heavily criticized for discarding naturalistic anatomy.
- Late Summer: Women in Paris are targeted by a serial stabber (or group of stabbers) employing rapier blades fastened to umbrellas and walking sticks. Attacks continue until December.
- In Augsburg, Bavaria the "*Madchenschneider*" (Girl-cutter) begins slashing young women on the street.
- September 20: At the behest of Austrian Minister of State Prince Klemens Wenzel von Metternich, press censorship is imposed throughout the German Confederation, new restrictions are placed on universities, and committees to investigate "revolutionary plots" against the government are created.
- November 2: Red rain falls in Blankenberge, Holland.
- John Keats composes his poem of dark fantasy and fatal love, "La Belle Dame sans Merci".
- Francisco Goya completes his paintings "Escena de Inquisición" ("Scene of the Inquisition"), "Casa de locos" ("The Madhouse"), and "Procesión de flagelantes" ("Procession of Flagellants"), three protests against superstition, cruelty, and religious fanaticism.

1820

The Year of Unsteady Hands

- January: A rebellion begins in the Spanish military at Cadiz, with soldiers seeking to implement the liberal Spanish Constitution of 1812.
- January 10 – 15: Extreme cold across Europe, with temperatures as low as -10 Fahrenheit (about -23 Celsius).
- January: John Wright of London accuses ten-year-old Elizabeth Barnes, a former servant, of repeatedly setting fire to his mother over the course of days beginning on January 5th, using mysterious and "extraordinary means".
- January 29: British Regency ends as George III dies, and his son becomes George IV. His coronation ceremony does not occur until July 19th of 1821, however. George's despised wife Caroline will be barred from attending by the new King.
- February 12: A mysterious, unidentified planet is observed crossing the sun.
- February 23: Exposure of the Cato Street Conspiracy, a plot to murder the British Cabinet in Liverpool.

- April: The sealed Chase family burial vault in Barbados is opened, and the coffins inside have again been moved without any sign of how it could have been done. The vault is finally emptied, and the bodies buried in another location.
- April 3: Pro-democratic strikes and insurrections begin in Scotland, and continue until the 8th.
- May 1: Execution by hanging and beheading of the Cato Street conspirators.
- March 9: Rebel soldiers force Spanish King Ferdinand VII to accept a constitutional monarchy. The Inquisition is again abolished. The government endures for three years, until French King Louis XVIII sends an army to restore absolutist rule in 1823.
- June 29: Severe hailstorm with thunder over Ireland.
- July 1: General Guglielmo Pepe forces Ferdinand I, King of the Two Sicilies, to accept a parliament and constitutional limits on his power. The secret society known as the “Carbonari” is rumored to be behind the revolt. In 1821 the Austrian Empire will invade, and turn the Kingdom into a puppet state.
- September 15: A revolution to create a constitutional monarchy begins in Portugal.
- October 20: The Austrian Empire, Russian Empire, and Kingdom of Prussia begin conspiring at Troppau in Austria to destroy the new liberal government in the Kingdom of the Two Sicilies.
- August 9: James Robinson Planché presents “The Vampire, or the Bride of the Isles”, a stage adaptation of Charles Nodier’s “Le Vampire”, at the Lyceum in London.
- Rumors claim that the morbidly obese King Louis XVIII likes to snort tobacco snuff from the breasts of his mistress Zoé Talon (the comtesse du Cayla) every Wednesday. She gains the popular nickname “*Tabatière*” (Snuffbox). Other rumors, however, insinuate that the King is actually a homosexual. His deceased wife Marie Joséphine was widely believed to be a lesbian.
- Publication of eccentric Irish clergyman Charles Maturin’s Gothic novel “Melmoth the Wanderer”. Among other things, Maturin is known for being both a highly charismatic preacher, and a vain spendthrift fond of throwing extravagant parties.
- William Blake completes his strangely powerful painting, “The Ghost of a Flea”.
- The City of Paris begins installing gas streetlights.

APPENDIX I: GOTHIC TROPES

TWENTY ELEMENTS OF A GOTHIC STORY

The twenty elements of a classic Gothic story are: **The Castle, Confinement, Crime, Curses, Dark Places, Desecration, The Despot, Fiends, The Fury of Nature, Hauntings, Innocents, Lovers, Madness, Monsters, Mysteries, Omens, Ruins, Strangers, Shocking Secrets, and Talismans.** Not every Gothic story contains all of the elements, but most stories in the genre contain at least the majority of them.

The Castle refers to a large and imposing structure that is the center of the scenario. The *Castle* could be an actual stronghold from feudal times. Such places as ancestral mansions, lunatic asylums, prisons, monasteries, and universities can also be considered *Castles*, especially if they had once been military strongholds, or have been built to resemble them. The *Castle* in a Gothic story should have a suitably long and troubled history. A section of the *Castle* could be sealed off from the rest. The *Castle* is often a place of *Confinement*, home to a family under a *Curse*, encloses a *Dark Place*, is the site of a *Haunting*, shelters a *Fiend* or *Monster*, and contains an essential *Mystery*. If not abandoned on account of being a *Ruin*, the *Castle* will be presided over by a *Despot*. The *Castle* is not just a place, but an actual character in the story. Its door may resemble a mouth, and its windows may stare like eyes. The *Castle* seems to have a will of its own, for good or ill.

Confinement means a situation where someone or something is restrained against their will. Sometimes, the person is confined to their bed due to a prolonged illness. Other times, an abducted *Innocent* is held by the *Despot*, a *Fiend*, or a *Monster*. Young women are often confined to corrupt and abusive religious institutions. Sometimes a *Confinement* is due to the *Madness* of its subject. Other times, a *Fiend* or a *Monster* must be confined to protect the population at large. A *Curse* can also lead to *Confinement*, trapping people (guilty or innocent) until some condition is met. The *Confinement* can be related to a *Haunting*, especially in cases where spirits are trapped on Earth. The *Confinement* usually occurs in either the *Castle*, or a *Dark Place*.

Crime refers to violations of the law, or transgressions of accepted morality. A *Crime* may be the central action of the scenario, or something that happened far in the past. A protagonist may witness a *Crime*, be the victim of one or more *Crimes*, be seeking vengeance for a *Crime*, or even be forced to commit one themselves. The truth about an old *Crime* is often a *Shocking Secret*. Those wronged sometimes pronounce *Curses* against the criminals and their descendants. An object used in a famous crime (such as a dagger) can become a dark *Talisman*. The *Crime* is all the more awful when it is committed against an *Innocent*, often by the story's *Despot*. When a *Crime* is committed against (or by means of) a holy person, place, or thing, it is a *Desecration*. Unpunished *Crimes* often give rise to *Hauntings*.

Curses are negative conditions of apparently supernatural nature, inflicted upon people, places, or things. A *Curse* may be just, or cruelly arbitrary. It could even be unintentional. *Talismans* often have *Curses* placed upon them, even (and especially) when they also confer great powers upon their possessors. Family *Curses* are often the result of *Crimes* committed by ancestors. A *Haunting* can be the result of a *Curse*, as can a *Confinement*. *Curses* can create *Monsters*, inflict *Madness*, or unleash the *Fury of Nature*. Mysterious *Strangers* are often under *Curses*. The *Despot* of a *Castle* is often afflicted with a *Curse*. Trying to learn the truth about a *Curse* can bring a *Shocking Secret* to light.

Dark Places are locations, usually confining, where little or no natural light ever reaches. Common *Dark Places* might include labyrinthine dungeons underneath fortresses, crypts and catacombs underneath religious sites, walled up rooms in sprawling manors, and overgrown forests where the trees obscure the sun. Dark secret passages are common in the Gothic genre. The *Dark Place* may be within or near the *Castle*, may be the location for a *Haunting*, may be the resting place of a *Talisman* that communicates a *Shocking Secret*, or may constitute the *Confinement* of someone inflicted with *Madness*.

Desecration is the act of profaning holy things. A formerly sacred place may now be used as a family home, or may even host obscene rites. A religious figure may be engaged in outrageous sins. A holy relic may languish in the hands of unbelievers, or be turned to a blasphemous use. Chaste clergy may be violated by evil people. Religious institutions or rituals meant to comfort and aid people may be turned into means of oppression. *Desecration* leads to *Curses and Hauntings*, and attracts the attention of *Fiends*.

The Despot is an autocrat who is usually the ruler or primary influence in the story's *Castle*. Just as the *Castle* is not necessarily an actual military fortress, the *Despot* is not necessarily a nobleman. The Warden of an Asylum could be the *Despot* of a story, as could the Mother Superior of a Convent. The Patriarch of an ancient and inbred family is a perfect example of a *Despot*. The *Despot* could even be a grand lady who holds a salon frequented by artists, writers, and dilettantes. *Despots* are usually heartless, corrupt and depraved, but a few *Despots* attempt to hold on to some shreds of decency. The *Despot* frequently threatens the virtue of an *Innocent*, and may be responsible for the *Confinement* of that hapless damsel in the *Castle*. If the *Despot* is a usurper, or the descendant of one, he will probably be subject to a *Curse*, or at least experience a *Haunting*.

Fiends are people or creatures with actual or apparent connections to supernatural evil. A *Fiend* could be a sorcerer who sold his soul for power, or an actual infernal being. A *Fiend* is sometimes the *Despot*, or the subject of *Confinement*. The *Fiend* might haunt a *Dark Place*, or walk unsuspected in the light. Sometimes the *Fiend* is the cause of a *Curse* or a *Haunting*. The *Fiend* is often the cause of *Ruin*, especially if the ruin is moral or mental. The presence of a *Fiend* is often announced by the *Fury of Nature*. Often a *Talisman* relates to a *Fiend*, whether it is the weapon that will destroy him, or an object that he possesses (or wishes to regain). Vampires are *Fiends* inflicted with the *Curse* of restless death. Sometimes the *Fiend* is not really evil at all, but the victim of unfortunate circumstances.

The Fury of Nature refers to storms, earthquakes, bolt of lightnings, forest fires, floods, or other terrible natural events. Perhaps the wolves of the forest grow hungry, and begin attacking babies. Sometimes the *Fury of Nature* reveals a *Shocking Secret*, as when a storm blows open a tower in the *Castle* and reveals the corpses walled up within. The *Fury of Nature* is often an *Omen*, perhaps of the tempestuous fate that awaits a pair of *Lovers*. The *Fury of Nature* could be the result of a *Haunting*, or a *Curse*. A Gothic scenario often begins with an example of the *Fury of Nature*, on a dark and stormy night.

Hauntings are strange, and often repetitive events associated with some deceased person, injustice, crime, or catastrophe. A *Haunting* might be confined to a place, but objects and people can also be haunted. The *Haunting* could consist of visual, auditory, thermal, olfactory and tactile elements. Objects could mysteriously appear or disappear, or move without any obvious means of locomotion. *Hauntings* can be the result of such things as *Curses*, *Desecrations*, *Crimes*, and *Shocking Secrets*. A *Dark Place* may be haunted, as may a *Talisman*. The *Despot*, especially if not the rightful owner of his *Castle*, is often the intended target of a *Haunting*. Visits from Vampyres are a species of *Haunting*.

Innocents are virtuous and kind people destined to be persecuted by the wicked. Typically, an *Innocent* is abducted, experiencing *Confinement* and torment at the hands of the *Despot*. Sometimes, the *Innocent* is desired by a *Monster* or a *Fiend*. Often the *Innocent* is a virgin stolen from her desired *Lover*, perhaps on their wedding day. The virtue of the *Innocent* is usually imperiled. Sometimes, the *Innocent* learns a *Shocking Secret* that drives her to *Madness*, such as finding out her current *Lover* is actually her long-lost brother.

Lovers are, of course, two or more people who share a romantic attraction to each other. The affair may actually be a love triangle, with one member torn between two equally worthy lovers. If the *Lovers* are deceased, they may be the cause of a *Haunting* or a *Curse*. Similarly, a *Curse* may be keeping *Lovers* apart. The importance of *Lovers* is a key separation between the Gothic genre and pure Horror. All Gothic stories should include *Lovers* of some form, although their love might be degraded and perverse.

Madness refers to apparent insanity in a person, group, or social practice. *Madness* can be caused by a *Curse*, the revelation of a *Shocking Secret*, torment inflicted by a *Fiend*, or even be the result of a relentless *Haunting*. Religion often degrades into *Madness* in the Gothic genre. Somebody should be insane (or nearly so) in almost every Gothic story.

Monsters are grotesque and distorted creatures. A *Monster* may be physically deformed, or may be morally and spiritually monstrous instead. Most *Monsters* are things of evil and destruction, but some are misunderstood creatures who intend to do good, but are rebuffed. A *Monster* may be the subject of *Confinement*, often within the *Castle* or the *Dark Place*. Sometimes a *Monster* is also the story's *Despot*, or else the rightful but dispossessed heir to the *Castle*. Perhaps the *Monster's* current state is the result of a *Curse* that caused the *Ruin* of his flesh. The origin of a *Monster* is often a *Shocking Secret*. Slaying the *Monster* may require the use of a *Talisman*.

Mysteries are events whose causes are unknown, but whose effects are obvious. Perhaps a door perpetually opens and closes by itself, fire will not burn in one room of the *Castle*, or a person is found dead in a locked room. A *Mystery* can be at the heart of the overall story, but many smaller *Mysteries* can also be sprinkled throughout a scenario. *Mysteries* provide challenges to protagonists, and often lead to the revelation of *Shocking Secrets*. Uncovering the cause of a *Curse* means unraveling a *Mystery*, perhaps necessitating the use of such *Talismans* as secret journals and forbidden books. Often, apparently supernatural events turn out to have perfectly mundane explanations. *Mysteries* will not be present in all stories, since many Gothic tales are simply catalogs of the various ways a protagonist can suffer.

Omens are situations that foreshadow encounters with other story elements. Often, an Omen takes the form of a fortune told by a old Gypsy, or a prognostication delivered by a mad astrologer. Perhaps a pair of dogs fighting presages a later fight between a protagonist and a Bandit. The *Fury of Nature* is often an *Omen*, as is the appearance of a mysterious *Stranger*. Scenarios with many *Omens* reenforce the idea of irresistible fate, an important idea for the Gothic genre.

Ruins are things that have fallen from formerly splendid states into decay. *Ruins* evoke the melancholy atmosphere and consciousness of history that are stylistic hallmarks of the Gothic genre. *Curses* often cause things to become ruined. The *Castle* of the story could be a *Ruin*, fallen wholly or partially into disrepair. Noble families often fall from greatness into states of financial and/or moral *Ruin*. Perhaps a *Talisman*, such as the sword of an ancient hero, lies rusted and ruined (reflecting the fortunes of the hero's descendants). *Ruin's* cause can be a *Shocking Secret*. Ruined buildings often feature *Hauntings*. In Gothic stories, those who approach ruined buildings may be assaulted by the *Fury of Nature*.

Strangers are unknown, unidentified, misidentified, or foreign people. *Strangers* may have exotic manners, and unusual appearances. Perhaps the *Stranger* just refuses to identify himself. Often, he suddenly knock at the door, unexpected and unannounced. Sometimes, he is simply seeking shelter from the *Fury of Nature*. No one can be truly sure of what the the *Stranger* wants, even when he claims to desire something specific. Often the *Stranger* is under a *Curse*, such as lycanthropy. *Strangers* often carry or sell *Talismans*, and keep *Shocking Secrets*. The *Stranger* may even be a *Fiend*, eager to purchase souls. Groups such as Gypsies can be considered *Strangers*, even when they are common to an area.

Shocking Secrets are facts which are guarded and withheld, and once revealed cause fear, or the questioning of previously held beliefs. Sometimes the *Shocking Secret* needs to be remain hidden, lest it inflict people with *Madness*. The location or contents of the *Dark Place* are often the subject of the *Shocking Secret*. A *Shocking Secret* may be communicated by a *Talisman*, in the form of an old book or painting. An *Innocent* may learn the *Shocking Secret* of her true parentage, of her relationship with a *Monster*, or of her kinship to the *Despot*. The *Shocking Secret* learned by *Lovers* may be that they are actually close relatives. Sometimes the *Shocking Secret* is also an *Omen*, perhaps related by an old witch or Gypsy fortuneteller. Sometimes, the *Shocking Secret* is completely unsought. Often, the solution to some vexing *Mystery* is a terrible *Shocking Secret*.

Talismans are objects, perhaps with strange qualities, that are vitally important to the protagonists of the story. Characters in Gothic stories don't just interact with their environment – they obsess over it, transforming sometimes mundane things into objects of fetishistic devotion and unreasonable fear. Missing Talismans are apt to loom larger in conversation than ones possessed, as characters weep over such things as the lost jewelry of a dead and buried lover. A *Talisman* may be actually enchanted, but need not be. Sometimes, the *Talisman* is a birthmark or tattoo that positively identifies someone as a member of a family or secret society. Paintings, old weapons, lockets, and wedding dresses can all be *Talismans*, if they are inordinately valuable to the story's characters. Often, a *Talisman* is required to slay a *Fiend* or *Monster*. The location of a lost *Talisman* may be a *Mystery*, only solved by learning a *Shocking Secret*. *Talismans* are often possessed by mysterious *Strangers*, buried in the *Ruins* of a *Castle*, or hidden in a *Dark Place*. *Talismans* are often the anchors around which *Hauntings* occur. Finding a *Talisman* is often presaged by an *Omen*.

100 GOTHIC THEMES *AND* MOTIFS

1. Addiction	28. Folly	53. The Last	75. Rituals and
2. Assassination	29. Forbidden	Remaining...	Superstitions
3. Banditry	Knowledge	54. Lightning	76. Sacrifice and Loss
4. Betrayal	30. Foreigners	55. Look-Alikes and	77. Savage Nature
5. Blood	31. Frightening Animals	Doubles	78. Secret Passages
6. Burial Alive	(ravens, crows,	56. Love Gone Sour	79. Secret Societies
7. Cannibalism	wolves, owls,	(love lost, love that	80. Seduction
8. Carnival	insects, toads)	becomes abusive,	81. Slavery
9. Cold	32. Gambling	love denied, etc.)	82. Sleep-walking
10. Corruption	33. Ghosts	57. Loveless Marriage	83. Sorcery
11. Damnation	34. Giants	58. Lust	84. Storms
12. Darkness	35. Gluttony	59. Masks	85. Suicide
13. The Dead	36. Grave Robbing	60. Melancholy	86. Theft
14. Decay	37. Greed	61. Mistaken Identity	87. Tombs
15. Deformity	38. Gypsies	62. Murder	88. Torture
16. The Demimonde	39. Hidden Ancestry	63. Music	89. Transformation
17. Disease	40. Honor	64. Mysterious	90. True Love
18. Disembodied Voices	41. Hypnotism	Manuscripts	91. Twisted Religion
19. Deception (lies,	42. Immortality	65. Nightmares	92. Unforeseen
disguises, etc.)	43. Imperiled Virtue	66. Oaths and Promises	Consequences
20. Disinterment	44. Imprisonment	67. Perversion	93. Usurpation
21. Dwarfism	45. Incest	68. Poison	94. Vampires
22. Envy	46. Indolence	69. Pride	95. Ventriloquism
23. Everything Goes	47. Infidelity	70. Primitive Savages	96. Wandering
Wrong	48. Inheritance	71. Prophecy	97. War
24. Exile	49. Injustice	72. Prostitution	98. Weird Medicine
25. Fallen Nobility	50. Irredeemable Sin	73. Rape	99. Werewolves
26. Fire	51. Irresistible Fate	74. Revenge	100. Wine
27. Fog	52. Jealousy		

TYPICAL EVENTS *IN A* GOTHIC STORY

An Abduction
The Black Sabbath
A Blizzard
A Circus
A Costumed Religious Procession
A Deal With the Devil
A Disembodied Voice is Heard
A Dissection
A Door Opens by Itself
A Drowning
An Earthquake
An Empty Suit of Armor Moves
An Erotic Dance
An Execution
An Exhumation
A Forced Internment
 in a Convent or Monastery
A Forced Wedding
A Fortune Reading
A Game of Cards or Dice
A Ghost Appears
An Improbable Transformation
A Lightning Strike

A Masquerade Ball
A Murder
An Opium-Induced Dream
A Portrait Being Painted
A Prisoner is Rescued
A Protracted Illness
A Puppet Show (Marionettes, Dummies,
 or Shadow Puppets)
A Purse-Snatching
A Room Becomes Inexplicably Cold
A Salon is Held
A Secret Room or Passage is Discovered
A Sham Trial
A Skeleton Moves
Spontaneous Human Combustion
A Statue Walks
A Story is Told by a Fire
A Stranger Knocks on the Door
A Strange Letter is Delivered
A Thunder Storm
A Vampyre Attack
A Violation
A Wolf Attack

TYPICAL GOTHIC CHARACTERS

The Bandit With a Code of Honor The Beautiful Gypsy Woman The Black Widow The Boastful Man Who Challenges the Devil The Brutal Ruffian The Circus Freak The Criminal Anatomist The Cruel Relative The Deformed Henchman The Deluded Heretic The Depraved Religious Figure The Deranged Demoniac The Desperate Debtor The Degenerate Drug Fiend The Diseased or Deformed Beggar The Disgusting Cannibal The Duplicitous Conspirator The Evil Nobleman The Exotic Slave The Feisty Woman Disguised as a Man The Femme Fatale The Frightened Innkeeper The Gentle Giant The Gentleman With a Troubled Past The Glib Philosopher The Greedy Banker The Gypsy Fortune Teller	The Haughty Patron of the Arts The Haunted Lighthouse Keeper The Ignored Prophet The Immoral Foreigner The Imprisoned Wife The Innocent Maiden The Insidious Succubus/Incubus The Insightful Clown The Knowing Madman The Lawyer With a Secret Agenda The Lonely Vampyre The Long-Lost Heir With a Murky Past The Long-Suffering But Dutiful Servant The Love-Struck Devil The Lustful Monk The Mad Scientist The Murderous Husband The Mysterious Stranger at the Door The Noble Savage The Obsessive Demon Hunter The Old Tinkerer With a Strange Artifact The Opportunistic Body Snatcher The Orphaned Governess or Nanny The Pathetic Child Beggar	The Raging Lunatic The Repentant Sinner The Ruthless Ship-Wrecker The Sadistic Nun The Sailor With a Tale to Tell The Scheming Stepmother The Self-Made Man Whose Past is a Lie The Senile Dowager The Sinister Dwarf The Sophisticated Courtesan The Stalwart Huntsman The Starving Peasant The Stubborn Skeptic The Stuffy Academic The Suicidal Lover The Swashbuckling Pirate The Tormented Artist The Tribesman With Savage Customs The Tricky, Pact-Making Devil The Twisted Necromancer The Vain Seductress The Virtuous, But Disinherited Nobleman The Vulgar Drunk The Werewolf Horrified by Himself The Wicked Libertine
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CHARACTERISTIC GOTHIC LOCATIONS

An Arctic Ice Field
A Blasted Tree
A Cave
A Crossroads
A Dark Forest
A Dark Lake
The Gallows or Hanging Tree
A Gypsy Camp
A Hill on an Otherwise Level Plain
A High Waterfall
A Miasmal Swamp
The Moors

A Narrow, Crooked Street
An Old Battlefield.
An Overgrown Garden
A Plantation
A Refuse Dump
A Road Through the Wilderness
The Rocky Shore of a Stormy Sea
The Site of a Legendary Crime
A Slave Market
A Stark Mountain Side
A Well
An Isolated Village

GOTHIC BUILDINGS *AND* STRUCTURES

An Ancient Abbey
An Asylum
A Black Passenger Carriage
A Brothel
A Dark Castle
A Drawing Room
A Gambling House
A Grotto
A House Built on the Site of an Ancient Temple
An Inn Filled With Unfriendly People
A Lighthouse
A Manor House
An Old Convent

An Old Mill
An Opium Den
A Prison
A Ruined Temple
A Seemingly Deserted Ship
The Sewers
A Slaughterhouse
The Stables
A Theater
A Wax Museum
A Windmill
A Wrecked Ship

THE GOTHIC PARTS *OF* BUILDINGS

The Ball Room
 The Cabinet of Curiosities
 The Catacombs
 The Cells
 The Concealed Chamber of Magic
 The Forbidden Wing of an Ancestral Home
 The Forgotten Nursery
 Gargoyles
 The Harem
 The Initiation Chamber
 The Laboratory
 A Locked Tower

The Obscenely-Decorated Bedchamber
 The Operating Theater
 The Orgy Chamber
 The Oublette
 The Secret Hiding Place in the Hearth
 Secret Passages
 The Sickbed
 The Torture Chamber
 The Trophy Room
 The Walled-Up Room
 The Wine Cellar

CHARACTERISTICALLY GOTHIC OBJECTS

An Anatomical Venus
 An Automation
 A Blood-Stained Dagger
 A Book of Anatomy
 A Cameo
 A Cerement, or Burial Shroud
 A Cloak
 A Coffin
 A Corpse Eaten by Animals
 A Deck of Fortune-Telling Cards
 A Dissected Corpse
 A Dummy
 An Elaborate Bed
 An Exotic Weapon
 A Festival Mask
 Gloves
 A Grimoire
 An Iron Maiden
 Jars Filled With Strange Objects
 A Lady's Fan
 A Legendary Gem
 A Locket

A Marionette
 A Memoir Filled With Disturbing Revelations
 A Mounted Animal Head
 A Mummified Hand
 A Murdered Corpse
 A Pipe Organ
 A Portrait
 A Ring With a Hidden Compartment
 A Robe
 A Skeleton
 A Skull
 A Spyglass
 A Suit Of Armor
 A Sword
 A Vial of Poison
 A Wax Sculpture
 A Wedding Gown
 A Wheel Of Fortune
 A Whip
 An Unusual Mirror
 Used Surgical Instruments

APPENDIX II: INCARNATIONS

◆◆◆ CONCERNING *THE* INCARNATIONS *OF* SPIRITUAL POWERS◆◆◆

Bargaining with the Devil, dancing with Death, or escaping from cruel Life-in-Death are all classic situations from Gothic and Romantic art and literature. The following guidelines for Presenters bring the physical Incarnations of spiritual powers into the game.

An Incarnation is **the limited, physical form of a personified spiritual force or principle**. Examples of Incarnations include the physical forms of abstractions such as Death and Life-In-Death, pagan gods such as Venus and Pan, and Archfiends such as Lucifer. Fairy royalty such as King Oberon and Queen Mab can also be presented using the rules for Incarnations.

The flesh and blood bodies of Incarnations **need to eat, drink, breathe, sleep, and excrete**. Even the Revenant-like Incarnations of Death and Life-In-Death need to eat and sleep (although the grisly repasts of abominable Life-in-Death are best not described). As attested in mythology, **Incarnations can produce offspring with human beings**. The children so produced are always special in some way – frequently they are born initiated Magicians.

The arrival of an Incarnation is always accompanied by **Signs and Portents** in the environment, affecting a one mile radius around the entity. These Signs and Portents will begin 10 minutes before the Incarnation arrives, and generally persist in the area around it until the being leaves the Mundane World. There will always be at least alteration in the local weather, and one noticeable change in the behavior of people, Animals, and/or Monsters.

- For example, the coming of Death is accompanied by thunder and lightning, the darkening of the sky, and the nervous agitation of mundane Animals.

An Incarnation is usually human-like in form, but certain powers will also incarnate as Animals or Monsters. Death might take the form of a raven, for example, while the Archfiend Beelzebub likes to appear as a monstrosity large fly, or anthropomorphic goat. The forms assumed by Fairy royalty often mix human, animal and occasionally vegetable features, but are usually humanoid in overall shape. In general, **all of an Incarnation's Abilities will be rated at 20**. If an Incarnation's form replicates that of another creature it will possess the Abilities of that form, if those Abilities are higher than 20. Most Incarnations can also alter their form using *Disguise Self* or *Transform Self*. The few who are unable to use any Transmutation powers, however, must stay in one form until they leave the Material World.

Every Incarnation has a set of **avored Preternatural Powers** that they tend to use when they encounter people. In addition, they can potentially create a vast array of other Preternatural Effects.

Each Incarnation has a favored Sphere (Blessing, Divination, Evocation, Fascination, Glamor, Malediction, or Transmutation) from which it can use any Preternatural Power of any Level. However, each Incarnation also has an eschewed Sphere, from which they will not manifest any effects. The Incarnation can furthermore employ any 0, 1st, 2nd, or 3rd Level Preternatural Power from the remaining Spheres. All Powers can be used an unlimited amount of times, but manifesting a Power counts as the Incarnation's action in a Round.

- For example, the Archfiend Lucifer's favored Powers are *Charm Person*, *Inflict Love*, *Fame*, *Fly*, *Phantasmagoria III*, and *Suggestion*. He can use any Fascination effect of any Level, however, an unlimited number of times. He can also employ any 0, 1st, 2nd, or 3rd Level Evocation, Fascination, Glamor, Malediction, or Transmutation Power, as needed. However, his eschewed Sphere is Divination. His overwhelming pride prevents him from foreseeing the consequences of his actions, believing anything is more powerful than himself, or entertaining the notion that any of his schemes might fail. He may, however, insist that he has the ability to know everything and foretell the future.

The spiritual power or principle behind an Incarnation **can never be destroyed permanently**, but the physical Incarnation itself can be defeated. Physically fighting an Incarnation is difficult to the point of foolishness, however. Not only are Incarnations difficult to effectively strike, and immune to most weapons, but most can also use Preternatural Powers to heal their physical bodies. The most likely way one will **defeat an Incarnation** is by exploiting its Unique Weakness. It is also suggested that whenever the Presenter introduces a malevolent Incarnation into an Affair that the Player Characters also be given access to a Weird Object or Holy Relic that can destroy the Incarnation with a single strike. Of course, the Drawback for owning and wielding such an item should be suitably severe.

A **banished or destroyed Incarnation** cannot reform in the material world until the beginning of the next season. The spiritual power or principle will still operate and affect the world, of course, but is unable to physically manifest in a body.

- For example, living things will continue to die if the Incarnation of Death is banished or destroyed in the Summer, but Death will be unable to form a new physical Incarnation until the coming of Autumn.

All Preternatural Effects caused by a banished (or destroyed) Incarnation will be instantly undone.

Despite possessing the same Special Abilities and Weaknesses of other Spirits, Incarnations **cannot be summoned by the use of the usual Summon Spirit ceremony**. Instead each Incarnation has its own unique Magical Ritual by which it can be called. Most such rituals are extremely difficult, although summoning Death, for example, can be as simple as issuing him a challenge to play chess. The Presenter should design the ritual that Summons an Incarnation to accord with the Motifs of the Affair in which it plays a part. Also note that Incarnations *are* affected by Preternatural Effects such as *Bind Spirit* and *Banish Spirit*, if used by a Level 10 Magician.

Any weapon used by an Incarnation counts as an Enchanted Weapon, and can damage creatures of any type, including incorporeal beings.

Incarnations are meant to be plot devices. They can be secret benefactors, adversaries that create endless trouble, or even romantic interests for Player Characters. Although they are defined much like other Creatures, they should not be treated as just another kind of adversary for Demon Hunters to fight.

The Special Abilities of Incarnations

Spirit Abilities: Each Incarnation belongs to a classifications of Spirit beings, such as Angels, Demons, Devils, Fairies, or Ghosts. An Incarnation therefore has all the Special Abilities of its type. In the case of of pagan gods (such as Venus), their Divine Special Abilities (and Weaknesses) are similar to those of Angels. All Incarnations are therefore immune to normal weapons, but most are also vulnerable to certain materials and substances.

- For example, the “Dreaded Name Demogorgon” has all the special Abilities of a Demon, along with numerous Preternatural Powers. He cannot be harmed any weapon which is not blessed, Enchanted, or made of pure iron. Nor is he affected by acid, cold, disease, or any Special Ability or Preternatural Effect which target minds or emotions. Demogorgon has perfect vision in all lighting conditions. He can speak, write, and understand all languages and forms of communication.

Unique Ability: Every Incarnation has a single Ability that is more powerful than the usual range of Preternatural Effects. The Incarnation can usually employ this ability an unlimited amount of times, but can take no other action while they do so.

- For example, the god Pan can cause all mundane beings that see him to be overcome with extreme fear, regardless of their size or power.

The Weaknesses of Incarnations

Limited Power Over Spirits: An Incarnation can only employ the *Banish Spirit*, *Bind Spirit*, or *Summon Spirit* effects against Spirits of its own type.

Spirit Weaknesses: An Incarnation shares the Weaknesses of its associated Spirit Type.

- For example, the Incarnation of Demogorgon is vulnerable to (and afraid of) iron and holy water, cannot enter holy ground, and is repelled by pure salt. He might be held at bay by the Faith of the good and innocent. For all his terrible power, Demogorgon must check Morale if hit with an iron fireplace poker. Of course, it is unlikely he would fail a Charisma Check, but the possibility exists.

Unique Weakness: In addition to the Weaknesses common to their type of Spirit, each Incarnation has a unique Weakness that can be exploited to defeat them.

- For example, the Incarnation of Death will accept any wager, challenge, or contest where the challenger agrees to forfeit their life if they lose. If Death loses such a contest, however, it is banished.

SOME SAMPLE INCARNATIONS

Death

(The Grim Reaper)

The personified end of all life.

Signs & Portents: The sky becomes noticeably darker and more cloudy. Thunder and lightning strikes. Mundane Animals become skittish and easily panicked. The sleep of sensitive people will be restless and filled with nightmares.

Initial Impression(s): A skeleton clad in a tattered burial shroud (or black cloak), holding an agricultural scythe. A naked skeleton wielding a long arrow. A raven. A young, handsome gentlemen impeccably dressed in black velvet. A beautiful, pale woman with black hair and dark eyes, dressed in a lovely gown of mourning, and carrying a bouquet of white lilies. A skull-faced woman crowned with flowers, and wearing a wedding dress. Death sometimes rides a pale, sickly-green horse.

Size: Human-sized (or by form)

Perversity: 8

Disposition: Determined

Charisma: 20 **Intelligence:** 20 **Wisdom:** 20

Strength: 20 **Dexterity:** 20 **Constitution:** 20

Speed: 9 (18 Flying, 3 Walking in Raven form)

Armor Class: 10

Hit Dice: 20 (120 Hit Points)

Attacks: 1 (scythe or arrow)

Special Abilities: Revenant Characteristics, Slay

Weaknesses: Must Accept Challenges, Limited Power Over Spirits, Undead Weaknesses

Assets: Exceptional Dancer, Skilled Gambler, Good Tracker

Afflictions: Honorable to a Fault

Preternatural Powers: All Maledictions, all 0 - 3rd Level Blessings, Divinations, Evocations, Fascinations and Transmutations, but no Glamors.

Favored Preternatural Powers: *Call Lightning, Darkness, Fly, Fog Cloud, Gust of Wind, Transform Self Into Raven, Scare, Sorcerer's Hand, Unseen Servant*

Usual Surroundings: Anywhere living things are dying

Level: 10

Death is a honorable servant of Nature, unlike its malicious and cruel mate [Life-in-Death](#). Death neither loves or laments its duties, but understands itself to be necessary for the existence of new life. It's demeanor is generally stoic, yet it is also said that Death will occasionally wear a human face to pursue love among the living. Death loves to dance, and beautiful young woman who are fated to die may be asked for a final waltz. The Incarnation of Death can assume either sex.

Death's mount, when it appears, is a [Spectral Horse](#).

Death's Special Abilities

Revenant Characteristics: Death's incarnate body is immune to poison, disease, paralyzation, and stunning. It is also immune to Preternatural Fascination effects, as well as any magic that causes instant death (of course). Death can see perfectly regardless of environmental illumination.

Slay: By forgoing any other action in a Round, Death can slay any living creature. Creatures so targeted by Death must Save versus Wisdom or instantly die. [Spirits](#) and [Revenants](#) are not affected, but [Fairies](#) are.

Death's Weaknesses

Must Accept Challenges: Death must accept any bet or challenge to play a game, if the challenger is ready to forfeit their life upon failure. If Death loses it must stop a specified person from dying, or agree to perform 1 service that can be accomplished in a time no longer than a single day. Unlike [Lucifer](#) (who will only accept challenges of skill), Death will gamble, and bet on the outcome of purely random events. Death will never cheat or deceive, and will never pervert the intent of services it agrees to perform. It knows the rules to every game that exists, has ever existed, or will ever exist. Death is particularly fond of chess, and card games using the Tarot deck.

Limited Power Over Spirits: Death can only target Ghosts when it employs the following Preternatural Powers: *Banish Spirit*, *Bind Spirit*, *Summon Spirit*.

Undead Weaknesses: Death is affected by the power of Faith, as well as all Special Abilities and Preternatural Effects which target Ghosts and Revenants.

Demogorgon

(The Dreaded Name)

A primordial demon-god whose name is not to be spoken.

Signs & Portents: The sound of strange music from no discernible source. Intermittently strong winds. People are gripped with either manic elation or hopeless melancholy.

Number Appearing: 1

Initial Impression(s): A turbulent black cloud of no definite form. An ancient man wearing golden robes, and a barbarically ornate crown of gold and enormous gems.

Size: Human-sized

Perversity: 30

Disposition: Aggressive or Friendly (equal chance per encounter)

Charisma: 20 **Intelligence:** 20 **Wisdom:** 20

Strength: 20 (or by form) **Dexterity:** 20 (or by form) **Constitution:** 20 (or by form)

Speed: 9 (or by form)

Armor Class: 10

Hit Dice: 20 (120 Hit Points)

Attacks: 1 (by weapon type)

Special Abilities: Demonic Characteristics, Creation

Weaknesses: Demonic Weaknesses, Limited Power Over Spirits, Sensitive to Ridicule

Assets: None

Afflictions: Insane

Preternatural Powers: All Maledictions, all 0 - 3rd Level, Divinations, Evocations, Fascinations, Glamors and Transmutations, but no Blessings.

Favored Preternatural Powers: *Augury, Cause Critical Wounds, Confusion, Curse, Darkness, Infest Wounds, Prodigious Regurgitation, Rain of Fish, Rain of Flesh, Rain of Frogs, Summon Spirit III (Possessor Demon), Stinking Cloud*

Usual Surroundings: A dark, lightless cavern inside the largest mountain

Level: 10

“The Dreaded Name” Demogorgon reigns from throne of pure black stone deep within the highest mountain on Earth. Utterly insane, Demogorgon claims to be the creator of the Earth, its ultimate sovereign, and also the force that will eventually destroy all of creation. It also claims to be the Lord of Fate. According to certain stories, the being is the offspring of Chaos and Night – others state it to be the child of the god Jupiter, or a mysterious entity called “The Demiurge”. Apparently, Demogorgon has remained (or been trapped) in its current Incarnation for at least several thousand years, and perhaps since before the Earth came into being.

Every five years, the Incarnation of Demogorgon calls all the lesser Spirits dwelling on Earth to pay

homage to it. It should be noted that unlike other Incarnations, Demogorgon can *Summon*, *Bind* and *Banish* Spirits of any type (up to Level 5), as long as they are already in the Mundane World. Naturally, the Fairies (who enjoy living away from their native Otherworld) are the ones most affected.

It is said that Demogorgon can hear its name whenever it is spoken, and wise people avoid saying it.

Demogorgon's Special Abilities:

Creation: If it takes no other actions, Demogorgon can create any object, material, or non-supernatural creature it desires, at the rate of a 10' cubical section per minute. It could create a carriage, a lady's gown, or a tiger, for example. Given enough time, for example, Demogorgon could create a palace. It can even create new people. Demogorgon claims to have created the Earth itself in this way.

Paradoxically, Demogorgon can create items made of iron or salt, although he will not touch them thereafter. Things created by the Incarnation of Demogorgon endure for their normal lifespans, or until the material form of their creator is defeated or destroyed.

Demonic Characteristics: Demogorgon is immune to all weapons, except those which are made of iron, blessed, or otherwise enchanted. It cannot be harmed by acid, cold, disease, or any Special Ability or Preternatural Effect which target minds or emotions. "The Dreaded Name" can see perfectly regardless of illumination, is immune to blindness or any other debility caused by extremely bright light, retains the ability to distinguish colors in conditions of total darkness, and does not need time to adjust its eyes to changing light. Demogorgon can speak, write, and understand all languages and forms of communication.

Demogorgon's Weaknesses:

Demonic Weaknesses: Demogorgon is burned by holy water as if it was acid, cannot enter holy ground or touch blessed objects, and is subject to the power of Faith. It is Vulnerable to Iron, and will not voluntarily touch it. Additionally, Demogorgon is repelled by pure crystalline salt. The being is susceptible to all Preternatural Effects that target spiritual entities. The entire Nearby Area around Demogorgon is discernibly cold.

Limited Power Over Spirits: While Demogorgon can use *Summon Spirit*, *Banish Spirit*, and *Bind Spirit* against Spirits of any type, he can only do so if the Spirit is already on the Earth. He can *Summon* a Possessor Demon that is inhabiting a nun in France, for example, but not snatch an Imp from out of Hell.

Sensitive to Ridicule: Demogorgon cannot bear to be ridiculed. If subjected to a full minute (6 Rounds) of *uninterrupted* insults and belittlement by a single person who is doing nothing else,

Demogorgon will be defeated. Of course, any being who attempts to ridicule Demogorgon will have to survive for a full minute while the demon-god does everything in its power to stop them. If Demogorgon is to be believed, the Earth itself will also be destroyed along with his Incarnation. Of course, the demon-god might be lying...

Life-in-Death

The night-mare who denies the peace of death.

Signs & Portents: A dramatic drop in temperature. Rising mists and fog. People will be afflicted with dreams of horror that alternate with periods of insomnia. Monsters in the environment will move in the direction of Life-in-Death.

Initial Impression: A woman with a skeletal body, and leprous white skin. Her eyes are lustful, her long hair is golden blond, and her lips are deep red.

Size: Human-sized

Perversity: 30

Disposition: Scheming

Charisma: 20 **Intelligence:** 20 **Wisdom:** 20

Strength: 20 **Dexterity:** 20 **Constitution:** 20

Speed: 9

Armor Class: 10

Hit Dice: 20 (120 Hit Points)

Attacks: 1 (slap)

Special Abilities: Create the Deathless, Revenant Characteristics,

Weaknesses: Banished by an Open Heart, Limited Power Over Spirits, Undead Weaknesses

Assets: Skilled Gambler

Afflictions: Poor Self Control

Preternatural Powers: All Evocations, all 0 - 3rd Level, Divinations, Fascinations, Glamors, Maledictions, and Transmutations, but no Blessings.

Favored Preternatural Powers: *Animate Dead, Conjure Monster V (Sea Serpent, Giant Octopus, or Dragon Worm), Fly, Gambler's Luck, Invisibility, Scare, Summon Spirit III (Wraith), Unseen Servant*

Usual Surroundings: Wherever wicked people have abused Nature, or suffered unnatural deaths.

Level: 10

Life-in-Death is the mother of Ghosts and Revenants, a perverse abomination who delights in spreading misery and disrupting the order of Nature. She is drawn to any place where human beings have committed acts of cruelty against innocent living things, or have wantonly polluted the landscape. Her Incarnation accompanies the Incarnation of Death, gaming with her mate for the right to condemn humanity to restless un-death.

Life-In-Death's Special Abilities

Create the Deathless: Life-in-Death can transform a target (living or dead) into any type of Ghost or Revenant (including Vampyre). Living victims receive a Wisdom Save to resist. The body of a living victim transformed into a Ghost will fall down dead while the soul separates from the flesh.

Life-in-Death can also grant (or *inflict*) living immortality, transforming ordinary people into Immortal Wanderers. People so gifted (or cursed) do not age, are immune to disease, and cannot die of natural causes. If slain by weapons they will awake whole and intact in a new location the next morning. They gain the use of a single Preternatural Power (usually *Protection From Evil*, *Banish*, or *Continual Flame*), but are condemned to never sleep in the same location for two consecutive nights.

Revenant Characteristics: Life-in-Death is immune to poison, disease, paralyzation, and stunning. She is also immune to Preternatural Fascination effects, as well as any magic that causes instant death. Life-in-Death can see perfectly regardless of environmental illumination.

Life-In-Death's Weaknesses

Banished by an Open Heart: Life-in-Death will be banished if someone *sincerely* blesses or embraces a terrifying creature (including one she has created, Summoned, or Conjured) in her presence. If a character's sincerity is in doubt, they must make a Wisdom Check. Failure indicates that the character acted from fear, not a genuine feeling of kinship with all living things.

Limited Power Over Spirits: Life-in-Death can only target Ghosts when she employs the following Preternatural Powers: *Banish Spirit*, *Bind Spirit*, *Summon Spirit*.

Undead Weaknesses: Life-in-Death is affected by the power of Faith, as well as all Special Abilities and Preternatural Effects which target Ghosts and Revenants.

Lucifer

(The Devil, Satan, The Archfiend of Pride, The Son of the Morning,
The Father of Lies, Lord of This World, Emperor of Hell)

The ruler of the infernal realm.

Signs & Portents: A whiff of sulfur. A crack of thunder, and a lightning strike. Bats, rats, wolves, cats, goats, and crows in the area will become aggressive and attack any people they encounter. There will be a noticeable increase in betrayal, deception, and venery. Note that these Signs and Portents do not occur if Lucifer has allowed himself to be temporarily redeemed by a True Innocent's love.

Initial Impression(s): A handsome and well-dressed man with red skin and small horns. A handsome man dressed in the height of fashion. A red-skinned satyr with bat-like wings and a barbed tail. A blond and blue-eyed child. A crowned, black-winged angel surrounded by a nimbus of light. In all his forms, Lucifer usually bears a trident, but may carry a dueling sword instead.

Size: Human-sized

Perversity: 25

Disposition: Scheming

Charisma: 20 **Intelligence:** 20 **Wisdom:** 20

Strength: 20 **Dexterity:** 20 **Constitution:** 20

Speed: 9

Armor Class: 10

Hit Dice: 20 (120 Hit Points)

Attacks: 1 (weapon, usually a trident)

Special Abilities: Diabolical Characteristics, Infernal Bargain

Weaknesses: Diabolical Weaknesses, Limited Power Over Spirits, Must Accept Challenges

Assets: Artist of All Media; Brilliant Debater; Connoisseur of All Art, Food, and Drink; Good Shot; Great Dancer; Great Singing Voice; Handsome; Master Swordsman; Musician of All Instruments, Seductive, Skilled Lawyer

Afflictions: Easily Angered, Extreme Arrogance

Preternatural Powers: All Fascinations, all 0 - 3rd Level Blessings, Evocations, Glamors, Maledictions, and Transmutations, but no Divinations.

Favored Preternatural Powers: *Alter Self, Charm Person, Inflict Love, Fame, Fly, Mass Confusion, Overwhelming Fear, Phantasmagoria III, Suggestion, Summon Dark Beast*

Usual Surroundings: A barbarically splendid palace in the lowest pit of Hell. Masquerade balls and salons. Ballets and opera performances. Musical performances and art expositions. Any place of power and prestige.

Level: 10

Once the greatest and most beautiful of the angels, Lucifer is now dedicated to thwarting the Divine Will wherever he can. Despite being the prime adversary of humanity, he is also the Archfiend whose desires and feelings are closest to those of people. He is extremely well mannered, a brilliant conversationalist, and has a great sense of humor (except about himself). He is the only diabolical being who can incarnate and leave Hell without being Summoned, and may do so for no other purpose than to attend the opera. He is even known to fall in love. Lucifer is supremely comfortable in human High Society. Some say he created it.

Lucifer represents the most insidious form of evil. He is a master manipulator, and even good people will go along with his reasonable-seeming propositions. Lucifer will present his schemes as being mostly beneficial, or at least preferable to the plans of more obviously destructive entities (such as The Dreaded Name Demogorgon). He inspires sympathy by presenting himself as a tragic victim of Divine injustice, and a fellow sufferer at the hands of a hypocritical God. Gradually, however, those who succumb to his charms find themselves increasingly Lucifer's slaves, and all the worse off because they willingly submitted.

Lucifer is the proudest being in the Universe, and will insist upon being treated with the utmost courtesy. Unlike most of his diabolical subjects, who are monstrously brutal beings fond of abusive and obscene threats, Lucifer is a suave and urbane schemer. It takes only a single insult, though, for Lucifer to fly into an implacable rage.

Lucifer cannot resist beautiful young women of exceptional virtue. Some speculate that periods of great peace and happiness on Earth correspond to the times when Lucifer has allowed himself to temporarily redeemed by the love of a True Innocent. Then he will resume his once-benevolent character, teaching people to improve their lives and perfect their talents. Note that Lucifer will never try to *Inflict Love* on a person he truly cares for, but will desire that their feeling for him be genuine. Inevitably, however, Lucifer's beloved will die or become corrupted, and he will return all-the-more fiercely to his war on mankind and the forces of Heaven.

Lucifer is obsessed with producing the Antichrist, a son who rule the Mundane World and defeat the forces of Heaven on Earth. So far, all of his children have failed, but the Devil is nothing if not persistent.

Lucifer's power is constantly challenged by Beelzebub, the "Lord of the Flies" who is the Archfiend of Gluttony.

Lucifer's Special Abilities:

Diabolical Characteristics: Lucifer is immune to all weapons, except those which are made of silver, consecrated, or otherwise enchanted. He cannot be harmed by fire, poison, disease, or any Special Ability or Preternatural Effect which target minds or emotions. He can see perfectly regardless of illumination, is immune to blindness or any other debility caused by extremely bright light, retains the ability to distinguish colors in conditions of total darkness, and does not need time to adjust his eyes to changing light. He can speak, write, and understand all languages and forms of communication.

Infernal Bargain: Lucifer can grant almost any imaginable wish or desire to another, provided the recipient willingly signs a contract condemning their soul to Hell after their death. The contract must be signed in the person's blood, and usually specifies the remaining term of their life (generally 6 years). The Devil specializes in granting enormous wealth, and raising the damned to positions of great power. Those who would sell their souls should be aware that Lucifer will adhere strictly to the letter of a contract, while perverting it's spirit at every opportunity. A man who becomes Emperor of the World, for example, may find his reign troubled by incessant rebellion, and himself subject to constant assassination attempts.

Note that Lucifer can grant simple *Fame* without the need for a contract, if he so chooses.

Lucifer's Weaknesses:

Diabolical Weaknesses: Lucifer is burned by holy water as if it was acid, cannot enter holy ground or touch blessed objects, and is subject to the power of Faith. He is Vulnerable to Silver, and will not voluntarily touch it. He is susceptible to all Preternatural Effects that target spiritual entities. Additionally, the Lucifer's initial appearance will cause the entire Nearby Area to momentarily smell like burning sulfur.

Limited Power Over Spirits: Lucifer can only target his fellow Devils when he employs the following Preternatural Powers: *Banish Spirit*, *Bind Spirit*, *Summon Spirit*.

Must Accept Challenges: Lucifer's pride compels him to accept any challenge to a one-on-one contest of weapons, artistic ability, or connoisseurship. The stakes will always be the same. If the mortal wins, Lucifer is defeated, and banished back to Hell. If Lucifer wins he will also return to Hell, but will take the challenger, body and soul! Unlike Death (who will also accept challenges), Lucifer will not wager on things like horse races, or bet on games of chance. He will only engage in contests of pure skill and ability.

APPENDIX III: DRUGS & DISEASES

PSYCHOACTIVE DRUGS

The following rules are inspired by a blend of folklore and pharmacology. They are not intended as a serious resource on drug effects. The author does not advocate the use of any illegal or controlled substances in the real world. Please be aware that in actuality many of the plants and substances listed below are **lethal** in surprisingly low doses.

The substances listed are those which were available in pre-industrial times, and traditionally used for medical, magical and religious purposes. If you want to have rules for what happens when a witch uses Fly Agaric mushrooms, they're listed below. If you need medically accurate information regarding drugs and their effects, please look elsewhere.

It's a good idea for the Presenter to copy a drug's effects onto an index card, and give that card to a Player if their character falls under the influence of the drug.

See the section on **Medicine and Disease** in **Chapter 4: Common Situations** of the “**Ghastly Affair Player's Manual**” for a discussion of the effects of Addiction and Withdrawal.

Alcohol (slight intoxication)

Dosage: 2 – 4 strong drinks in an hour

Bestowed Assets:

- Brave
- Resistant to Pain

Imposed Afflictions:

- Clumsy
- Slow-witted
- Easily Fooled

Length of effect: 1 hour

Overdose: Heavy intoxication

Withdrawal: Mild

*Note that because most water supplies are contaminated almost **everyone** (men, women and children) in the Ghastly Age drinks weak (2 – 3% alcohol) beer, wine, or cider as their common beverage throughout the day. They will only become intoxicated if they drink stronger liquor (such as gin) in addition to their normal intake.*

Alcohol (heavy intoxication)

Dosage: 5 or more strong drinks in an hour

Bestowed Assets:

- Strong
- Brave
- Resistant to Pain
- Attractive to [Fairy Folk](#)

Imposed Afflictions:

- Slow-witted
- Clumsy
- Obnoxious to People
- Easily Fooled
- Emotional

Special Benefits:

- Immune to *Fear*
- +1 Hit Point per Level
- Can see *Invisible* [Spirits](#) and [Fairies](#).

Length of effect: 4 hours (then reduces to Slight Intoxication)

Overdose: Death

Withdrawal: Severe

Caffeine (Coffee, Tea, Kola Nut)

Dosage: 1 cup of coffee, 3 cups of tea, or 1 kola nut

Bestowed Asset:

- Quick-witted

Imposed Affliction:

- Impatient

Special Ability:

- Immune to *Sleep* effects

Length of Effect: 6 hours

Overdose: Confusion (as the Preternatural Effect)

Withdrawal: Mild

Coca Lea

Dosage: 1 bunch of leaves, or 1 cup of coca tea.

Bestowed Asset:

- Resistant to Pain

Imposed Affliction:

- Impatient

Special Benefits:

- Immune to all but fatal effects of exhaustion
- Immune to all but fatal effects caused by increased altitude
- Counteracts normal and drug-induced hunger, and grants immunity to Preternatural hunger
- Allows a Saving Throw against *Sleep* effects

Length of Effect: 40 + 2 to 40 minutes

Overdose: Confusion (as the Preternatural Effect)

Withdrawal: Mild

Note that pure Cocaine does not exist during the Ghastly Age. Coca Leaf will only be available in places that have extensive trade with the New World.

Datura (Thorn Apple, Jimsonweed)

Dosage: 1 drop extract of leaves and seeds, or 1 seed smoked

Bestowed Asset:

- Libidinous

Imposed Afflictions:

- Clumsy
- Delirious

Special Benefits:

- All Divination effects are doubled in power (including duration, range, and number of questions)

Special Dangers:

- Save versus Constitution, or take 1d6 Lethal Damage
- Hallucinations – make a Wisdom Saving Throw to focus on matter at hand
- Automatically fail Saving Throws versus Preternatural Glamors and light-based effects

Length of Effect: 12 – 24 hours

Overdose: Death or Permanent Coma.

Withdrawal: No effects

Fly Agaric Mushrooms

Dosage: 1-6 dried mushroom caps (random with each sample)

Imposed Afflictions:

- Nervous
- Nauseous
- Vulnerable to Magic

Special Benefits:

- Doubles power of *Enlarge Person* effect
- All Divination effects are doubled in power (including duration, range, and number of questions)

Special Dangers:

- Hallucinations – make a Wisdom Saving Throw to focus on matter at hand
- Automatically fail Saving Throw versus Glamors and light-based effects

Length of Effect: 8 – 12 hours

Overdose: 1d6 points of Lethal Damage

Withdrawal: No effects

Hallucinogenic Mushrooms

Dosage: 12 mushrooms

Imposed Affliction:

- Vulnerable to Magic

Special Benefits:

- Immunity to *Sleep* effects.
- All Divination effects are doubled in power (including duration, range, and number of questions)

Special Dangers:

- Hallucinations – make a Wisdom Saving Throw to focus on matter at hand
- Automatically fail Saving Throw versus Glamors and light-based effects

Length of Effect: 8 – 12 hours

Overdose: Insanity for 1 – 20 days

Withdrawal: No effects

True Hallucinogenic Mushrooms will only be available in places that have extensive trade with the New World. Only Fly Agaric Mushrooms will be available in other places.

Hashish (eaten)

Dosage: 1 sweetmeat, or 1 piece of candy made with 1 grain resin

Bestowed Asset:

- Euphoric

Imposed Afflictions:

- Slow-witted
- Clumsy
- Easily Panicked
- Hungry

Special Benefits:

- Ends and confers immunity to all nausea effects, or debilities caused by nauseating drugs or poisons
- All Divination effects are doubled in power (including duration, range, and number of questions)
- Grants immunity to the effects of all time-based Preternatural Effects

Special Dangers:

- Hallucinations – make a Wisdom Saving Throw to focus on matter at hand

Length of effect: 8 – 12 hours

Overdose: Panic

Withdrawal: Mild

Hashish (smoked)

Dosage: 1 grain resin

Bestowed Asset:

- Euphoric

Imposed Afflictions:

- Slow-witted
- Clumsy
- Easily Panicked
- Hungry

Special Benefits:

- Ends and confers immunity to all nausea effects, or debilities caused by nauseating drugs or poisons
- Grants immunity to the effects of all time-based Preternatural Effects

Length of effect: 3 hours

Overdose: Panic

Withdrawal: Mild

Henbane

Dosage: 5 grains powdered leaf

Bestowed Asset:

- Libidinous

Imposed Afflictions:

- Delirious
- Vulnerable to Glamor effects

Special Benefits:

- Doubles strength of *Fly* effect (duration and speed achieved)
- All Divination effects are doubled in power (including duration, range, and number of questions)
- Ends effect of *Haste*

Special Dangers:

- Amnesia – Save versus Intelligence, or be unable to remember what occurred during drug's effect
- Save versus Constitution each hour, or fall asleep
- Save versus Constitution, or take 1d6 Lethal Damage
- Hallucinations – make a Wisdom Saving Throw to focus on matter at hand
- Automatically fail Saving Throws versus Light-based effects due to pupil dilation

Length of Effect: 12 – 24 hours

Overdose: Death or Permanent Coma

Withdrawal: No effects

Mandrake

Dosage: 1 slice root, ground and extracted in water or wine

Bestowed Assets:

- Resistant to Cold
- Libidinous

Imposed Affliction:

- Delirious

Special Benefits:

- All Divination effects are doubled in power (including duration, range, and number of questions)
- Allows a new Saving Throw versus Pain effects
- Maximizes effects of all Preternatural curative effects used and received
- Any Spirit inhabiting the body must Save versus Charisma or be expelled

Special Dangers:

- Clothing becomes uncomfortable in all but the coldest weather
- Save versus Constitution, or take 1d6 Lethal Damage
- Hallucinations – make a Wisdom Saving Throw to focus on matter at hand
- Automatically fail Saving Throw versus Glamors and light-based effects

Length of Effect: 12 – 24 hours

Overdose: Death or Permanent Coma.

Withdrawal: No effects

Nightshade

Dosage: 1d4 berries (random with each plant)

Bestowed Asset:

- Libidinous

Imposed Affliction:

- Delirious

Special Benefits:

- All Divination effects are doubled in power (including duration, range, and number of questions)
- Allows a new Saving Throw versus Pain effects

Special Dangers:

- Save versus Constitution, or take 1d6 Lethal Damage, 1d6 Temporary Constitution Damage, and lose the ability to speak until effect ends.
- Hallucinations – make a Wisdom Saving Throw to focus on matter at hand
- Automatically fail Saving Throw versus Glamors and light-based effects

Length of Effect: 12 - 24 hours

Overdose: Death or Permanent Coma

Withdrawal: No effects

Opium and Laudanum

Dosage: 1 “pill” smoked Opium resin, or 1 fluid dram ingested Laudanum tincture

Bestowed Asset:

- Euphoric.

Imposed Afflictions:

- Nauseous
- Clumsy
- Sleepy
- Slow-witted

Special Benefits:

- Immunity to all pain, natural or Preternatural
- Doubles power of all Preternatural Effects involving sleep or dreams
- Ends effect of *Haste*

Special Dangers:

- Extremely addictive: Save versus Wisdom with each dose, or become addicted
- Save versus Constitution each hour, or fall asleep
- Constipation

Length of Effect: 4 hours

Overdose: Death

Withdrawal: Severe

Note that pure heroin does not exist in the Ghastly Age. Morphine is not available until the end of the Bloody Era. The hypodermic needle also does not exist during the Ghastly Age. Laudanum is openly available in every apothecary shop, and is frequently given to children.

Tobacco

Dosage: 1 cigar or 2 cigarettes smoked, or 1 hookah bowl smoked, or 1 pinch snuff

Bestowed Asset:

- Patient

Special Dangers:

- Very addictive: Save versus Wisdom with each week of use, or become addicted
- Addicts automatically fail all Saving Throws versus gases or inhaled attacks.
- Addiction doubles chance of developing respiratory illnesses.

Length of Effect: 30 minutes

Overdose: 1d2 points of Lethal Damage from coughing, nausea and vomiting

Withdrawal: Mild

Peyote

Dosage: 12 peyote cactus tops

Imposed Afflictions:

- Nauseous
- Vulnerable to Magic

Special Benefits:

- Immunity to *Sleep* effects
- Doubles strength of Divination effects
- Grants a Constitution Saving Throw to recover from disease (including addiction to other drugs)

Special Dangers:

- Hallucinations – make a Wisdom Saving Throw to focus on matter at hand
- Automatically fail save versus Glamors and light-based effects

Length of Effect: 8 – 12 hours

Overdose: Insanity for 1 – 20 days

Withdrawal: No effects

Peyote will only be available in places that have extensive trade with the New World.

DISEASES AND MALADIES *OF THE GHASTLY AGE*

The following catalog of horrors details both contagious and noncontagious maladies. Any could be inflicted by such Preternatural Effects as *Inflict Disease*. These optional rules are for those Presenters who want a more detailed treatment of diseases than that given in the “**Ghastly Affair Player’s Manual**”. They add flavor to the game, but at the cost of some added complexity.

Player Characters should only suffer diseases as a result of their own actions, not at random. Also, Presenters should never inflict diseases upon Player Characters without providing some opportunity for a real cure, however outrageous. The fact that only a Mad Scientist may have access to an effective medicine can be a powerful hook for an Affair.

The indicated Damage is inflicted daily, except in those cases where it is specified as only occurring once. Certain diseases (such as Consumption) require that the victim Save daily versus each separate type of damage the disease inflicts, with recovery only occurring if the all the Saves are made.

Those who are Delirious from disease may experience visions of Ghosts, Demons, Fairies, or other such Spirits. The Presenter may decide whether such apparitions are merely hallucinations, or visitations from actual entities.

Blood Rot (Sepsis)

Cause: Infection of wounds

Incubation Period: 6 hours

Symptoms:

- Fever
- Chills
- Accelerated heartbeat
- Redness and pain at wound site

Imposed Afflictions:

- Delirious
- Sick

Damage:

- 1d6 Lethal
- 1d6 Nonlethal
- 1 point Temporary Damage to all Basic Abilities

Black Death (Bubonic Plague)

Cause: The bite of fleas carried by rats.

Incubation Period: 2 – 5 days

Symptoms:

- Black swellings in the groin, armpit, and/or neck
- Gangrene of the extremities
- High fever
- Cramps
- Chills
- Vomiting, often bloody

Imposed Afflictions:

- Sick
- Disfigured

Damage:

- 1 point Permanent Constitution, Dexterity and Charisma Damage
- 1d6 Lethal
- 1d6 Nonlethal

Consumption (Tuberculosis)

Cause: Breathing in droplets from the coughs or sneezes of an infected person.

Incubation Period: 1 – 100 weeks

Symptoms:

- Severe coughing (often with blood)
- High fever
- Chills
- Loss of appetite
- Weight loss
- Pallor

Imposed Affliction:

- Fatigued

Damage:

- 1 Point Temporary Constitution Damage (separate Saving Throw)
- 1 Point Lethal (separate Saving Throw)
- 1d6 Nonlethal (separate Saving Throw)

A victim of Consumption must save separately against the Constitution, Lethal and Nonlethal damage each day. If the victim Saves against any of them, he or she does not suffer that one type of damage for that day. A victim of Consumption only recovers if they make all three Saving Throws.

Dropsy (Edema)

Cause: Fluid buildup in the tissues

Incubation Period: Not contagious

Symptoms:

- Swelling of limbs, trunk or head

Imposed Affliction:

- Swollen... (specific limb)

Damage:

- 1 point Temporary Charisma and Dexterity Damage (one time, lasts until cured)

Dropsy damages the victim's Charisma and Dexterity, but does not inflict any daily damage. However, the victim must still Save versus Constitution each day to recover.

Flux (Dysentery)

Cause: Consumption of food or drink infected by contact with feces

Incubation Period: 1 – 6 days

Symptoms:

- Severe diarrhea, often bloody
- Stomach pain
- High fever
- Dehydration

Imposed Afflictions:

- Delirious
- Sick

Damage:

- 1 point Temporary Strength, Dexterity, and Constitution Damage
- 1 point Lethal

Food Poisoning (Salmonellosis, etc.)

Cause: Improperly prepared or stored food

Incubation Period: 1 – 6 days

Symptoms:

- Severe diarrhea
- Stomach pain
- High fever
- Dehydration

Imposed Affliction:

- Sick

Damage:

- 1 point Temporary Strength, Dexterity, and Constitution Damage
- 1 point Lethal

Gonorrhea

Cause: Sexual contact with an infected person

Incubation Period: 1 – 12 days

Symptoms:

- Burning sensation during urination
- Genital discharge
- Pain in pelvic region

Imposed Afflictions:

- Sick

Damage:

- 1d6 Nonlethal
- 1 point Temporary Dexterity and Constitution Damage (one time)

Grippe (Influenza)

Cause: Breathing in droplets from the coughs or sneezes of an infected person.

Incubation Period: 1 or 2 days

Symptoms:

- High Fever
- Chills
- Weakness
- Malaise
- Coughing
- Runny Nose

Imposed Affliction:

- Sick

Damage:

- 1 point Temporary Intelligence, Strength, Dexterity, and Constitution Damage
- 1 point Lethal
- 1d6 Nonlethal

Hydrophobia (Rabies) – *Early Stage*

Cause: The bite of an infected animal (or person)

Incubation Period: 2 – 12 weeks

Symptoms:

- Malaise
- Melancholy
- Headache
- Drooling
- Aversion to drinking fluids

Imposed Afflictions:

- Sick
- Susceptible to Disease

Damage:

- 1 point Permanent Constitution Damage
- 1 point Temporary Intelligence, Wisdom, and Dexterity Damage
- 1d6 Nonlethal

After 1 – 4 days Early Stage Hydrophobia will progress to Late Stage Hydrophobia. No mundane medicine of the Ghastly Age will have any effect on Hydrophobia.

Hydrophobia (Rabies) – *Late Stage*

Cause: Early Stage Rabies

Incubation Period: 1 – 4 days

Symptoms:

- Insanity
- Extreme Aggression
- Foaming at the Mouth
- Muscular Spasms
- Aversion to drinking fluids
- Dehydration

Imposed Afflictions:

- Manic
- Paranoid
- Delirious
- Aggressive
- Sick

Damage:

- 1 point Permanent Damage to all Abilities
- 1d6 Lethal

Those with Late Stage Hydrophobia are easily confused with Demoniacs. Unless cured through Preternatural means the disease is nearly always fatal. No mundane medicine of the Ghastly Age will have any effect on Hydrophobia.

Leprosy (Hansen's Disease)

Cause: Close and prolonged bodily contact with an infected person

Incubation Period: 1 – 6 years

Symptoms:

- Runny Nose
- Numbness in extremities
- Lesions
- Loss of skin pigmentation

Imposed Afflictions:

- Weak
- Disfigured
- Sick

Damage:

- 1d6 Nonlethal

Lepers cannot recover from the disease by any mundane means. Characters inflicted with leprosy do not receive Saving Throws to stop it. Only Preternatural Effects can cure it and undo its effects.

Malaria

Cause: The bite of an infected mosquito

Incubation Period: 6 – 24 days

Symptoms:

- Alternating periods of chills and sweating
- High fever
- Muscular pain
- Headache
- Coughing
- Nausea

Imposed Affliction:

- Sick

Damage:

- 1 point Temporary Damage to all Abilities
- 1d6 points Nonlethal
- 1 point Lethal

Malaria is a chronic condition. Even after a Character recovers from it, the disease will reappear every 2-24 months for the remainder of their life. Only a Preternatural Effect such as Cure Disease will remove Malaria permanently.

Scurvy

Cause: Not consuming any fresh fruits or vegetables.

Incubation Period: **Not contagious**

Symptoms:

- Malaise
- Fatigue
- Pallor
- Pain in bones and muscles
- Skin lesions
- Bleeding gums
- Hypersensitivity of the senses

Imposed Afflictions:

- Weak
- Sick

Damage:

- 1d6 Nonlethal

Scurvy will begin after 1 month of a diet containing no fresh food. It is cured by consuming fresh food or citrus juice.

Smallpox

Cause: Breathing in droplets from the coughs or sneezes of an infected person, skin to skin contact, or contact with infected bedding or blankets.

Incubation Period: 10 – 15 days

Symptoms:

- High Fever
- Chills
- Weakness
- Malaise
- Coughing
- Runny Nose
- Blisters and rash over entire body

Imposed Afflictions:

- Weak
- Disfigured (permanent)
- Sick

Damage:

- 1 point Temporary Charisma, Dexterity, and Constitution Damage
- 1d6 Nonlethal
- 1 point Lethal

A former victim of Smallpox will continue to suffer the Affliction “Disfigured” even after they recover from the disease.

Stone (Kidney/Bladder Stones)

Cause: Dissolved minerals crystallized in the urine. **Not contagious**

Incubation Period: Not contagious

Symptoms:

- Severe pain
- Bloody urine
- Nausea
- Chills

Imposed Affliction:

- In Pain

Damage:

- 1 point Temporary Dexterity Damage
- 1d6 Nonlethal

Syphilis – *First Stage*

Cause: Sexual contact with an infected person

Incubation Period: 3 – 90 days

Symptoms:

- A painless, open sore, usually around the mouth or genitals.

Imposed Affliction:

- None

Damage:

- 1 point Permanent Constitution Damage (one time)
- 1 point increase to Perversity (one time)

First Stage Syphilis does not inflict daily damage, only the initial decrease in Constitution and increase to Perversity. The victim gets only one Saving Throw to recover. If not cured, First Stage Syphilis will progress to Second Stage Syphilis in 4 – 12 weeks.

Syphilis – *Second Stage*

Cause: First Stage Syphilis

Incubation Period: 4 – 12 weeks

Symptoms (any or all possible):

- Body rash, especially on the palms and soles of the feet.
- Wart-like lesions
- High fever
- Malaise
- Sore throat

Imposed Afflictions:

- Disfigured (possible)
- Sick

Damage:

- 1 point Permanent Damage to Charisma, Intelligence, and Constitution (one time)
- 1d6 point increase to Perversity (one time)
- 1d6 Nonlethal

Second Stage Syphilis can cause a variety of problems, and two people who suffer from the disease can have different symptoms. Second Stage Syphilis will end in 3 – 6 weeks, even if the victim fails every Saving Throw. 1 – 20 years later the victim will have to make another Constitution Saving Throw, or develop Third Stage Syphilis.

Syphilis – *Third Stage*

Cause: Second Stage Syphilis

Incubation Period: 1 – 20 years

Symptoms (any or all possible):

- Large, disfiguring swellings on the face and body
- Loss of nose
- Insanity
- Shooting Pains

Imposed Afflictions (any or all possible):

- Demented
- Disfigured
- Sick
- Weak
- Clumsy

Damage:

- 1d6 point increase to Perversity (one time)

Third Stage Syphilis can cause a variety of problems, and two people who suffer from the disease can have different symptoms. Natural recovery from Third Stage Syphilis is impossible – only a Preternatural Effect can help.

Typhoid Fever

Cause: Consumption of food or drink infected by contact with feces

Incubation Period: 1-3 weeks

Symptoms (first week of disease):

- High Fever
- Weakness
- Cough
- Abdominal Pain
- Diarrhea or constipation

Symptoms (second week of disease):

- Rash
- High Fever
- Weakness
- Cough
- Abdominal Pain
- Severe diarrhea or constipation
- Distended abdomen

Symptoms (third week of disease):

- High Fever
- Cough
- Abdominal Pain
- Severe diarrhea or constipation
- Distended abdomen
- Delirious
- Incapacitated

Imposed Afflictions:

- Sick
- Delirious (by third week)

Damage:

- 1 point Temporary Strength Damage (separate Saving Throw)
- 1 point Temporary Dexterity Damage (separate Saving Throw)
- 1 point Temporary Constitution Damage (separate Saving Throw)
- 1 point Lethal (separate Saving Throw)
- 1d6 Nonlethal (separate Saving Throw)

A victim of Typhoid Fever must save separately against the Constitution, Dexterity, Constitution, Lethal and Nonlethal damage each day. If the victim Saves against any of them, he or she does not suffer that one type of damage for that day. A victim only recovers if they make all five Saves.

APPENDIX IV: WEIRD OBJECTS

CONCERNING WEIRD OBJECTS

The items that follow are inspired by actual folklore. Many are made of materials that that can charitably be described as "vile". Some have no use but to be instruments of malice. Traditionally, the methods to create such items are taught by infernal spirits in order to spread misery. Such items are often very hazardous even to their users. Many are intended to tempt their users into evil acts, and sometimes even eventually kill them.

Player characters could make most of these items with the appropriate materials and the correct Enchant Weird Object ceremony or pact. A unique and legendary item such as the Ring of Solomon, however, is far too powerful to be recreated in that way. Remember that creating any Weird Object causes the enchanter to automatically gain 1 Point of Perversity.

Remember that Weird Objects are not intended as rewards, but as plot devices. They are meant to create more problems for the Player Characters than they solve.

Ammunition of the Freeshooter

Ammunition of the Freeshooter can be found as arrows, bullets, throwing knives, or any other kind of single use artillery. Whatever the form, there will always be seven pieces of *Ammunition*, and all will look identical. Six of them will unerringly hit and instantly kill whatever they are aimed at, requiring neither a to-hit or damage roll. The seventh piece of *Ammunition*, however, is under the complete control of an evil Spirit. When it is used it will automatically strike and kill either the user, or someone dear to them (equal chances for either). If the *Ammunition* targets a loved one, it can travel half way around the world to kill them.

To simulate the *Ammunition*, the Player should be given seven playing cards, one of which is the Ace of Spades. Every time a piece of *Ammunition* is used, the Player has to draw one of the cards. If the card is not the Ace of Spades, the shot is not cursed, and the card is discarded. If the Ace of Spades is drawn, the Player's character has used the cursed seventh shot. Once the cursed shot is used, any remaining *Ammunition* disappears.

It is not possible to mark the *Ammunition* in any way, and no magic can indicate which piece of *Ammunition* in the group is the cursed one. Only angelic intervention can keep the next shot from being the cursed one, but if the cursed seventh shot is the only one left, nothing will change its nature. Naturally, *Remove Curse* is completely useless against *Ammunition of the Freeshooter*, but the caster will always *think* the spell has worked. The evil spirit that usually provides the *Ammunition* may actually encourage the *Ammunition's* owner to attempt to remove its curse, for the sadistic pleasure of laughing at the owner when they nonetheless suffer the consequences of the seventh shot.

Bell of Repulsion

A bell of this nature can vary in size from a small hand bell to massive examples to be mounted in a tower. When rung, a *Bell of Repulsion* creates a zone of *Protection From Evil* everywhere within earshot. The zone only last for as long as the bell is being rung, however. The bell must be rung intentionally, and ringing it is the only action a character can perform in a round.

Bell of Necromancy

Once per night this enchanted bell can be rung over a grave or corpse in order to summon a Wraith. The Wraith is not automatically under the control of the *Bell's* user, however, and some other means of influence must be employed to prevent the Wraith from instantly attacking.

Black Pullet

A Weird Object that is actually a living creature, the *Black Pullet* is created by an intricate ritual involving a black hen made to incubate one of her own eggs in conditions of perfect darkness. The magical chick that emerges is completely black in color, with skin, feathers, eyes, and talons of the same dark shade. The *Black Pullet* grows and eats like a normal fowl, but is not subject to spells or magical effects which target Animals.

The *Black Pullet* can detect gold of any quantity within 300 feet of itself, regardless of any intervening objects. The owner need merely put the *Pullet* on the ground and the beast will walk in the direction of the gold, scratching and pecking at solid obstructions to indicate where its owner should look. The *Pullet* cannot locate gold Preternaturally hidden from detection, however.

A *Black Pullet* is only usable for the lifespan of a normal chicken, 10 – 16 years. If it is attacked in combat, it has the same characteristics as a Rooster. It is as noisy as a normal chicken, and thus is of limited use to most thieves. Nonetheless, an owner who publicly admits to possessing a *Black Pullet* can expect to attract the attention of [speculators](#), [burglars](#), harlots, and [tax collectors](#).

Book of Spirits

A *Book of Spirits* is an item of extreme power that allows a Magician to instantly summon one or more Spirits or Fairies. It usually takes the form of a large volume bound in strange hides, edged in exotic metals, and encrusted with gems. Only a Magician can employ a *Book of Spirits*.

A Magician who wishes to use a *Book of Spirits* must first convince or coerce (by magic or threats) one or more spiritual creatures to magically imprint their true names and special symbols into the pages of the book. Once a particular creature has signed the *Book of Spirits* (voluntarily or involuntarily), the item's possessor can thereafter summon that creature once a day. Such summoning requires that the Magician speak the name signed in the book, and trace the creature's symbol (or symbols) with a finger or other pointed object. The process takes 1 minute per Level of the creature.

Summoned creatures are not automatically under any kind of control. Infernal beings summoned by the Book will almost certainly try to destroy their summoner, unless proper precautions and magical protections are used, or the being has a previous pact with the Magician. A *Book of Spirits* is thus extremely hazardous for any but the most advanced and powerful Magicians to employ. Many tales tell of apprentices who gained access to their master's *Book of Spirits*, only to be dragged off to awful torment by uncontrollable Demons.

A *Book of Spirits* will contain anywhere from 20 – 80 pages. Each creature's symbol(s) and true name takes up 1 page per Level it possesses. Under no circumstances are filled books of this kind ever available for sale. It is usual for a *Book of Spirits* to be guarded by additional magical protections.

Brazen Head

A *Brazen Head* appears to be a sculpture of a humanoid head, crafted of brass or bronze and with an articulated jaw. Sometimes the eyes and eyelids are also articulated, although usually they are not. These heads vary in scale, from life size (and thus portable) to gigantic examples which are permanently installed in an area.

A *Brazen Head* is inhabited by a twisted spirit of prophesy. Once per day the head may be asked a question, which it will answer in an audible voice. A *Brazen Head* will only answer a given individual once concerning a particular topic. The answer to the question will always be true, but will also almost always be mocking or deceptive in some way. Therefore, great care must be taken when consulting a *Brazen Head*, lest the questioner be led astray. For example, if a *Brazen Head* is asked if an trading voyage will be a success it may answer "Much wealth will be acquired by enterprising men", meaning that the shipment of goods will be stolen by Pirates .

The knowledge of the manufacture and activation of *Brazen Heads* is widely disseminated by Hell's agents. The materials needed are quite common, and the actual construction is surprisingly easy. The diabolical devices are intended to be temptations and torments for mortal men, forever mocking them with the possibility of perfect knowledge. Accordingly, every so often a *Brazen Head* will give a perfectly clear and reliable answer, just so its owners do not lose all hope and faith in the device. The Infernal inventors of the devices do not wish that mankind's downfall be too easy, but rather a protracted series of near successes and possible triumphs leading to a final, ultimate doom.

From time to time a *Brazen Head* may spontaneously utter oracular statements without having been first consulted. These statements will always be such that they torment the device's owner in some way, speaking of missed opportunities and horrible events about which the listener can do nothing.

A *Brazen Head* has a 1% chance per use of simply blowing up, inflicting 1d6 points of Lethal Damage to all in a 10 foot radius.

Dowsing Rod

This forked branch of enchanted hazel wood is shaped like the letter "Y". The rod is used by holding the branched arms of the rod loosely in the hands, with the central projection in front. By concentrating on a desired substance (water, gold, etc.) the user of a *Dowsing Rod* can often detect its presence within 100 feet. Every time the rod is used, the Presenter should secretly roll a d6. On a 1 – 3, the rod functions correctly. A roll of 4 – 5 indicates that the user of the rod cannot detect anything. On a 6, it gives a false positive reading. The *Dowsing Rod* can be used up to 12 times a day.

Egg of Curse Removal

This strange item appears to be an ordinary egg from a chicken or duck. When rubbed over a character's body, however, the *Egg* will *Remove Curse*. The *Egg* can only be used once. If it is broken after removing a curse, the white and yolk will be revealed to have turned a disgusting greenish black color.

An **unused** *Egg of Curse Removal* may be mistakenly eaten. No ill effects will occur if this happens.

Should anyone be insane enough to eat a **used** *Egg of Curse Removal*, they will immediately be inflicted with whatever Curse was removed by the *Egg*.

Elf Shot

Created by dark Fairies, *Elf Shot* resembles a small triangular piece of stone or glass. Anyone can throw a piece of *Elf Shot*. Alternately, *Elf Shot* can be mounted on an arrow shaft and shot from a bow. Upon a successful hit, the victim must Save versus Constitution or be subject to **one** of the following effects (equal chance for each):

- Paralyzed for 1 – 10 turns
- Sickened and incapacitated for 1 day
- 1d6 points of Temporary Constitution Damage
- Killed instantly

The victim will take no other apparent damage, and the used piece of Elf Shot itself will disappear.

There will be from 1 – 8 pieces of Elf Shot when found.

Enchanted Weapons

An *Enchanted Weapon* grants the user a specified Bonus on Attack Checks and Damage. For example, a person using an *Enchanted Weapon +3* receives a +3 Bonus on their Dexterity Checks to hit, and also a +3 Damage Bonus. In addition, certain supernatural creatures can only be physically harmed by *Enchanted Weapons*.

The weapons most usually *Enchanted* are antique swords and spears, but *Enchanted* guns also exist. In the case of a weapon such as a gun, the enchantment applies to all the ammunition it fires.

Presenters are advised to make *Enchanted Weapons* extremely rare, introducing them perhaps only once or twice in a Saga. Each *Enchanted Weapon* should have its own history, preferably twisted and tragic. The acquisition of a single *Enchanted Weapon* can occupy an entire Affair.

Every *Enchanted Weapon* has at least one *Drawback*, decided by the Presenter. Some potential *Drawbacks* include:

- Once held, the weapon cannot be put down until it has caused bloodshed.
- Whoever touches the weapon becomes obsessed with it, and will want to always be near it.
- The owner suffers progressive homicidal mania.
- The possessor suffers from constant megalomaniacal thoughts.
- The owner is haunted by the phantoms of all those who have been slain by the weapon.
- The user suffers from berserk rage in combat.
- The weapon is the home of an imprisoned spirit, which has its own agenda and desires for the object.
- The owner is fated to always lose their True Love.
- The owner is doomed to be slain by another who will claim the weapon as their own.
- The possessor slowly changes in to the form of the weapon's original owner.
- The owner can never be rid of the weapon. Even if sold or thrown away, it will reappear in the owner's home.
- The weapon can only be used by members of a particular family or lineage.

Fairy Ointment

When rubbed into the eyes this ointment grants the power to see *Invisible* creatures, and also allows the user to pierce any Glamor created by the Fairies. The effect lasts for one day per application.

Flying Ointment

A mainstay of evil witchcraft, *Flying Ointment* is a thick salve that grants its user the ability to *Fly* (as the Preternatural Effect) for 8 hours. The user must apply the ointment to their entire body. After 10 minutes, the magical effect will begin.

Flying Ointment is spiritually and physically perilous to make and use. The recipe requires human fat, the skins of toads, and several common but extremely poisonous herbs. Using it always carries a chance of Perversity increase. A True Innocent who willingly uses *Flying Ointment* will be instantly stripped of all Special Abilities.

Due to the extreme toxicity of its ingredients, there is 1 in 20 chance that any batch of *Flying Ointment* created is a virulent poison that will instantly incapacitate its user and cause death after 10 – 60 minutes of delirious agony. There is no Saving Throw against this effect. The creator or would-be user of *Flying Ointment* has no way of knowing (short of magical divination) whether or not a batch is poisonous.

Hag Stone

This unusual item appears to be a flattish stone with a hole in the center. Possession of such an enchanted stone protects a character from all attacks by **Fairies**. Fairies are unable to physically touch the protected person, or use any of their Preternatural Powers in their presence. Any magic currently being used by a Fairy when they encounter such a stone will be instantly deactivated. If a *Hag Stone* is hung up in an enclosed room of a house, it will prevent Fairies from entering that room at all.

Hand of Glory

This mummified humanoid hand is coated with wax, with a wick projecting from the wax at the end of each finger. Alternately, a *Hand of Glory* is sometimes found in the form of a pickled hand with 4 candles positioned between the fingers. Either way, if a finger or candle is lit, it will burn for ½ hour. During that time, all within 30' of the wielder will be affected by Preternatural *Sleep*. Once a finger or candle is lit, it can never be used again. Obviously, once all the fingers or candles are lit the hand is exhausted and useless.

Hands of Glory are beloved by burglars and assassins.

Horseshoe of Protection

This enchanted horseshoe can either bring luck to a household or protect it from evil spirits. If it is nailed on, or next to, the front door of a home with the ends upwards, all occupants will receive a +1 bonus on all Saving Throws for as long as they are inside the house. If the *Horseshoe* is nailed with the ends downwards, it creates a zone of *Protection From Evil* around the entire Nearby Area. Once a *Horseshoe of Protection* is affixed to a particular dwelling, it can only have the influence that was originally decided for it. The Horseshoe can be removed and affixed in a different manner on a different house, however.

Imp Bottle

This strange item can take various forms, from a small ball of crystal, to a large gem (sometimes set in a ring or sword), to a crudely-wrought bottle of stoppered glass. In all cases, the item's function is identical. Upon command (or upon opening, in the case of an actual bottle), an **Imp** will be released from the container. The Imp will obey any commands given to it, but will always seek to perform its tasks in the most malevolent way possible. The Imp will likewise constantly tempt its possessor to acts of evil. The Imp will never directly disobey it's owner, however. The Imp can be commanded back into its bottle at will. If the Imp is slain the bottle becomes an ordinary item.

Knotted Winds

Much desired by ship captains, *Knotted Winds* make possible speedy sailing whatever the weather. When acquired, *Knotted Winds* will appear to be a length of cord with 2-12 knots tied in it. Each knot binds a wind of a particular direction and intensity (determined randomly if the knotted wind is found as part of a treasure). When a knot is untied, the prevailing wind is changed for a period of 12 hours. Obviously, such an item can also be used to protect shorelines from unwanted vessels.

The direction of the wind contained in the knots can be determined with a d8:

- 1 - North
- 2 - Northeast
- 3 - East
- 4 - Southeast
- 5 - South
- 6 - Southwest
- 7 - West
- 8 - Northwest

The intensity of the wind can be determined with a d4:

- 1 - Slight
- 2 - Breezy
- 3 - Strong
- 4 - Gale

Ointment of Transformation

Similar to *Flying Ointment* in composition, an *Ointment of Transformation* changes its user's form into that of an animal for a period of 8 hours. The exact animal form bestowed is fixed at the time of the *Ointment's* manufacture. Typical forms include wolf, black cat, crow, horse, toad, or owl. Like other magical *Ointments*, an *Ointment of Transformation* must be rubbed over a person's entire body to be effective. Evil witches will sometimes use an *Ointment of Transformation* to change an unsuspecting or unwilling victim into another shape. Unwilling subjects receive a Wisdom Saving Throw to avoid transformation.

An *Ointment of Transformation* is made in a base of human fat, with various inexpensive but highly toxic herbs. In addition, it also requires some part of the animal whose shape the Ointment bestows.

A person under the influence of an *Ointment of Transformation*, willingly or not, is trapped in animal form for the full 8 hours of the *Ointment's* effect. There is a 1 in 20 chance per use that a transformed person will assume the mentality of their assumed shape, and be stuck in it even after they transform back into their natural body.

Poppet of Suffering

This small, loosely-sewn cloth doll contains a potent and malevolent enchantment. In order to employ a *Poppet of Suffering* the user must first gain access to some part of their intended victim, such as hair or blood. They must thereafter combine the piece of the victim with the *Poppet* in some way, such as stuffing it with the hair, or a cloth stained with the blood. The *Poppet* then becomes a tool of pure evil.

By manipulating the *Poppet*, the user can cause corresponding damage to their victim. Sticking the *Poppet* with a pin will cause the victim to suffer 1 point of Lethal Damage. Twisting the *Poppet's* limbs (which can be done once per limb) will cause the corresponding limb of the victim to break. Subjecting the *Poppet* to extreme heat or cold will cause 1d6 points of Lethal Damage to the victim. Finally, the user can decide to cast a single spell upon the *Poppet*, which will then affect the victim.

A victim receives a Wisdom Saving Throw each time someone attempts to affect them with the *Poppet of Suffering*. Success means that the attack has no effect, and the victim is immune to all further attacks from that *Poppet*.

Whatever effect a user decides to inflict with it, a *Poppet of Suffering* can only be used 5 times, and only against a single victim. It has a range of 1 mile. Victims who survive the assault will know the identity and location of the witch who attacked them.

A *Poppet of Suffering* is defeated by *Protection from Evil*, or any other effect that protects against skrying, possession, or mental influence.

Every use of a *Poppet of Suffering* increases the user's Perversity by 1.

The Ring of Solomon

According to legend, King Solomon possessed a strange ring of unparalleled power. Using the magic of his ring he forced an army of Demons to build the Temple of Jerusalem, and reduced mighty lords of Hell to his personal servants. At length he was brought down by his pride, and through trickery the Devil Asmodeus deprived him of the ring. Solomon lost his empire, and wandered the earth disguised as a simple laborer, while the Devil assumed his identity and reigned in his stead.

The *Ring of Solomon* is reported to be crafted of iron and brass, and set with four gems. A pentagram is inscribed on its face, along with letters that spell out the true name of God.

The *Ring* raises its owner's Charisma to 20 for as long as it remains on his finger. Any Spirit or Fairy (up to and including such things as [Fairy Queens and Archdevils](#)) that sees the ring must Save versus Charisma or be effectively *Charmed* (as the spell). Even if they succeed, they must keep making Saving Throws each Round for as long as they see the ring. If the Ring's possessor manages to

actually touch a Spirit with the ring, the subject is automatically *Charmed* without the benefit of a Saving Throw. In addition, when worn the Ring confers constant *Protection From Evil*, the ability to *Speak with Animals*, and the power to create *Animal Friendship* at will. Once per day the user can employ any of the *Summon Spirit* effects.

The *Ring* exacts a heavy price for its power. The user must spend an hour of each day in prayer and meditation, and make weekly sacrifices to God totaling at least 10,000p worth of valuables and animals. The user must never pray or make offerings to any Pagan god or spirit, and must also ensure that any spouse does not. Failure to adhere to the Ring's taboos even once will cause the artifact to seek its freedom from its master. The possessor may find that the ring becomes severed from his finger in a freak accident, or flies off in combat, or is lost when his hand is bitten off by a monster. If the ring is so lost, any creatures ever *Charmed* by it will turn on their former master and seek his destruction.

Skin of Shifting

If this enchanted wolf skin is worn during the hours of night, the wearer will be physically transformed into a Gigantic Wolf. The transformed character retains his Hit Points and Intelligence, but otherwise the character assumes the characteristics of a Gigantic Wolf (including attacks, armor class, etc.). Once transformed, a character cannot revert to their normal form and remove the skin until daylight.

Any clothing (other than the skin itself) worn at the time of transformation is ruined. The *Skin of Shifting* is sometimes encountered as a belt or girdle of wolf fur, rather than a whole skin. The properties of the item are the same in any case.

Every time the *Skin of Shifting* is employed the user's Perversity automatically increases by 1.

Sleeping Potion

This orderless and tasteless poison is sometimes employed by thieves, assassins and kidnappers. A single drop placed in food or drink will cause a person who consumes it to Save versus Wisdom or fall into a deep slumber from which they cannot be awakened for a full 8 hours. A typical phial will contain 4 – 8 drops. A full drop must be used per person to be affected. If multiple drops are used against one person, they must make a separate Save for each drop.

Legend speaks of even more powerful versions of *Sleeping Potion*, capable of inducing slumber that lasts for years, decades, or even centuries.

Witch Ball

A *Witch Ball* appears to be a multi-colored glass globe approximately 3 – 4 inches in diameter. Further examination will reveal that the interior of the globe is filled with criss-crossing strands of glass. The object is very fragile, and must be either hung up or else carefully carried to avoid breakage.

A *Witch Ball* creates a zone of *Protection From Evil* in the entire Nearby Area around itself. This zone cannot be destroyed or dispelled without breaking the Ball itself. Attempts to use items such as a *Poppet of Suffering* against anyone in a *Witch Ball's* protected area will automatically fail. Any Astral or Ethereal creature (including partially Ethereal creatures such as Ghosts) entering the protected zone must also save versus Wisdom each round or become trapped within the *Witch Ball*. Similarly, any attempt to use possession-type effects within the protected zone will automatically fail, and the would-be possessor must save versus Wisdom or have their soul permanently imprisoned within the *Ball*. The *Witch Ball* itself is completely immune to Preternatural Effects of any kind or Level.

Naturally, even the smallest hit upon a *Witch Ball* will automatically destroy it, releasing any souls or creatures trapped inside.

Witch Bottle

A potent defense against evil magic, a *Witch Bottle* appears to be a flask or small jug about 4 inches high and inscribed with mystic symbols. It is usually made of glass, although some are pottery. The interior is filled with needles and pins.

In order to activate the power of the *Witch Bottle*, a character to be protected must fill the container with their urine, seal it, and hide it (by burying it, or putting it inside a wall, for example). Thereafter, the character will receive a +2 on all Savings Throws against magic of any form. If the protected character writes the name of a specific person on a strip of paper and submerges it within the bottle before hiding it, the character will receive a +4 to resist any Preternatural Effect (including Preternatural Powers or effects from Weird Objects) from that person. Only one person's name can be put inside the bottle. Once a bottle is activated, it cannot be re-used.

Anyone attempting to use magic against a person protected by a *Witch Bottle* will feel a stinging sensation, alerting them to the existence of the item. *Witch Bottles* are fragile, and care must be taken when hiding one to prevent breakage. If a *Witch Bottle* is broken, all its power is lost. If a Magician's name was submerged within the bottle, however, they will take 3d6 points of Lethal Damage (Wisdom Save to avoid) upon the breaking of the bottle.

Zombi Bottle

This Weird Object from the New World can take many forms, from a stoppered glass flask to a decorated gourd. Whatever its shape, the *Zombi Bottle* is used to trap souls.

If an empty *Zombi Bottle* is opened in the presence of a Ghost, the creature must make a Wisdom Saving throw, or be sucked inside the bottle. People who own such a bottle will sometime leave it open next to them as they sleep, as a trap for any wandering phantoms. Once a Ghost is trapped in a *Zombi Bottle* it becomes the slave of the bottle's possessor, and once a night it can be commanded to leave the bottle, perform a service, and return to its prison. Such a servant is called a ***Zombi Astral***, and *Zombi Bottles* already inhabited by *Zombi Astrals* are sometimes sold by unscrupulous necromancers. Care must be taken that an inhabited *Zombi Bottle* is never broken, or the imprisoned Spirit will revenge itself upon its former master.

Alternately, a *Zombi Bottle* can be used to trap the soul of a living person, usually as the preliminary step in the creation of a Zombi Servant. The owner of the *Zombi Bottle* must open the bottle in the presence of the potential victim, and say the person's name. The victim receives a Wisdom Saving Throw. If the Save fails, the victim's soul is drawn into the *Zombi Bottle*, and he will thereafter regard whoever holds the bottle as if under the influence of a *Charm Person* spell. If such a victim is thereafter killed with *Zombi Powder*, he will become a Zombi Servant under the control of whoever possesses the *Zombi Bottle*. If a victim is slain by means other than *Zombi Powder*, his soul becomes a *Zombi Astral* (usually equal to a [Wraith](#)).

Witches with no interest in creating actual *Zombi Servants* will often employ *Zombi Bottles* to create living love slaves, either for their own use, or to be sold. As with incorporeal spirits, breaking a *Zombi Bottle* frees the soul inside.

A *Zombi Bottle's* possessor can choose to free any soul trapped inside a *Zombi Bottle* by opening it and stating that the soul is free.

Zombi Powder

Zombi Powder is a deadly magical poison used primarily in the creation of Zombi Servants, but sometimes employed for simple assassinations. There are two kinds of the poison. The primary kind of *Zombi Powder* is made with recipe that is a closely guarded secret of certain necromancers, and includes puffer-fish, toad skins, and certain plants. The secondary form of *Zombi Powder* can be made cheaply, by grinding up the bones of those slain with the primary form. In fact, sorcerers will often make a small supply of the primary form, then use it to go on a murder spree in order to harvest a large amount of *Zombi Powder* from the bodies of the victims.

Zombi Powder can be administered either in food and drink, or by being blown into a victim's face. The effects are horrible either way. The victim must Save versus Constitution or be slain instantly.

Even if a victim successfully Saves, they must Save again to avoid being completely Paralyzed for a 12 – 24 hours thereafter. *Zombi Powder* is so virulent in fact that it is hazardous to those who employ it. Anyone handling or administering *Zombi Powder* must Save versus Dexterity or inadvertently dose themselves with the terrible substance. Even the sorcerers who make *Zombi Powder* are often slain by it.

If a victim is slain by *Zombi Powder* while their soul is trapped (usually in a *Zombi Bottle*), the victim will rise 1 – 4 days later as a Zombi Servant under the control of whoever holds his soul.

Needless to say, employing *Zombi Powder* in any form is an intensely evil act. Those involved with it can expect the most severe punishments at the hands of the civil authorities – except, of course, in those places where such people *are* the civil authorities.

Every single use of *Zombi Powder* increases Perversity by 1 point.

Zombi Potion

Zombi Potion is a strange magical drug that halts decomposition, restores a semblance of life to a corpse, and ensure obedience of the reanimated person.

If *Zombi Potion* is poured into the mouth of a corpse that retains some flesh, the body is raised as a Mindless Revenant under the permanent control of its creator. If, however, the corpse was of a person who had been slain by *Zombi Powder*, and whose soul is contained in a *Zombi Bottle*, than the corpse will instead rise as a true *Zombi Servant*.

Administration of the *Zombi Potion* is not strictly necessary to the creation of a Zombi Servant – it is actually enough to steal the soul and slay the victim with *Zombi Powder*. The corpse will eventually dig itself out of its grave, seeking out the holder of its soul. Creating Zombi Servants in such a way is considered sloppy, however, and the mark of an amateur. Employing *Zombi Potion* allows the necromancer to raise his servant before rotting occurs, and ensures that any vestige of independent will is destroyed. It is essential if the Zombi is to be used as a house servant or concubine, for example. Otherwise, the Zombi Servant may suffer from the ill effects of decomposition, being unpleasant to behold, and worse to smell. Therefore, any necromancer who takes pride in his craft will always finish his creation with *Zombi Potion*.

Any living being that tastes *Zombi Potion* must immediately Save versus Wisdom or be driven permanently insane.

Using *Zombi Potion* automatically raises Perversity by 1 point.

APPENDIX V: FURTHER READING

BOOKS

1811 Dictionary of the Vulgar Tongue – Grose, Francis
The Annotated Frankenstein – Shelley, Mary Wollstonecraft,
 edited by Susan J. Wolfson and Ronald Levao
Blake – Ackroyd, Peter
The Book of Sea Monsters – paintings by Bob Eggleston, text by Nigel Suckling
Byron: Child of Passion, Fool of Fame – Eisler, Benita
The Cambridge Companion to Gothic Fiction – Hogle, Jerrold E. (editor)
Compendium Maleficarum – Guazzo, Francesco Maria
The Complete Books of Charles Fort – Fort, Charles
Daily Life in 18th-Century England – Olsen, Kirstin
The Dark Side of the Enlightenment: Wizards, Alchemists,
and Spiritual Seekers in the Age of Reason – Fleming, John V.
Death: A History of Man's Obsessions and Fears
 (also published as *The Bedside Book of Death*) – Wilkins, Robert
Dress in 18th Century Europe – Ribeiro, Aileen
Encyclopedia of the Exquisite: An Anecdotal History of Elegant Delights – Jenkins, Jessica Kerwin
The Encyclopedia of Witches and Witchcraft – Guiley, Rosemary Ellen
Enigmas: Another Book of Unexplained Facts – Gould, Rupert T.
Extraordinary Popular Delusions and the Madness of Crowds – Mackay, Charles
Fairy and Folk Tales of the Irish Peasantry – Yeats, William Butler (editor)
Hallucinogenic Plants – Schultes, Richard Evans
Horror Literature: A Core Collection and Reference Guide – Tymn, Marshall B. (editor)
Lemegaton: The Complete Lesser Key of Solomon – Henson, Mitch (editor)
The London Monster: a Sanguinary Tale – Bondeson, Jan
Man, Myth & Magic: An Illustrated Encyclopedia of the Supernatural – Cavendish, Richard (editor)
The Marquis de Sade: Thomas, Donald
Mary Shelley: Romance and Reality – Sunstein, Emily W.
The Mystery and Lore of Monsters – Thompson, C.J.S.
The New Annotated Dracula – Stoker, Bram, annotated by Leslie S. Klinger
The Penguin Companion to Classical Music – Griffiths, Paul
Secret Chambers and Hiding Places – Fea, Allan
The Story of Civilization, Volume X: Rousseau and Revolution – Durant, Will and Ariel
The Story of Civilization, Volume XI: The Age of Napoleon – Durant, Will and Ariel
Subterranean Wolds: 100,000 Years of Dragons, Dwarfs, the Dead,
Lost Races & UFOs from Inside the Earth – Kafton-Minkel, Walter

The Mammoth Book of Oddballs and Eccentrics – Shaw, Karl

The Scary Stories Treasury – Schwartz, Alvin

The Vampire Encyclopedia – Bunson, Matthew

WEBSITES

The Encyclopedia of Diderot & d'Alembert Collaborative Translation Project:

<http://quod.lib.umich.edu/d/did/>

The Gallery of Natural Phenomena - The earth, the sea, the sky - and beyond:

<http://www.phenomena.org.uk/index.html>

The Gothic Imagination at the University of Stirling, Scotland: <http://www.gothic.stir.ac.uk/about/>

International Gothic Association: <http://www.iga.stir.ac.uk/news.php>

Marquis de Sade: A Life by Neil Schaeffer: <http://neilschaeffer.com/sade/index.htm>

The Marteau Early 18th-Century Currency Converter:

<http://www.pierre-marteau.com/currency/converter.html>

The Public Domain Review: <http://publicdomainreview.org>

The Shelley-Godwin Archive: <http://shelleygodwinarchive.org/>

Website of Pascal Bonenfant – Cost of Living: <http://www.pascalbonenfant.com/18c/costs.html>

Wikipedia, 1775–95 in Western fashion: http://en.wikipedia.org/wiki/1775-95_in_Western_fashion

Wikipedia, 1795–1820 in Western fashion: http://en.wikipedia.org/wiki/1795-1820_in_Western_fashion

Wonders & Marvels: <http://www.wondersandmarvels.com/>

Wikipedia is an invaluable resource for overviews of various topics: <https://www.wikipedia.org/>

APPENDIX VI: COMPILED LIMITS & MODIFIERS

HUMAN CAPACITIES *AND* LIMITS

Blood Loss: A person can lose 1 pint of blood without ill effects. Every pint after that inflicts 2 points of Temporary Constitution Damage, and causes the victim to lose one-third of their hit points.

Carrying: A person can carry a maximum load of 50 pounds, plus ten times their Strength score. A person with an average Strength of 9 can thus carry 140 pounds and still move. Carrying more than half the maximum amount inflicts the Affliction “Encumbered”, inflicting a -3 Penalty on Speed and Dexterity Checks.

Dragging A person can drag a maximum weight equal to 20 times their Strength score. A quarter of that maximum weight can be dragged at full Speed, half of it at speed 6, three-quarters at Speed 3, and dragging the maximum weight reduces Speed to 1.

Hearing: Human beings can hear sounds between the range of 20 Hz to 20 kHz. A Wisdom Check can enable a person to hear their name spoken in a crowded room. The maximum range at which human speech could be understood is 600 feet.

Holding Breath: A person can hold their breath for seconds equal to their Constitution score times 10.

Hunger: A person can survive without eating for a number of days equal the person's Constitution score plus 7. For every day past the first the character will suffer the Affliction “Fatigued”.

IQ: To find the equivalent modern IQ for a character, multiply Intelligence time 10, and add 10 to the product. Intelligence of 9 equals an IQ of 100. Intelligence of 20 equals an IQ of 210.

Jumping: A person can make a **running jump** equal in feet to their Dexterity score. They can make a **standing jump** equal in feet to one half their Dexterity.

Laboring: A person can exert themselves at hard labor for as many hours a day as their Constitution score. Exertion for longer than that inflicts the Affliction “Fatigued”, resulting in a -3 Penalty to all physical actions. Sleeping for at least 6 hours dispels Fatigue.

Lifting: A person can safely lift 20 times Strength score in pounds over their head. It is possible for a person to lift up to 60 times their strength score in extreme circumstances.

Pulling a Wheeled Vehicle: A character can pull a cart weighing a maximum of 40 times their Strength score in pounds. A quarter of that maximum weight can be pulled at full Speed, half of it at speed 6, three-quarters at Speed 3, and the pulling the maximum weight reduces Speed to 1.

Pushing: A person can push a non-wheeled object equal to 10 times their Strength score in pounds. A quarter of that maximum weight can be pushed at full Speed, half of it at speed 6, three-quarters at Speed 3, and the pushing the maximum weight reduces Speed to 1.

Running: A person can run at full speed for 1 minute per point of Constitution, or at half full speed for as many hours as their Constitution score.

Staying Awake: A person can stay awake for hours equal to their Constitution + 8. The average person with a Constitution of 9 can thus stay safely awake for 17 hours. Staying awake longer than that inflicts the Affliction “Confused”, resulting in a -3 Penalty to all Ability Checks that require thought. For each full day that a character stays awake, they also suffer 1 point of *nonlethal* damage.

Thirst: A person can survive without drinking water for a number of days equal to half their Constitution score. After the first 12 hours the character will suffer the Affliction “Fatigued”.

Walking: A person can walk or jog for as many hours a day as their Constitution score. The maximum rate that can be maintained is equal to the Speed score in miles per hour. Walking for longer than the maximum time inflicts the Affliction “Fatigued”, resulting in a -3 Penalty to all physical actions. Sleeping for at least 6 hours dispels Fatigue.

SUGGESTED SITUATIONAL BONUSES

Bright Light: +2 to checks involving perceiving fine details, or manipulating small objects.

Cover: +2 Bonus to Armor Class per 10% of the body covered by an impervious material. +1 Bonus per 10% covered by a resistant (but not impervious) material.

Dim Light: +2 to Seduction attempts

Infrequently Traveled Area: +2 Bonus to Tracking if area is infrequently traveled.

Mud: +2 Bonus to Tracking.

Snow: +2 Bonus to Tracking

Tools: +2 Bonus for using a particularly well-made tool appropriate to the task.

SUGGESTED SITUATIONAL PENALTIES

Bound: -2 Penalty to Dexterity checks when bound with ropes or manacles.

Crowds: -2 Penalty to Tracking if area is heavily traveled.

Darkness (Total): -4 Penalty to all actions that requires sight

Dim Light: -2 Penalty to all actions that require sight (except those involving Love, Romance, or Seduction)

Disguise (Opposite Gender): -4 Penalty to convincingly look like the opposite gender.

Disguise (Specific Person): -8 Penalty to convincingly resemble a specific person.

Enclosed Space: -2 Penalty to actions that normally require leverage.

High Wind: -2 Penalty to Tracking and artillery fire. -4 if wind is Gale force or above.

High Society: -10 Penalty to all social actions in High Society, unless the character is noble, upper class, or otherwise familiar with social etiquette.

Higher Level Target: -2 Penalty when attempting to copy, or overcome the work or reputation of a character who is higher Level than yourself.

Notable Informant: -2 Penalty to locate a willing informant of 5 Level or higher.

Pain: -3 Penalty to all actions due to Affliction "In Pain"

Specialized Knowledge: -10 Penalty when attempting to use specialized knowledge the character never formally learned.

Untrained: -10 Penalty when attempting something that requires specialized training the character lacks.

Well Known: -2 Penalty when trying to forge the work of a known artist.

Wet Conditions: -2 Penalty when climbing, manipulating, or holding wet things.

Windy: -2 Penalty when climbing, or precariously placed.

APPENDIX VII: USING TAROT CARDS INSTEAD OF DICE

Using Tarot cards instead of dice adds a great deal of Gothic atmosphere to game play. Tarot cards also greatly facilitate a live-action style of role playing, because (unlike dice) they do not require that the player stay near a level surface. A Player or Presenter using Tarot cards as a method of randomization can stand, walk around, and otherwise role play and interact with other Players in a more immersive manner.

SELECTING A TAROT DECK

The best Tarot cards for game use are historical decks such as the Tarot de Marseille, the Visconti Sforza deck, or the Sola Busca. The Tarot de Marseille was the most commonly available deck in France during the period from 1765 to 1820, so it makes an ideal choice.

PREPARING A DECK

First, separate the Trumps or Major Arcana from the other cards. They are the twenty-two cards numbered from 0 to XXI in Roman numerals, depicting various strange tableaux. Put aside the cards titled “The Fool” (numbered 0), and “The World” (numbered XXI). You will be left with twenty cards numbered from I to XX. Shuffle the cards together.

Next, prepare the remaining cards, sometimes called the Minor Arcana or Small Cards. They consists of fifty-six cards in four suits – staves (or wands), cups, swords, and coins. Each suit contains ten numbered cards, plus a King, Queen, Knight, and Knave. In the Tarot de Marseille the Minor Aracana are not designated by printed numerals, but their value is indicated by the number of objects depicted on the card. For example, the 5 of Cups depicts five chalices, while the 9 of Swords shows nine curved blades. Take the 1, 2, 3, 4, 5, and 6 from each suit, and put aside the others. Shuffle the twenty four cards together.

USING *THE* CARDS

Whenever you would need to roll a d20 during game play, draw from the Major Arcana pile, and use the Roman Numeral of the card as your numeric result. Likewise, whenever you would otherwise need to roll a d6, draw from the prepared pile of Minor Arcana cards. In either case, remember to always put the drawn card back in its appropriate pile, and shuffle the cards before using them again.

If you wish to move around while you role play, just put the Major Arcana pile (equivalent to a d20) in one pocket, and the Minor Arcana pile (equivalent to a d6) in another. When you need to determine a random number, take out the appropriate pile, shuffle, and look at the card on top.

TAROT IMAGERY *IN* GAME PLAY

The iconography of the Tarot cards are rich and evocative. Presenters who utilize the Major Arcana in place of d20 can let the images printed on the cards inspire their creativity when describing the outcome of events. For example, if a Player Character is attempting to dance well enough to gain the notice of a Duchess, but the Player fails by drawing the Tower card, the Presenter could rule that the character has actually fallen down disastrously (like the figures on the card). If that same character had succeeded through the drawing of the Lovers card, the Duchess might not only have noticed, but decided there and then to take the character as a lover.

APPENDIX VIII: ALTERNATE RULES FOR ABILITY CONTESTS

The Standard System for resolving Ability Contest given in the “**Ghastly Affair Player’s Manual**” makes it very difficult for a character with an average or lower Ability to win an Ability Contest against an opponent with an above-average Ability. Many Ability Contests are simply impossible for the weaker side. Additionally, the higher one’s Ability, the wider range of opponents one can conceivably defeat. Some Presenters and Players, however, may want it to give those with average or below-average Abilities better chances to win Ability Contests. Therefore we present two optional methods for resolving Ability Contests.

◆◆◆ OPTION ONE: BOTH SIDES ROLL ◆◆◆

In the Both Sides Roll system, each side in an Ability Contest makes a standard Ability Check, with all appropriate Bonuses and Penalties. The side that makes a successful Ability Check **with the lowest roll** wins the Contest. If both sides fail their Ability Checks, the side that began the Ability Contest with the higher Modified Ability wins. If there is a tie, and both sides have the same Modified Ability, flip a coin to see who wins.

For example, suppose a pickpocket has a Dexterity of 12, and his potential victim has a Wisdom of 9. The victim is on the lookout for thieves, so trying to pick his pocket forces an Ability Contest. Both sides roll a d20. If the pickpocket rolls a 10 and the potential victim rolls a 11, the theft is successful. If the pickpocket rolls a 15 and the potential victim rolls a 5, the pickpocket gets caught. If the pickpocket rolls a 7 and the potential victim rolls a 4, the pickpocket fails. But if the pickpocket rolls a 13 and the potential victim rolls a 19, the Ability Contest is won by the pickpocket.

The Both Sides Roll system is relatively straightforward and intuitive for most Players. Many Players feel added excitement from seeing the two dice being rolled against each other. The Both Sides Roll system is a good option for games that focus primarily around social interactions and role-playing, with mostly human adversaries for the Player Characters. It gives characters with low Ability Scores relatively good chances to succeed at Ability Contests. The Both Sides Roll system cannot easily handle contests between people and creatures with Abilities above 20, however. In such cases the Presenter can simply assume that the side with the superhuman Ability automatically wins, or actually roll the Ability Contest with the human taking a -10 Penalty. In no case, however, should a human being be able to win an Ability Contest against a creature with a Basic Ability above 30.

OPTION TWO: BASE 11

In the Base 11 system, the side with the lower Basic Ability must roll under 11, with a -1 Penalty for every point of difference between the two Basic Abilities involved in the contest.

For example, if the pickpocket with a Dexterity of 12 tries to rob a wary victim with a Wisdom of 9, the victim has to make the Ability Check. Since the difference between 12 and 9 is 3, the roll is made with a -3 Penalty. 11 minus 3 is 8, so the potential victim must roll under an 8 to become aware of the pickpocketing attempt.

The Base 11 system is perhaps the fairest system, since it does not penalize low Abilities as much as the Standard System. It is based on the assumption that a character is 50% likely to win or lose a Contest with an evenly matched opponent, and that their chances become better or worse in a smooth progression relative to the capacities of their opponent. Like the Standard System, it can easily handle Ability Contests between people and creatures with superhuman Abilities. Those with very high Abilities are somewhat less powerful under the Base 11 system than under the Standard System, but those with below-average Abilities are not as incompetent.

AFTERWORD

Ghastly Affair takes concepts and mechanics outlined in the System Reference Document (“SRD”) and reworks them to better fit the Gothic genre. It began simply as a set of Gothic-inspired character Classes posted on my old blog, “The Engine of Oracles”. The rules in the SRD are meant for a fantasy role-playing game however. Therefore, it became apparent that everything needed to be readjusted if I wanted to have a game that would allow players to truly inhabit the world of early Gothic fiction.

Nothing in Ghastly Affair is intended to be revolutionary. I have tried only to simplify potentially complicated rules from the SRD; encourage more focus on atmosphere, role-playing and narrative; and to emulate the game’s genre. I have chosen to use a roll-low mechanic, because I feel it better suits a game where the characters are more limited in ability compared to fantasy heroes. Otherwise, the game tries to use familiar terms and ideas wherever appropriate. While it is not a “retro-clone” or “simulacrum”, Ghastly Affair is meant to be a part of the over 40-years old tradition of role-playing games. Therefore, new players should be able to pick it up with ease, and not feel like they are being asked to learn an entirely new and unusual rules system. Just remember that you are usually trying to roll under an Ability score on a twenty-sided die, and that the Ability score might be temporarily modified to account for easier or more difficult actions.

Ultimately, you will make of the game whatever you will. Its almost entirely Open Game Content, so perhaps you will find some tidbit that you will want to incorporate into an existing system. Perhaps you will find it not be to your taste at all, and leave it alone. Hopefully, you will be one of the people for whom it was made – someone who wants the chance to mentally inhabit a dark and splendid world simultaneously filled with beauty and terror, ecstasy and fear, exquisite refinements and indescribable filth.

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NON-PLAYER CHARACTER RECORD

PERSONALITY

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AGENDA

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OTHER ROLEPLAYING NOTES

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BASIC ABILITIES

Ability Check or Saving Throw: roll under Ability as modified by Bonuses and Penalties

CHARISMA

Attracting, Inspiring, Persuading

Notes

INTELLIGENCE

Learning, Reasoning, Remembering

Notes

WISDOM

Discerning, Intuiting, Praying

Notes

STRENGTH

Lifting, Pulling, Pushing

Notes

DEXTERITY

Aiming, Dodging, Jumping

Notes

CONSTITUTION

Enduring, Healing, Resisting

Notes

PERVERSITY

Notes

ASSETS (+3 Bonus)

AFFLICTIONS (-3 Penalty)

SPECIAL ABILITIES

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WEAKNESSES

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EQUIPMENT CARRIED

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DANGER!

Game time changes from 10 minute Turns
to 10 second Rounds

DAMAGE
BONUS

SPEED
x 20 = max. feet
per Round

HIT POINTS

CURRENT HP

NONLETHAL DMG.

Dexterity Check to attack. Penalty = opponent's AC
Most attacks inflict 1d6 damage, + Damage Bonus

ARMOR CLASS

ARMOR & PROTECTIONS

Armor Class = Penalty to attacker's Dexterity Check

