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A Ghastly  
Companion  
to  
Gothic Icons

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Daniel James Hanley

A SUPPLEMENT FOR *GHASTLY Affair* AND OTHER OSR GAMES

# A Ghastly Companion to Gothic Icons

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*A Supplement for*  
**GHASTLY**  
*Affair*  
*and Other OSR Games.*

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Written and designed by  
**Daniel James Hanley**

*Inspired by the works of Mary Shelley, Sheridan Le Fanu, Bram Stoker, Dr John Polidori, Emily Brontë, Matthew Lewis, Sir Walter Scott, Johann Wolfgang von Goethe, E.T.A. Hoffmann, and others.*

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“A Ghastly Companion to Gothic Icons” is intended for mature gamers. It reflects the conventions and topics of pre-Victorian Gothic and Romantic-era fiction, and includes depictions of some subjects that may be distressing to certain readers. It also includes descriptions of historical situations and beliefs that modern people may find disturbing. All references to real historical figures, institutions, and places are intended to be understood in a fictional context. All material in this supplement is meant for entertainment purposes only. In particular, nothing herein is intended to disparage any real-world religion or ethnicity.

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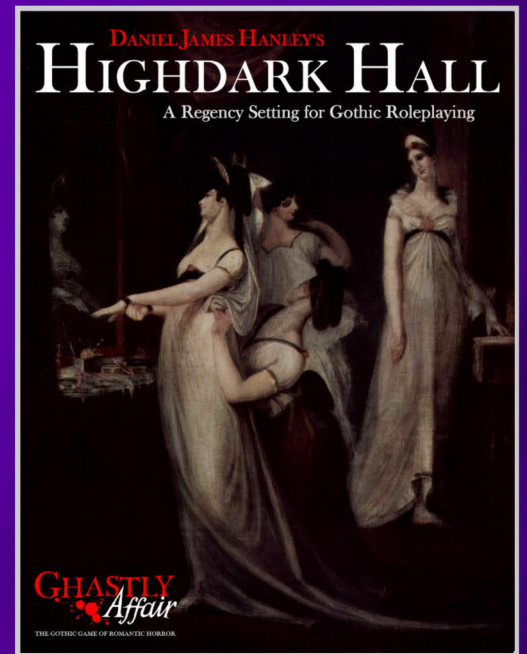
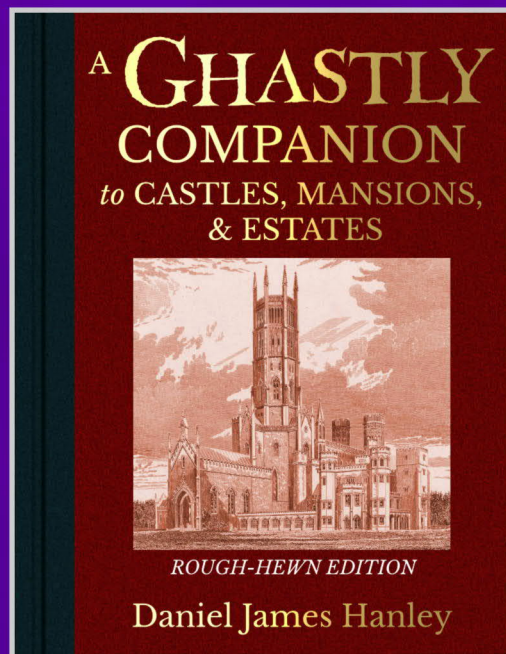
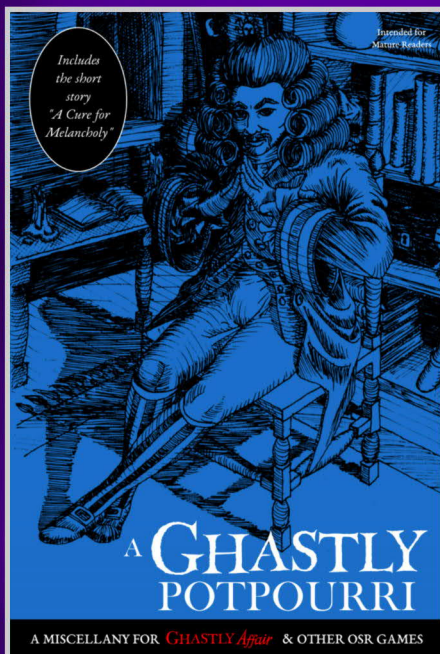
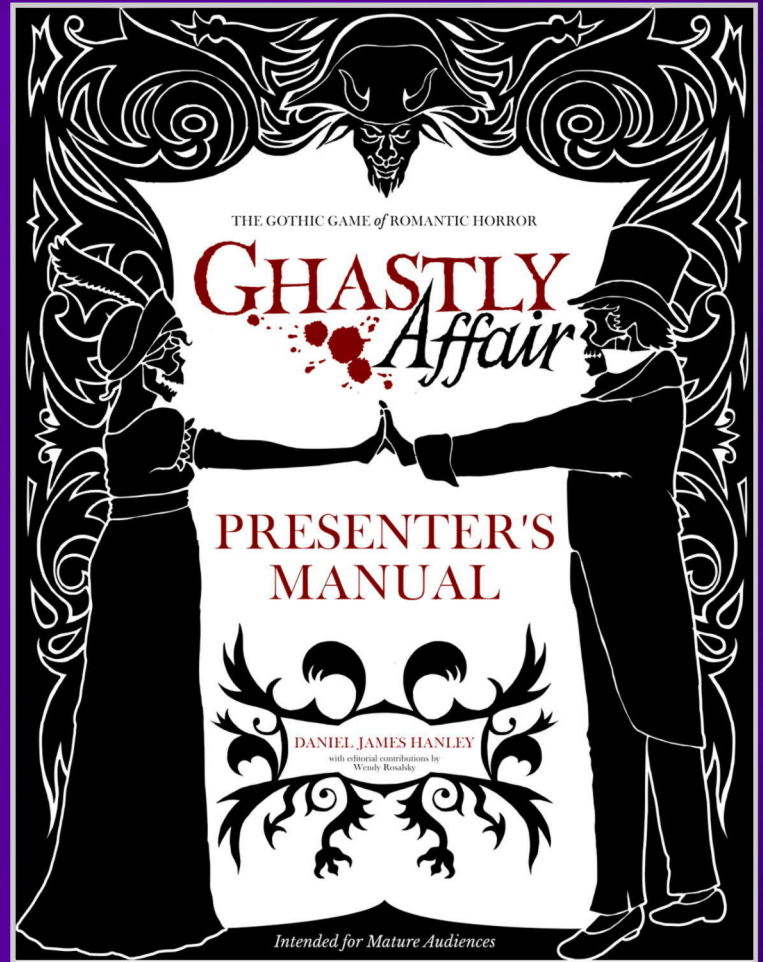
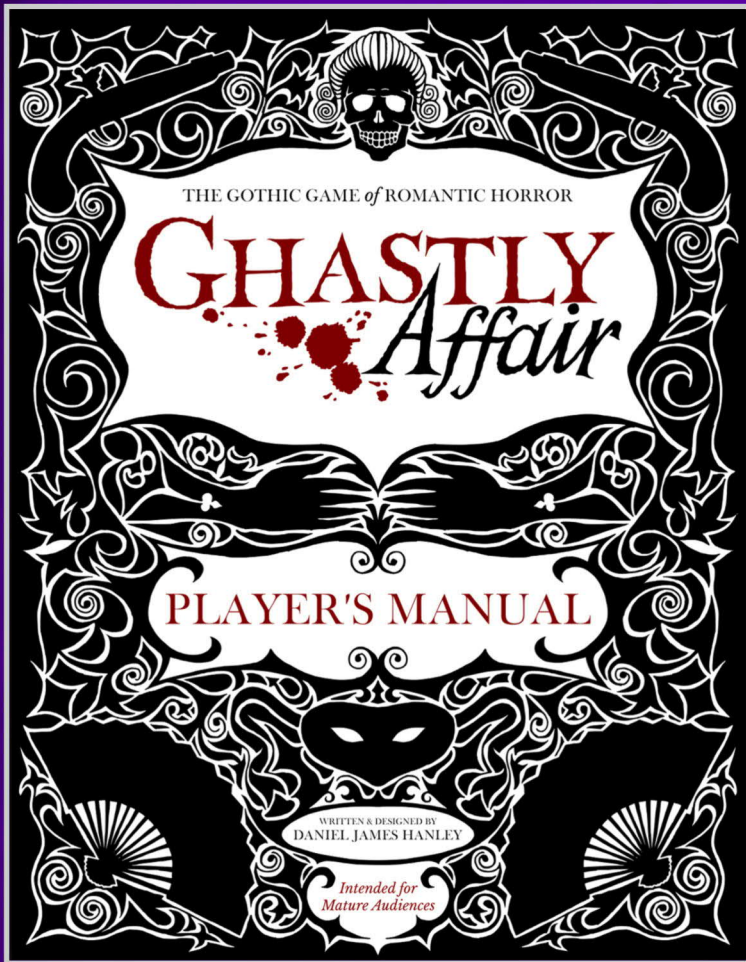
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# Authentic Gothic Roleplaying



# In an Age of Decadence and Disaster!

# Introduction

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Most of the material for “**A Ghastly Companion to Gothic Icons**” first appeared on my blog, **The Engine of Oracles**. I have not striven to be strikingly original or innovative, but rather endeavored to make my interpretations and translations as consistent with the original sources as practical. I have, here and there, interpolated certain things – such as creating a continuing story for Victor Frankenstein and his Creature, or proposing an intense and bitter rivalry between Countess Carmilla Karnstein and Count Dracula. In every case I feel the innovation has been justified by the possibilities created for enjoyable gaming.

The first chapter, “**Those Who Thirst**”, presents three Vampires from classic Gothic stories: **Carmilla Karnstein** (from Sheridan Le Fanu’s “Carmilla”), **Count Dracula** (from “Dracula”, and “Dracula’s Guest” by Bram Stoker), and **Lord Ruthven** (from John William Polidori’s “The Vampyre: A Tale”).

The second chapter, “**Horrors of Science**”, includes the **Clockwork Imposter** (inspired by E.T.A Hoffmann’s “The Sandman”), and interpretations of both **Victor Frankenstein** and his **Creature** directly inspired by Mary Shelley’s classic novel. The book-accurate version of Frankenstein’s Creature presented here is a fast, clever superhuman who speaks aristocratic French, and expresses himself with quotations from Milton.

“**The Unquiet Dead**” is the third chapter. Here you’ll find the **Amorous Revenant**, inspired by Goethe’s “The Bride of Corinth” (which was itself inspired by an ancient Greek story about a young woman named Philinnion). The **Reclaiming Revenant** is inspired by the classic folktale of “The Golden Arm. The inspirations of the **Restless Specter** include the ghost of the “Bleeding Nun” (as recounted in Mathew Lewis’ “The Monk”), and the ghost of Catherine Earnshaw (from Emily Brontë’s “Wuthering Heights”). The **Woman in White** is a common type of ghost reported to haunt lakes across Europe and North America – and many Hispanic readers will already be quite familiar with the legends of La Llorona.

The fourth chapter, “**The Army of Damnation**”, has both literary and occult inspirations. The **Fire King** is drawn from the writings of Matthew Lewis and Walter Scott. The **Hell Beast**, of course, is a template for the creation of Hell Hounds, Hell Horses, and other infernal animals of the type that fill European (and American) folklore. The **Pact Devil** is figure that is well known both from the Hoodoo lore of the American South, and numerous European folktales as well. The **Seducer Devil** is a translation of the lore of the Incubus / Succubus, drawing directly upon the actual medieval legends – with additional inspiration from the demonic seductress Matilda (as described in Lewis’ “The Monk”).

Chapter five, “**Three Very Bad Boys**” begins with the real-life inspiration for Doctor Jekyll and Mister Hyde, **Deacon William Brodie** of Edinburgh. Next is the immortal **Heathcliff**, brooding anti-hero of “Wuthering Heights”. An finally, I present to you the baddest of them all, the **Marquis de Sade** himself!

A single group of friends, lovers, and acquaintances at an summer-long house-party are responsible for laying the foundation for all modern science fiction and vampire stories in the English language. The sixth chapter, “**Villa Diodati, 1816**”, presents write-ups for **Lord Byron** (model for every subsequent “Byronic Hero”), **Doctor John Polidori** (whose satire on Lord Byron, “The Vampyre”, created the image of the vampire as an aristocratic seducer), and **Mary Shelley**, the scandalous teenager whose “waking dream” resulted in the birth of an iconic monster.

The seventh chapter, “**Our Ways Are Not Your Ways**”, gives you a complete system for randomly creating mysterious villages of the type that fill the pages of Gothic stories. It perfectly compliments the random tables found in “A Ghastly Companion to Castles, Mansions, & Estates”, and is a product of the same research that produced that book.

The first Appendix is a set of fun tables for creating the baroque and melodramatic titles typical of the original Gothic novel. The second Appendix gives you more-or-less official guidelines for converting the creatures found in the “**Ghastly Affair Presenter’s Manual**” for use in various Old-School fantasy role-playing games.



## What is "Romantic Horror"?

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**Ghastly Affair** is the "Gothic Game of Romantic Horror". But what exactly is "Romantic Horror"? The "Horror" part of the phrase is generally understood, but how can "Horror" also be "*Romantic*"? The question is perhaps further confused by the three meanings of "Romantic" – one relating to expressions of love, the second relating to literary and artistic "Romanticism", and the third relating to the historical period sometimes called "The Romantic Era". In the case of **Ghastly Affair**, all three meanings are intended.

In the 18<sup>th</sup> century, the word "romance" was used to indicate what would be called "fantasy" today. A story that had fantastic and supernatural elements was deemed a "Romance", and thus the original Gothic novels were (and are) called "Gothic Romances". *Romanticism* was a historical movement of writers, artists, and musicians who promoted imagination, and free expression of personal truth. Literary Romantics included the poets Coleridge, Wordsworth, and Byron, and writers such as Novalis and Chateaubriand who followed Goethe. Beethoven was the premier musical Romantic. Artistic Romanticism was epitomized by the works of Friedrich, Turner, and Delacroix. The great Romantic artist Hoffmann wrote, drew, and composed music. Where 18<sup>th</sup> century Classicism valued order, symmetry, rationality, restraint, and the mundane world, Romanticism

concerned itself with catastrophes, irregularity, emotion, freedom, and the supernatural. Classicism promoted the power and perfectibility of humanity – Romanticism instead emphasized the power and perfection of Nature. Romanticism also had a distinct tendency towards the morbid. In many cases, literary Romanticism was just a polite cover for writings that would otherwise have been tarred with the disreputable label of "Gothic". Coleridge's "Rime of the Ancient Mariner", a cornerstone of Romantic poetry, is really a hallucinatory story of supernatural horror in verse. The modern Horror genre in fact is a development from the Gothic genre so heavily intertwined with Romanticism. It isn't so much that Gothic is Horror plus Romance, as the modern Horror genre is Gothic minus the Romanticism.

**LOVE**, to the Romantics, was the greatest force of all, and staying true to love was more important than life itself. Love and death for them were often the two heads of a single beast. The most thrilling kiss is delivered on a precipice, under threat of fatal punishment, in defiance of some terrible authority, because one obeys the supreme authority of *desire*. The monsters that move through the pages of Gothic novels are the rampaging incarnations of desire – terrible and irresistible. The Horror of **Ghastly Affair** is Romantic, not only because it concerns itself with the dark corners of desire, but also because it works through the themes and motifs of Romanticism. It is the simultaneous stirring of terror and attraction, which erupts in an irrepressible expression. Characters in **Ghastly Affair** may find themselves bound in love to monsters of every kind, whose monstrosity itself is magnetic. They exist in a world where reason breaks down, and the shadows are alive with incomprehensible things. This world of horrors is filled with lovely people, places, and things, some possessed of a beauty so extreme it terrifies. **Romantic Horror** is being overcome with the feeling of arousing panic, of being uplifted by fear, of inviting the lovely darkness to consume you.

*First Published on "The Engine of Oracles" blog.*

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# Those Who Thirst



# Those Who Thirst

## Carmilla Karnstein (1798)

*The obsessive lover – and bloodthirsty killer – of lonely young women*

**Full Name:** Mircalla, Countess Karnstein  
**Aliases:** Carmilla, Millarca (her aliases are always anagrams of “Mircalla”)

**Class:** Everywoman (Aristocrat) / Vampyre

**Level:** 5 / 10

**Appearance/Most Memorable Characteristic:** A stunningly beautiful young woman with large dark eyes, fine features, thick golden-brown hair, and a slim figure. Her manner is graceful but languid. She has extremely sharp, cat-like fangs that she does her best to avoid showing.

**Apparent Age:** About 20

**Charisma:** 20 **Intelligence:** 14 **Wisdom:** 12

**Strength:** 8 (22 when uses her Inhuman Strength) **Dexterity:** 10 **Constitution:** 8

**Perversity:** 15

**Assets:** Incredibly Beautiful

**Afflictions:** Obsessive

**Speed:** 9 (10 in wildcat form)

**Hit Points:** 60

**Attacks:** 1 (bite or punch – Carmilla dislikes changing into Vampyric Form to use her claws, but may attack in wildcat form.)

**Damage Bonus:** +12

### Everywoman Special Abilities:

- Profession (Aristocrat).
- Avocation (Actress).
- Affection (Young Women).
- Inheritance. (The ruined village and castle of Karnstein)
- Social Contacts (Twenty allies at the highest levels of Styrian society, plus numerous servants bound in *Dark Devotion*.)

### Vampyre Special Abilities:

- Assume Vampyric Form
- Revenant Immunities
- Rise From Death
- Supernatural Combatant
- Vampyric Powers: *Hypnotism, Inspire Dark Devotion, Inhuman Strength, Unnatural Charisma, Inflict Love, Transform Self into Cat, Bond With Victim, Create Vampyre, Walk Through Walls, Walk Through Shadows.*

### Everywoman Weaknesses:

- Phobia (Funerals)
- Prejudice (Peasants)

### Vampyre Weaknesses

- Blood-Lust
- Vampyric Debilities:
  - *Affected by Holy Symbols*
  - *Cannot Enter Homes Uninvited*
  - *Must Rest in Original Tomb (1 hour per day)*
  - *Permanent Fangs*
  - *Haunted*
  - *Hunted*
  - *Obsessive Love*
  - *Vulnerable to Iron*
  - *Vulnerable to Holy Water*
  - *Obsessed with Anagrams* (can only use aliases that are anagrams of “Mircalla”)

**Typical Equipment Carried:** A lovely dress. Antique jewelry. A valise (with dresses, chemises, a hand mirror, combs, and other small personal items).

**Residence:** Her tomb in the deserted village of Karnstein, in Styria (southeast Austria). A household with a lone young woman.



## Carmilla's Background

- **1678:** Mircalla Karnstein is born in Castle Karnstein in Styria. The Karnsteins are already renowned for their bloodthirsty natures and infamous crimes.
- **1698:** Mircalla, Countess Karnstein is killed by a Vampyre in her family castle, and cursed to become one herself.
- **1718:** The Village of Karnstein becomes plagued with Vampyres. The Baron Vordenburg, a Demon Hunter who had been living in Moravia, takes it on himself to destroy all the Vampyres of Karnstein. Unfortunately, the Baron had actually been Mircalla's lover in his youth. Unable to bring himself to destroy her body, he instead destroys the monument over her tomb, and thus obscures the site of her burial. In his old age, however, he becomes overcome with guilt and records the actual location of Mircalla's tomb for posterity.
- **1798:** The village and castle of Karnstein lie in ruins.

## Personality and Role-Playing Notes



Carmilla affects a weak and helpless demeanor to worm her way into households, but if cornered at night, she is a truly fearsome opponent. A favorite scheme is to find an estate or castle housing a beautiful but lonely young woman, and then fake a carriage crash nearby. She will then have one of her servants or allies (masquerading as her mother) beg the owner of household to take Carmilla in as she recuperates. During the day Carmilla moves slowly but gracefully, and speaks as if

half-asleep. She can fly into sudden rages, however, if she encounters a funeral, feels a peasant is being insolent, or thinks that someone is about to discover her true nature.

While she had a male lover before her death, Carmilla now strongly prefers attractive young women as both victims and objects of affection. She will kill any convenient woman merely to satisfy her hunger, but the one women chosen as her beloved will be showered with affection and grandiose declarations of eternal love by day, even as she become the Vampyre's prey at night.

Carmilla is always being stalked by some Demon Hunter or distraught father, but has so far managed to kill, corrupt, or elude every one. She avoids assuming full Vampyric form, preferring to feed while in the shape of a wildcat. She is very sensitive about her permanent, cat-like fangs, and will try everything within her power to silence anyone who calls attention to them.



## Carmilla in Your Game

It is Carmilla's curse to always be the cause of her love's destruction. A beautiful female True Innocent would be in particular danger from Carmilla, as the Countess could not help falling into deadly love with such a young woman. She regards all the young women of Styria as her personal harem, and will not tolerate them being victimized by any other supernatural creature – especially another Vampyre.

Carmilla has a contentious relationship with several other supernatural beings. As mentioned in "[A Ghastly Potpourri](#)", she particularly hates the Christmas Devil Krampus, as whose hands she once suffered a humiliating birching. If she could, she would destroy Krampus' master, Saint Nicholas (who is also the Heavenly patron of the young women upon whom Carmilla feeds). Her most recent rivalry is with the Master Vampyre who calls himself "[Count Dracula](#)". The arrogant Count severely underestimated Carmilla in their first encounter, and was subsequently driven from Styria. Carmilla knows he is unlikely to make the same mistake again.

Of the three Master Vampyres still existing in Europe (herself, Count Dracula, and Countess Elizabeth Bathory), Carmilla is definitely the least evil. Although tainted and doomed by her Vampyric hunger, her love for her chosen ones is genuine and deep. Unlike Countess Bathory, Carmilla does not inflict unnecessary suffering upon her victims, or revel in their pain. Most of her servants serve her willingly, on account of her charming personality and breathtaking beauty.

Despite her need to rest at least an hour a day in her tomb, Carmilla's ability to *Walk Through Shadows* means she could be encountered in places as far away as Vienna, Venice, Prague, Munich, or Buda. Since she is always being hunted, PCs who face Carmilla should be able to obtain aid against her. They might come into possession of the original Baron Vordenburg's papers, or even meet one of the Demon Hunters descended from him! Note that the PCs will most likely be encountering Carmilla before the events described in the eponymous novella (set circa 1848). If they actually destroy her, assume that Le Fanu wrote "Carmilla" based on stories he heard about the PC's experiences!





## Count Dracula (1801)

*Necromancer, Warlord, and Master Vampyre*

**Full Name:** Voivode Dracula

**Aliases:** Count de Ville, Count Wampyr

**Class:** Magician / Vampyre

**Level:** 10 / 10

**Appearance/Most Memorable Characteristic:** A tall and thin old man dressed completely in black. When he is undisguised he wears a long, white mustache, and the teeth within his red mouth are unusually long and sharp. His eyebrows are very bushy, and almost meet at the high bridge of his nose. His ears are notably pointed, and his forehead high and domed. Hair grows in the palms of his hands.

**Apparent Age:** 70 (Often uses *Alter Self* to appear younger and more handsome.)

**Charisma:** 17 **Intelligence:** 17 **Wisdom:** 17

**Strength:** 22 (due to Talisman of *Increase Strength*. 18 Natural. 26 with *Inhuman Strength*)

**Dexterity:** 18 (22 with *Blazing Dexterity*)

**Constitution:** 18

**Perversity:** 19

**Assets:** Military Commander, Manservant Skills

**Afflictions:** Overconfident, Easily Angered

**Speed:** 9

**Hit Points:** 40

**Attacks:** 1 (sword, or bite and claws in Vampyric Form)

**Damage Bonus:** +13

### Magician Special Abilities:

- Esoteric Knowledge
- Use Incantation (only when wearing his Amulet)
- Perform Ceremony
- Create Talismans (Currently wearing a Talisman of *Increase Strength*)
- Employ Pact.

### Vampyre Special Abilities

- Assume Vampyric Form
- Revenant Immunities
- Rise from Death
- Supernatural Combatant
- Vampyric Powers: *Spider Climb, Obscuring Mist, Inhuman Strength, Blazing Dexterity, Gaseous Form, Summon Dark Beasts, Transform Self Into Bat, Transform Self Into Wolf, Bond With Victim, Create Vampyre.*

### Magician Weaknesses:

- Magical Implement (*see below*)
- Power Object (A gold and ruby amulet that serves as both)

### Vampyre Weaknesses:

- Blood-Lust
- Vampyric Debilities:
  - *Affected by Holy Symbols*
  - *Cadaverous Skin Color*
  - *Cannot Enter Homes Uninvited*
  - *Cannot Cross Running Water*
  - *Cold as a Corpse*
  - *No Reflection in Mirror*
  - *Hairy Palms*
  - *Permanent Fangs*
  - *Repelled By Garlic*
  - *Must Rest in Native Soil.*

**Typical Equipment Carried:** A fine suit of black clothes. A black cloak. An amulet of gold and ruby on a golden chain (his Magical Implement and Power Object). A garnet ring (Talisman of *Increase Strength*). A dueling sword.

**Residence:** Castle Dracula, Transylvania. Recently, a ruined manor in an abandoned village near Munich.

### *Spells Known by Count Dracula*

**Incantations:** *Alter Self, Beguile, Bind Spirit, Charm Person, Dimension Door, Enlarge Person, Hypnotism, Major Creation, Raise Storm, Read Minds, Shrink Person, Sleep, Speak With Dead, Unseen Servant.*

**Ceremonies:** *Conjure Monster III, Summon Spirit III.*

**Talismans:** *Increase Strength, Increase Dexterity.*

**Pacts:** *Create Vampyre* (must feed 8 hit points worth of his own blood to a subject, and call upon the Incarnation of Life-in-Death).

## Dracula's Background

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Count Dracula was born in the early 15<sup>th</sup> century to an ancient noble family descended from Attila the Hun. His family's castle was situated high atop a cliff in the eastern part of Transylvania, deep in the Carpathian mountains. In his youth he studied all the arts and sciences, culminating in a stay at the infamous Scholomance, where he was taught necromancy by Satan. After he took control of his family lands he distinguished himself by repeatedly raising armies and attacking the Ottoman Empire. He was a ruthless and calculating commander, who would not hesitate to abandon the field (and his troops) if the battle turned against him. After his death he rose again as a Vampyre, and retreated to his family castle. Over the centuries his family died out, leaving him the sole representative of the once illustrious house of Dracula.

In 1801, Count Dracula traveled to Gratz in Styria, seeking vengeance on the house of Dolingen – descendants of a knight who once deserted his cause. He began the seduction of the beautiful Countess Dolingen, with the intention of eventually transforming her into a Vampyre. While he was in Styria, however, he made the mistake of also feeding from a young woman beloved by the Vampyre Countess Mircalla – better known as Carmilla. After Carmilla demanded that Dracula leave Styria, he foolishly challenged the frail-looking woman to direct combat. The foolhardy Dracula barely escaped destruction at the hands of Carmilla and her allies, and her devoted servants killed all but one of the Szgany traveling with the Count. Dracula fled with his coffin to Munich, and took residence in the ruined manor house of a cursed and abandoned village near the city. From there he employed his mental bond with the Countess Dolingen, and persuaded her to leave her husband and come to him. When she arrived, Dracula glutted himself on her blood, and transformed her into a Vampyre. Dracula took wicked satisfaction in the fact that the Countess' disgraced family chose to erect her tomb in the same deserted village where her body was found, rather than bring her home to be buried with her kin.

## Personality and Role-Playing Notes

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Count Dracula's personality is complex and often contradictory. He is a hospitable host, and will treat guests with elaborate courtesy. He has been forced to be his own manservant, so unlike most aristocrats, he does not disdain manual labor. He will not hesitate to help porters, drive a carriage, or perform even the most menial tasks. Although he no longer bothers to consume anything other than blood, he is an excellent cook. He is no longer interested in displays of wealth, and simply keeps all his money in a large pile in the room that once was his bedchamber. On the other hand, he is easily angered, with a vengeful nature. In fact, his entire existence is centered around obtaining revenge for real and perceived slights (many of which occurred centuries ago). He will frequently engage in acts of pure spite and perversity, even when doing so needlessly exposes him to real danger. Dracula is a master of strategy, but his overconfidence can often be exploited by his enemies. He is

quick to attack, but just as quick to flee when a fight turns against him. Dracula often uses magic to change his appearance, particularly to make himself appear as he did in his youth.

## Count Dracula in Your Game

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Dracula's campaign against the Ottomans attracted the aid of many foreign knights, almost all of whom eventually deserted him on account of his ruthlessness and cruelty. Now, the Count is engaged in perpetual plots of vengeance against their descendants, among whom are the Styrian house of Dolingen, and the British Holmwood family. Dracula's preferred method of operation is to attack the women of a family while they sleep, eventually transforming them into Vampyres. Dracula abandons most of these undead women, because the ultimate stage of his vengeance consists of forcing the men who once loved them to be the instruments of their destruction. Occasionally, however, he chooses certain of his enemies' wives to reside with him as concubines.

Dracula is served by a clan of "Szgany" (Hungarian Gypsies of Romany descent) who fear his wrath. They arrange for the transport of his coffin (and earth from his grave) whenever he desires to travel, defend him and his castle while he slumbers, and otherwise protect him. These "Szgany" could be potentially powerful allies against the Count, but convincing them to betray him would require almost miraculous powers of persuasion.

*It is common to identify the Count with the historical Vlad Tepes (the Impaler), and Van Helsing himself does so in the text of "Dracula". However, Dracula definitively claims to be ethnically Szekely in the book, while the historical Vlad Tepes was actually Wallachian. I recommend treating Count Dracula as a wholly fictional character whose life story happens to echo that of the real Vlad Tepes.*

Player Characters might encounter Dracula while he is hunting, or as he pursues one of his schemes of revenge. They might be forced by a storm to take shelter at his home, and initially enjoy the Count's hospitality. Dracula might also pose as a distraught father in order to commission a Demon Hunter to destroy his rival Carmilla. Of course, one of the PCs also might be a member of a family against which Dracula has sworn vengeance. Alternately, a Magician character might seek out Count Dracula as a mentor in sorcery. Dracula might even openly ally himself with the PCs, if they are working against one of his enemies. If encountered away from Castle Dracula, remember that the Count must rest in his native earth every night. Wherever he is, he must first have established a lair, and have had soil from his grave somehow transported there.

Although it would make the events of the novel "Dracula" impossible, Player Characters should not be prevented from destroying the Count if they can. In such case, Bram Stoker eventually writes "Dracula" based upon the stories he heard about the PCs. Alternately, the Presenter could follow the precedent of the numerous "Dracula" movies, and assume that the Count always finds some way to reform his body and resume his reign of terror.



## Lord Ruthven (October, 1813)

*High Society seducer, and cold-blooded killer*

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**Full Name:** Lord Ruthven (his true full name is unknown)

**Aliases:** The Earl of Marsden

**Class:** Libertine / Vampyre

**Level:** 2 / 4

**Appearance/Most Memorable Characteristic:** A well-dressed but distressingly pale man, with black hair, and dead gray eyes.

**Apparent Age:** Late 20's

**Charisma:** 17 **Intelligence:** 11 **Wisdom:** 9

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

**Perversity:** 18

**Assets:** Master of High Society

**Afflictions:** Compulsive Gambler

**Speed:** 9

**Hit Points:** 25

**Attacks:** 1 (dagger in human form, teeth and claws in Vampyric Form)

**Damage Bonus:** +5

### Libertine Special Abilities:

- Disguise
- Dueling
- Fraud
- Sneak
- Seduction

### Vampyre Special Abilities:

- Assume Vampyric Form
- Revenant Immunities
- Rise From Death
- Supernatural Combatant
- Vampyric Powers: *Hypnotism, Inspire Dark Devotion, Inhuman Strength, Unnatural Charisma*

### Libertine Weaknesses:

- Faithless Lover
- Fascinated By Innocence

### Vampyre Weaknesses:

- Blood-Lust
- Vampyric Debilities:
  - *Cadaverous Skin Color*
  - *Strange Eyes* (dead gray)
  - *Obsessive Love*
  - *Restored by the Moon*

**Typical Equipment Carried:** A set of clothes in the latest style. High boots. A fine hat of beaver fur. An ataghan (long, curved Turkish dagger). A walking stick. 1000p in bank notes.

**Residence:** London, but enjoys traveling to Italy and Greece.

## Lord Ruthven's Background

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Lord Ruthven's actual background before 1812 is unknown. Nothing about any personal history he reveals will stand up to investigation. He will claim various titles to impress women, but none of them can be verified. All anyone will ever be able to uncover is that he seems to owe considerable amounts of money to various creditors, all of whom believe different things about his actual identity.

- **January 1812:** Lord Ruthven appears in London. He makes the acquaintance of a young man named Aubrey.
- **June 1812:** In debt, Lord Ruthven leaves England for the Continent. He is followed by Aubrey, who decide to make the trip his Grand Tour. Lord Ruthven visits every gambling house he can along the way.
- **Early July, 1812:** Lord Ruthven arrives in Rome, where he begins the seduction of a Countess' daughter.
- **Late July, 1812:** Aubrey quarrels with Lord Ruthven about the latter's dishonorable intentions towards the Countess' daughter, and leaves for Greece. Lord Ruthven secretly follows him.
- **August 1812:** Under cover of night Lord Ruthven murders Aubrey's beloved, a young Greek woman named Ianthe. He is surprised by Aubrey, who does not recognize him in the darkness of a hut where the two accidentally meet. Lord Ruthven is about to also kill Aubrey when he is confronted by villagers bearing torches. He flees into the night. Later, Lord Ruthven appears and tends to the unsuspecting Aubrey as the young man lies delirious in bed.
- **September 1812:** Lord Ruthven and Aubrey wander Greece, visiting ruins.
- **Late September, 1812:** Lord Ruthven and Aubrey are ambushed by bandits during the day. Lord Ruthven is mortally wounded, but he makes Aubrey promise to expose his body to the moonlight after death. He also makes Aubrey swear not to reveal his crimes, or the fact of his death, for a year and a day.
- **January, 1813:** Lord Ruthven appears again in England, and begins using the title "The Earl of Marsden". When Aubrey sees him, Lord Ruthven reminds him of his solemn oath. Lord Ruthven begins the seduction of Aubrey's sister.
- **Late September 1813:** Lord Ruthven marries Aubrey's sister, making Aubrey so furious and distraught that he bursts blood vessel in his brain, and dies shortly thereafter. Lord Ruthven murders his new wife, and leaves for the continent.



## Personality and Role-Playing Notes

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Lord Ruthven is an aggressive seducer of women, who takes great delight in corrupting innocent maids and happily married ladies, but is bored by wanton women. He appears to take little actual pleasure from life, but acts with desperate intensity. He can nonetheless be quite charming when he cares to, and will appear to be a great friend. In fact he is a heartless manipulator, and will eventually betray any companion. He especially loves to kill those beloved by his misguided associates. Lord Ruthven loves to lavish gifts upon criminals and drug addicts, but will not show the least charity to the guiltless poor.

## Lord Ruthven in Your Game

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Lord Ruthven is likely to be found haunting London High Society (the “Ton”), but could also be encountered at parties in Rome or Venice. Travelers to the ancient ruins of Greece could find him there, apparently sight-seeing (but actually looking for his next victim). Any True Innocents will naturally be singled out for seduction and eventual murder. If any of the Players have actually read Polidori’s “The Vampyre”, the Presenter should have Lord Ruthven initially use a new alias. The ideal time for PCs to encounter Lord Ruthven is after October of 1813. If PCs encounter and destroy him before 1812, however, that just means that John Polidori’s novella was inspired by a story he heard regarding the “real” Lord Ruthven!



# Horrors of Science



# Horrors of Science

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## Clockwork Impostor

*An automaton designed to cleverly mimic a real human being.*

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**Creature Class:** Monster (Can be used as a Monstrous Servant by a Mad Scientist.)

**Number Appearing:** 1 – 10

**Initial Impression:** A person with attractive facial features, but a noticeably stiff manner.

**Size:** Human-sized

**Perversity:** 9

**Disposition:** Determined

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

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

**Speed:** 9

**Armor Class:** 4

**Hit Dice:** 1

**Attacks:** 1 (fist or weapon)

**Special Abilities:** Programmed Skills; Fearless; Immune to Poison, Disease, and Nausea; Immune to Fascination Effects.

**Weaknesses:** Limited Vocabulary, No Sense of Taste or Smell.

**Assets:** None

**Afflictions:** Dull Conversationalist

**Preternatural Powers:** None

**Natural Habitat:** The laboratories of Mad Scientists, cabinets of curiosities, salons, and balls.

**Level:** 1

Clockwork Impostors are creations of Mad Science – sentient automatons of wood, metal gearing, India rubber, oilcloth, human hair, and wax that masquerade as real human beings. They are made to be servants, companions, and even assassins, and will be dressed in clothing appropriate to their apparent gender and use. They are intelligent, but noticeably dull in conversation. Clockwork Impostors are self-aware and capable of some independent decision making, but will never disobey a command given to them by their creator. They can ape the expression of love, but never actually feel the emotion.

Despite representing the height of automaton technology, a Clockwork Impostor is still not a perfect imitation of a human being. A successful Wisdom Check will reveal that the thing moves in a curiously stiff manner, its face is strangely inexpressive, and its eyes seem lifelessly glassy. It possesses no body heat or odor. A Clockwork Impostor is not usually able to consume food or drink, a fact that can be used to reveal its true nature. Its vocabulary is limited, and it has trouble reacting appropriately to unexpected situations. And of course, it needs to be wound up every 8 hours (unless its creator is also capable of fitting it with a device that provides *Perpetual Motion*).

Sometimes a Clockwork Impostor is built to impersonate and replace a specific person. Acquaintances of that person are entitled to a Wisdom Check (made secretly by the Presenter). Those that succeed will know that the Impostor is not who it claims to be – although the realization will not extend to knowing the true nature of the thing.



## Clockwork Impostor Special Abilities

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**Programmed Skills:** A Clockwork Impostor is programmed to possess the skills of a Profession, such as Musician or Soldier. This ability is similar in every respect to an Everyman's Profession, allowing the Impostor to automatically succeed at simple tasks, and granting a +1 Bonus on attempts to do extraordinary work. Some Clockwork Impostors are built so that they can be reprogrammed for different Professions, by exchanging toothed metal cylinders located inside their bodies. In all cases, however, a Clockwork Impostor is incapable of true creativity – it can faithfully imitate, but never innovate. One can be programmed to be a painter capable of flawlessly accurate portraits, but it will have no imagination to depict anything it does not actually see. A Clockwork Impostor could sing a song written by another, but not compose a new one of their own.

**Fearless:** Clockwork Impostors have no regard for their own safety, and never check Morale.

**Immune to Fascination Effects:** A Clockwork Impostor is immune to all Preternatural effects which manipulate minds or emotions.

**Immune to Poison, Disease, and Nausea:** Since it has no flesh or organs, a Clockwork Impostor cannot be poisoned, catch disease, or be nauseated. Likewise, it cannot be harmed by smoke inhalation, or toxic fumes.

## Clockwork Impostor Weaknesses

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**Limited Vocabulary:** A Clockwork Impostor's spoken vocabulary is limited to about 100 distinct words and phrases (although it can understand anything said to it in the language it is programmed to speak). Observant people may notice how the Impostor constantly asks the same questions, and repeats the same answers. Clockwork Impostors are seldom programmed with many proper names in their vocabulary, and so may avoid addressing people directly.

**No Sense of Taste or Smell:** A Clockwork Impostor can see, hear, and feel, but cannot detect odors, or taste flavors.

## Clockwork Impostor (for OSR games)

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**Number Appearing:** 1 – 10

**Size:** Medium

**Alignment:** Neutral

**Morale:** Fearless

**Intelligence:** 10

**Move:** Human speed

**Armor Class:** 6 (or 14)

**Hit Dice:** 1

**Attacks & Damage:**

Punch (1d4), or

Weapon (by weapon type)

**Special:**

\* Possesses a Secondary Skill, Profession, or Non-weapon Proficiency

\* Immune to all Mind Magic

\* Immune to Poison and Poison Gas

\* Immune to Disease

\* Immune to Nausea effects

\* Spoken vocabulary limited to 100 words and phrases.

\* No Sense of Smell or Taste

\* If observer Saves versus Spells they will notice the Impostor is not what it seems.

**Saves:** As Fighter 1

**Challenge:** a single 2nd Level character, or two 1st level characters.

# Victor Frankenstein (1798)

*The Modern Prometheus*

**Full Name:** Victor Frankenstein

**Aliases:** Doctor Frankenstein

**Class:** Mad Scientist

**Level:** 7

**Appearance/Most Memorable Characteristic:**

Well-dressed, but sullen and wild-eyed. Prone to gnashing his teeth.

**Age:** 29

**Charisma:** 11 **Intelligence:** 19 **Wisdom:** 9

**Strength:** 9 **Dexterity:** 12 **Constitution:** 15

**Perversity:** 14

**Assets:** Talent for Science

**Afflictions:** Obsessive (currently obsession is destroying his Creature)

**Speed:** 9

**Hit Points:** 28

**Attacks:** 1 (pistol or dagger)

**Damage Bonus:** +2

## Mad Scientist Special Abilities:

- Academic Credentials (University of Ingolstadt)
- Laboratory (A mobile set-up that can be transported in a wagon)
- Mad Inventions
  - Ointment of *Close Wounds* (7 doses)
  - Magnetizing rod of *Mending* (7 uses)
  - Powder that will *Purify Food and Drink* (7 doses)
  - Eyewash of *Nightvision* (7 doses in vial)
  - Glass globe filled with a chemical that will emit *Light* when shaken properly (7 uses)
  - Ointment of *Ignore Pain* (7 doses)
- Monstrous Servants (see below)
- Scientific Knowledge

## Mad Scientist Weaknesses:

- Attracts Angry Mobs
- Incurable Madness (Manic-Depression with Hallucinations)

**Typical Equipment Carried:** 1 set of fine clothes. A personal journal detailing his pursuit of his creature (on many pages of which are also scrawled pleas for “William”, “Justine” “Henry” and Elizabeth” to forgive him). A loaded pistol. A dagger. A purse with 5,000p in local currency. Mad Inventions (see above).

**Residence:** Originally Geneva – now of no fixed abode.



## Victor Frankenstein's Background

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Victor Frankenstein was born to a wealthy family in Geneva, the son of Alphonse and Caroline Frankenstein. As a boy he became fascinated with electricity after seeing a tree blasted by lightning. He read the books of ancient alchemists and magicians, hoping to replicate their abilities.

A brilliant student, he studied chemistry at the University of Ingolstadt (home of the Bavarian Illuminati). There he isolated the force that animates all life, and discovered how he could bestow it upon dead flesh. He built a humanoid Creature from stolen corpses and animal parts scavenged from slaughterhouses, but fled from the laboratory in horror once it awoke. When Victor returned, the creature was gone.

Returning to Geneva, Victor discovered his young brother William had been killed by the Creature, who also framed Victor's beloved family servant Justine for the murder. The Creature confronted Victor in the mountains, and after relating the sad tale of his miseries among humanity, demanded that Victor create a female to be his mate. Victor consented, and after some wandering he retired to Scotland to build a female body. Overcome by fear of her potential for evil, however, he destroyed the female body before reanimating her.

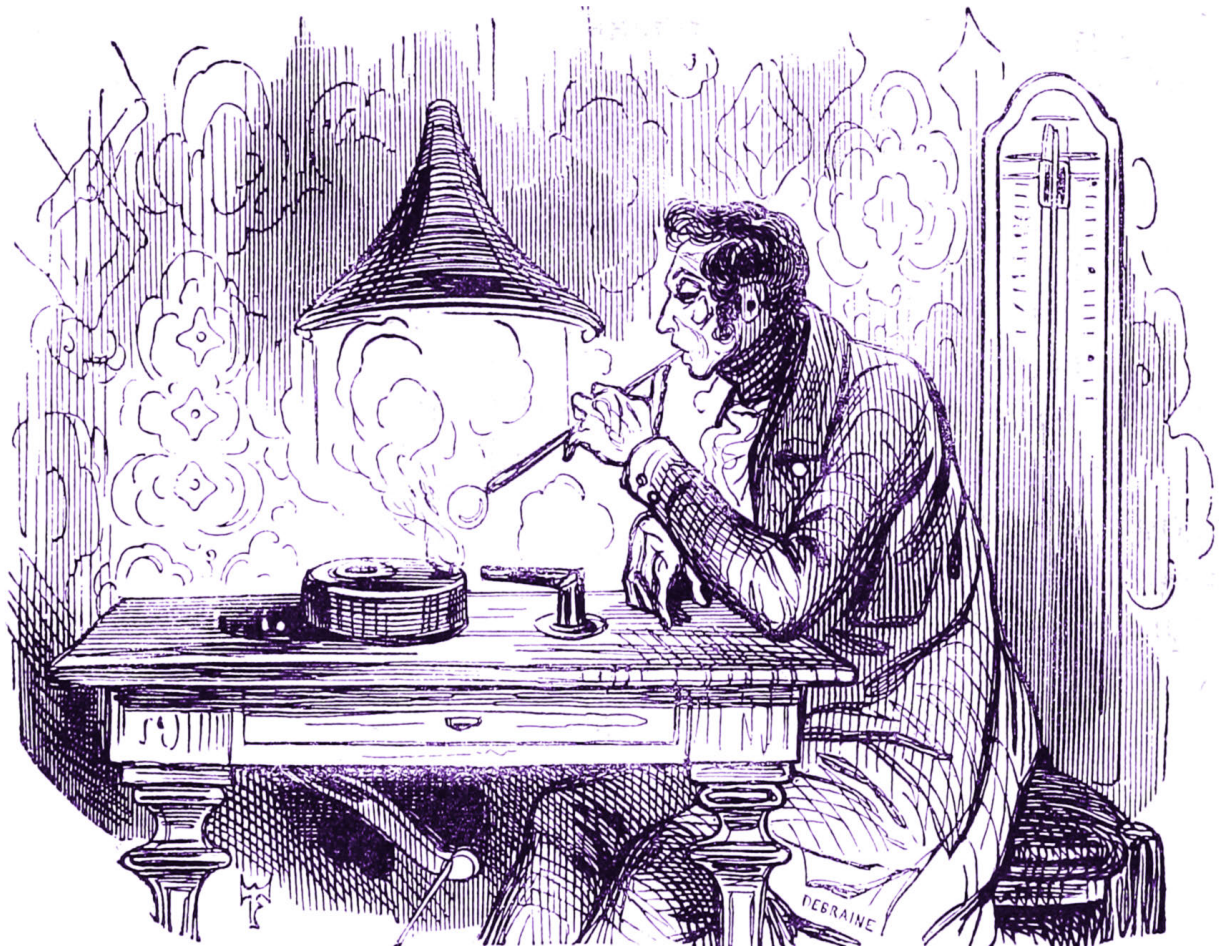
The betrayed Creature promised revenge against Victor, and murdered his creator's friend Henry Clerval (a crime for which Victor was later detained in Ireland). Victor eventually returned to Geneva, where he married his beloved cousin Elizabeth. On their wedding night, however, Elizabeth was strangled by the vengeful Creature. Driven completely mad by the experience, Victor swore to chase the Creature and finally destroy him.

Lured to the Arctic by his creation, Victor was found by an explorer's ship. Delirious and overcome by the elements, he related his story to the ship's captain, and apparently expired. Frankenstein didn't actually die on the ship, however, but was brought to England instead. He and the Creature now chase each other across Europe. Frankenstein seeks to finally destroy the Creature, as the Creature plots to inflict ever more miseries upon his creator.

## Personality and Role-Playing Notes

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Victor is sensitive and well-spoken, but suffers from alternating fits of ranting mania and morbid melancholy. He sometimes talks to his dead family and friends as if they were there, and will insist that invisible spirits aid him. He is consumed with profound guilt and shame, and feels responsible for everyone his Creature has killed. Victor's first language is French, but he also speaks fluent German and English. He speaks some Russian as well, but is not fluent.



## Victor Frankenstein in Your Game

Victor could be a family friend of one of the Player Characters, arriving on their door bearing a letter of introduction (and with his mobile laboratory in tow). Alternately, they could encounter him at an inn, or in an academic setting. He will tell his story to whoever will listen. Since Victor went to University in Ingolstadt, Presenters who want to introduce some intrigue into their games could make him a member of the Bavarian Illuminati. Mad Scientists who want to learn the secret of reanimation might seek out Frankenstein. Perhaps Victor is himself creating another Wretch to help him destroy his first creature, and requires the aid of a Player Character Grave Robber. Maybe he has already created a second (or even third) creature that has also gone rogue, and now Frankenstein has to contend with multiple monsters that hate him!

The Mad Inventions indicated are ones that fit in with Victor's actions and character as described in the novel. If you would rather make a completely-deranged Victor into a terrifying Antagonist for the PCs, give him these Mad Inventions instead of the ones listed above:

- Vial of a drug that allows him to *Beguile* (7 doses)
- A salve that will *Cure Light Wounds* (7 doses)
- A tube that shoots *Lightning Bolts* (7 uses)

Also, give him a 7th Level Degenerate (or possibly a new Reanimated Wretch) as a Monstrous Servant. In that case, Frankenstein's original Creature might become a powerful ally for the PCs.



## Frankenstein's Creature (1798)

*Victor Frankenstein's tragic creation, dark twin, and sworn enemy.*

**Full Name:** The creature has no name.

**Aliases:** The Daemon, The Fiend, The Monster, The Wretch

**Creature Class:** Monster

**Level/HD:** 5

**Appearance/Most Memorable Characteristic:** An eight-foot tall man with yellowish skin textured like mummy's, but who is shockingly fast and agile. His hair is long and lustrously black, and his pale, watery eyes are sunken in their sockets. His cheeks are likewise sunken, and his lips are a straight black gash across the face. His veins and ropy muscles are prominent under his almost translucent skin, and he appears to have no body fat at all. On close examination his facial features appear to be a grotesque parody of Victor Frankenstein's.

**Age:** 6

**Charisma:** 8 **Intelligence:** 15 **Wisdom:** 10

**Strength:** 40 **Dexterity:** 18 **Constitution:** 20

**Perversity:** 14

**Assets:** Resistant to Cold Weather

**Afflictions:** Obsessive (inflicting misery on Victor Frankenstein, obtaining a mate)

**Armor Class:** 6

**Speed:** 13

**Hit Points:** 30

**Attacks:** 1 (strangle, punch, or weapon).

**Damage Bonus:** +5

### Reanimated Wretch Special Abilities:

- **Difficult to Control:** Any attempt to control the mind or emotions of Frankenstein's Creature through Preternatural means will provoke a random reaction similar to the spell *Confusion*.
- **Fast Learner:** Frankenstein's Creature learns languages and other complex subjects in half the usual time. He needs only be shown an action once to remember how to perform it.

### Reanimated Wretch Weaknesses:

- **Emotionally Unstable:** Frankenstein's Creature has great difficulty controlling his emotions. He can turn from despondent to furious in the course of a conversation. Canny opponents can manipulate him by playing on his feelings, although (as in indicated above) any attempt to do so through Preternatural means will almost certainly end in catastrophe.

**Typical Equipment Carried:** A set of clothes re-sewn from smaller ones. A loaded musket (modified for his hands). 3 loaded pistols (modified for his hands). A large knife. A haversack filled with preserved food. A pouch with bullets and wadding. A powder horn.

**Residence:** Wherever Victor Frankenstein is.

## The Creature's Background

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The Creature was awakened to life in Ingolstadt, but found himself abandoned and alone. His mind blank, he grabbed a nearby object and wandered off into the night. He eventually found himself hiding out in a hovel attached to a farmhouse inhabited by a family of French exiles. By watching them he learned to speak and read. When he tried to reveal himself, however, they rejected him and fled the farm. After learning to read the Creature realized that the object he took from the laboratory was Victor Frankenstein's journal. Reading it, he realized what he was, and sought his creator's home. In Geneva he found Victor's young brother, killed him in a fit of rage, and framed a family servant for the murder. He confronted Victor in the mountains around Geneva, and told Victor that if he would create a mate for the Creature, the two of them would leave to live in the wilds of South America, away from humanity.

The Creature followed Victor all the way to the Orkney Islands of Scotland to watch his mate being made. Frankenstein betrayed his Creature, however, and destroyed the female body before animating it. Enraged, the Creature set on a path of vengeance, killing both Victor's friend Henry, and his bride Elizabeth. Intending to prolong and intensify Frankenstein's suffering, the Creature then lured his maker to the Arctic. All along the way the Creature left Victor taunting messages and food. Frankenstein appeared to expire after being picked up by an explorer's ship in the ice. The Creature has learned, however, that his creator did not in fact die on that ship, but has escaped back to Europe.

## Personality and Role-Playing Notes

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The Creature speaks in a startlingly articulate and eloquent manner that seems completely at odds with his monstrous appearance, and will pepper his speech with frequent literary allusions. He is consumed with self-loathing, and will hide his face whenever possible. Although he will sometimes speak of himself as the first member of a superior species, in truth, he wants nothing more than for someone to truly love him. He feels every slight and hurt deeply, but is quick to respond to overtures of friendship. The instant a friend proves untrue, however, the Creature will fly into a murderous rage, not caring who he hurts in his expression of anger. After such rage, he will deny responsibility for any consequences, and blame whoever made him angry.

Above all, the Creature hates his creator, Victor Frankenstein. He does not want to kill Victor, however, but instead wants him to live and suffer in misery. The Creature is essentially Victor's shadow-self, an inescapable reminder of his maker's failings and vices. His emotional extremes of manic rage and bottomless despair mirror Frankenstein's own. The Creature's first language is very proper and aristocratic French, but he has learned every major European language.

## The Creature in Your Game

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Whatever Frankenstein does, the Creature will oppose it. The primary obsession of the Creature is inflicting misery on Victor, but he also still desires to have a mate. On the night of his creation the Creature left the laboratory with Victor's notes, so the Creature could be spreading knowledge of the techniques to create more Reanimated Wretches like himself. If the Presenter is making Victor Frankenstein an Adversary for the the PCs, the Creature may decide to aid them. On the other hand, characters who align themselves with Victor will gain the boundless enmity of the Creature.

# The Unquiet Dead





# The Unquiet Dead

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## Amorous Revenant (Bride of Corinth)

*A corpse returned to pursue love amongst the living*

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**Creature Class:** Revenant

**Number Appearing:** 1

**Initial Impression:** A person with sad and longing eyes.

**Size:** Human-sized

**Perversity:** 10 (or as in life)

**Disposition:** Friendly

**Charisma:** 9 (or as in life)

**Intelligence:** 9 (or as in life)

**Wisdom:** 9 (or as in life)

**Strength:** 9 (or as in life)

**Dexterity:** 9 (or as in life)

**Constitution:** 0

**Speed:** 9

**Armor Class:** 3

**Hit Dice:** 3

**Attacks:** 1 (1 weapon; or Hold, bite, & Drink Blood)

**Special Abilities:** Drink Blood, Glamor of Life, Immune to Most Weapons, Revenant Characteristics

**Weaknesses:** Undead Weaknesses, Vulnerable to Silver

**Assets:** True Love (possible)

**Afflictions:** None

**Preternatural Powers:** None

**Natural Habitat:** Graveyards, tombs, the houses of widows and widowers, dances, balls, theaters, opera houses, inns, or wherever living people gather to seek love.

**Level:** 3

Sometimes love is not extinguished by the grave. Men who die away from their wives, new brides who expired on their wedding nights, or those who perish with unfulfilled desires, will sometimes rise from their graves and return to their lovers – or pursue new affairs with living people. To all but the most perceptive, they look just as they did when they were alive. Some people, however, can perceive Amorous Revenants for the walking corpses they actually are.

Like a Vampyre, an Amorous Revenant requires blood to maintain their existence. Since the creature lacks any kind of fangs, an Amorous Revenant must actually chew into a victim to begin drinking their sustenance. While the Revenant only requires a few ounces of blood a night to survive, their victims are likely to die from the lacerating wound – unless the creature uses a scalpel or bleeding knives, of course. Because a newly-risen Amorous Revenant is often in the presence of a beloved person when their need for blood first manifests, they may even suffer the irony of killing the very person for whom they arose from the grave. Such a hapless Revenant will be tormented by what they have done, and may even seek their own destruction.

Almost alone among the restless dead, Amorous Revenants are capable of receiving the benefits of True Love. Whispered tales also speak of children fathered by Amorous Revenants, or even more outrageously, of living infants born from the dead wombs of Revenant mothers.

### Amorous Revenant Special Abilities

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**Drink Blood:** An Amorous Revenant who successfully Holds an opponent can automatically bite and Drink Blood. Besides the 1d6+3 points of damage from the bite, the victim also loses 1 point of

Constitution each Round, for as long as the Hold is maintained. When a victim reaches 0 Constitution they are completely drained of blood and dead.

**Glamor of Life:** The Presenter must make a secret Wisdom Save for any person who first encounters an Amorous Revenant. Failure means the person will perceive the Revenant as they appeared before their death. If the viewer had been in True Love with the Revenant before they died, they automatically fail the Save. However one might appear, the actual body of an Amorous Revenant remains as rotted or mangled as it was when it first rose from the grave. An Amorous Revenant's Glamor of Life actually extends to all the senses, so the creature will seem to look, feel, smell, and taste alive. Once a someone succumbs to the Revenant's Glamor of Life, that person is thereafter unable to perceive the creature for what it is until the Revenant is actually destroyed. Animals are never fooled, however, and always perceive the Revenant's actual, dead body.

**Immune to Most Weapons:** Amorous Revenants can only be damaged by Consecrated, Empowered, Enchanted, or silver weapons, or by fire.

**Revenant Characteristics:** Amorous Revenants are immune to poison, disease, paralyzation, and stunning. They are also immune to Preternatural Fascination effects, as well as any magic that causes instant death. Amorous Revenants can see perfectly regardless of environmental illumination.

## Amorous Revenant Weaknesses

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**Undead Weaknesses:** Amorous Revenants are affected by the power of Faith, as well as all Special Abilities and Preternatural Effects which target Ghosts and Revenants.

**Vulnerable to Silver:** Weapons made from, or incorporating, silver grant an aggressor +2 on the Attack Check, and inflict an additional 2 point of Lethal Damage when used against an Amorous Revenant. Merely contacting the silver will automatically inflict at least 2 points of Lethal Damage to the creature, with no Saving Throw. In addition, an Amorous Revenant must check their Morale every time they are struck by silver.

## Amorous Revenant (for OSR Games)

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**Number Appearing:** 1

**Size:** Medium

**Alignment:** Any (usually Neutral)

**Morale:** 8 (Average)

**Intelligence:** 10 (or as in life)

**Move:** 120' (Human speed)

**Armor Class:** 6 (3 points better than unarmored)

**Hit Dice:** 3

**Attacks & Damage:**

Weapon (by weapon type), or  
Grapple & Bite (1d6 + Drain Blood)

**Special:**

\* Viewers must save versus Spells or thereafter perceive the Revenant as if alive.

\* Automatically bites grappled opponents.

\* Drains blood from bitten opponents for 1 Con point per Round, until hold is broken.

\* Blessed, Enchanted, or Silver weapons to hit.

\* Immune to poison, disease, paralyzation, & stunning.

\* Immune to death magic, and mind-magic that doesn't specifically target the Undead.

\* Darkvision.

\* Silver weapons are +2 to hit and damage.

\* Turned as a Wight.

**Saves:** As Fighter 3

**Challenge:** Four 2nd Level Characters (with silver weapons), or Four 4th Level (without).

# Reclaiming Revenant

*A restless corpse arisen to retrieve its property.*

**Creature Class:** Revenant

**Number Appearing:** 1

**Initial Impression:** A walking corpse that moves with relentless purpose.

**Size:** Human-sized

**Perversity:** 17

**Disposition:** Determined

**Charisma:** 9 **Intelligence:** 9 (or as in life)

**Wisdom:** 9 (or as in life)

**Strength:** 22 **Dexterity:** 16 **Constitution:** 0

**Speed:** 8

**Armor Class:** 6

**Hit Dice:** 4

**Attacks:** 1 (strangle, crush, or weapon)

**Special Abilities:** Revenant Characteristics, Faultless Tracker, Obsession

**Weaknesses:** Undead Weaknesses

**Assets:** None

**Afflictions:** None

**Preternatural Powers:** None

**Natural Habitat:** Churchyards. Mass graves on former battlefields. Medical theaters where dissections are performed. Morgues and waiting mortuaries. The safe houses and storage facilities of Grave Robbers. Wherever those who rob the dead reside.

**Level:** 4

The especial bane of Grave Robbers, Reclaiming Revenants are reanimated corpses returned to take things from the living. Most rise from their graves simply to reclaim their rightful property – such as their teeth (removed to make dentures), a malformed appendage (now displayed by a famous doctor in a jar of alcohol), or the gold watch that was buried with them. Some, however, want things they never actually possessed, but always coveted. If their bodies retain any flesh and bone, however rotted, the souls of such people may come to re-inhabit their corpses. Unlike other kinds of walking dead, Reclaiming Revenants return to their graves immediately after obtaining their desires.

The Reclaiming Revenant is entirely focused on fulfilling its desire. It will not attack anyone not connected with taking the object it wants, unless they try to hinder the creature in some way. If that happens, the obstructing people will be mercilessly slain. Regardless of their Alignment in life, all Reclaiming Revenants have Perversity scores of 17.

When first encountered by a guilty person, the Reclaiming Revenant will softly ask the location of its property. Sometimes, the Reclaiming Revenant will visit, but not actually attack, for several successive nights, giving its victim the chance to surrender the Revenant's property. Other times, the creature will quickly grow impatient and repeat the question several times, in a progressively louder voice, until it screams. If it is refused, or lied to, the Revenant will mercilessly attack. It can be outrun, but it will always come back.

If the object of a Reclaiming Revenant's search is voluntarily returned to it, either by being given to the corpse, or placed on or in its grave, the creature will usually be satisfied. If for some reason the object of the Revenant's search can never be returned to it, it will kill everyone involved in the loss. On rare occasions, Reclaiming Revenant will kill all guilty parties, whether or not they return its property.

Destroying the physical body of a Reclaiming Revenant is sometimes futile, as the inhabiting soul may eventually return as an even more fearsome Wraith.



A Reclaiming Revenants attacks by grasping with their unnaturally strong hands, either strangling their prey, or breaking bones and twisting flesh. Those Revenants who were for some reason buried with weapons will use them instead. The Revenant will never attack, however, before asking the location of the object of its desire. Once a Reclaiming Revenant does attack, it will always continue until either it is destroyed, or its target is dead.

## Reclaiming Revenant Special Abilities

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**Faultless Tracker:** The guilty can never escape a Reclaiming Revenant. The creature will always be able to find those responsible for taking whatever the Revenant wants, wherever they go. In the case of a thing desired but never possessed, the creature will be able to find the object's legal owner. Strangely, however, the Revenant cannot automatically locate the actual object of its desire. For that reason, the creature will always demand to be told where that object is.

**Obsession:** The Reclaiming Revenant cares only about the object it has arisen to claim. Attempts to engage it in conversation on other topics are fruitless. Short of such Preternatural Effects as *Exorcism* or *Raise Dead*, nothing can direct it away from its task. Even if repulsed by the power of Faith, the creature will only stop temporarily. If put into chains, the Revenant will attempt to bust free and resume its hunt. If the creature's body loses limbs but has not received enough damage to destroy it permanently, whatever remains will continue to move and attack as best it can.

## Reclaiming Revenant Weaknesses

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**Undead Weaknesses:** Reclaiming Revenants are affected by the power of Faith, as well as all Special Abilities and Preternatural Effects which target Ghosts and Revenants.

## Reclaiming Revenant (for OSR games)

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**Number Appearing:** 1

**Size:** Medium

**Alignment:** Chaotic (or Neutral Evil)

**Morale:** Fearless (never checks Morale)

**Intelligence:** 9 (or as in life)

**Move:** 90' (3/4 human speed)

**Armor Class:** 3 (6 points better than unarmored)

**Hit Dice:** 4

**Attacks & Damage:**

Grab and crush (1d4+5), or  
Weapon (by weapon type+5)

**Special:**

\* Strength equivalent to 22, granting + 5 to hit and damage.

\* Can always find the taker (or current legal owner) of the object it desires – but *not* the object itself.

\* Cannot be dissuaded from its object but any means short of an *Exorcism*, *Raise Dead*, *Resurrection*, *Miracle*, *Alter Reality*, *Limited Wish*, or *Wish*.

\* Immune to poison, disease, and stunning.

\* Immune to mind-magic that doesn't specifically target the Undead.

\* Can see normally in complete darkness.

\* Turned as a Wight

**Saves:** As Fighter 4

**Treasure:** None – but may be encountered on the path to recovering an art object or piece of jewelry worth up to 1,000 gp.

**Challenge:** Four 4th Level Characters

## Restless Specter

*A powerful ghost who can affect the material world.*

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**Creature Class:** Spirit (Ghost)

**Number Appearing:** 1 – 4

**Initial Impression:** A pale, insubstantial figure which seems to grow more solid as it approaches.

**Size:** Human-sized

**Perversity:** Any (usually 13)

**Disposition:** Any (usually Goading)

**Charisma:** 12 **Intelligence:** 9 **Wisdom:** 12

**Strength:** 12 (in Manifestation) **Dexterity:** 12

**Constitution:** 12 (in Manifestation)

**Speed:** 9 walking, 12 flying

**Armor Class:** None

**Hit Dice:** 6

**Attacks:**

*When Incorporeal:* 1 (object thrown with Telekinesis)

*When Manifested or Possessing:* 1 (punch, weapon, strangle, or object thrown with Telekinesis)

**Special Abilities:** Ghostly Characteristics, Manifestation, Possession, Selective Invisibility

**Weaknesses:** Undead Weaknesses, Release

**Assets:** None (or as in life)

**Afflictions:** None (or as in life)

**Preternatural Powers:** *Alter Self, Telekinesis, Phantasmagoria V*

**Natural Habitat:** Ancient castles and manor houses, grave sites, old battlefields, dark woods where many have wandered to their deaths, ruined abbeys, cathedral crypts, stark moorlands, ancient barrows, etc.

**Level:** 6

Restless Specters are potentially dangerous ghosts that can arise in a variety of ways. Some are the souls of exceptional strong-willed people who suffered untimely or unnatural deaths. Others are souls who were mourned with such intense grief that it prevented them from moving on to the Afterlife. Yet others were once mere Phantoms, grown powerful over time. However one came to be, a Restless Specter is bound to haunt the world, until someone performs the one act that will finally release it.

Although they are easily mistaken for the more common Phantoms, Restless Specters are not limited to merely creating illusory perceptions. They are powerful enough to actually interact with the material world – whether by moving objects by force of will, possessing living bodies, or actually manifesting a solid form of their own. Also unlike many Phantoms, a Restless Specter never simply repeats the conditions of their demise as a kind of morbid show – although they may appear in a horrific form marked by the manner of their death.

There are two types of Restless Specters. **Castle Specters** are bound to a place – whether a structure, a village, or even an area of a many square miles. However large or small the location haunted by a Castle Specter, they may not wander beyond its borders. **Roaming Specters**, on the other hand, may wander as they will – except for the one place they may *not* enter under their own power. The prohibited location might be as small as the house they inhabited in life, or as large as a particular country.

Restless Specters are not harmed in any way by sunlight. Many Restless Specters only appear by night, or only in gloomy conditions, however, as an expression of their own morose natures.

The characteristics listed above are for a typical Restless Specter, concerned with nothing more than alleviating the misery of its own aimless existence. *Exceptional* Restless Specters will retain the same Basic Abilities, Assets, and Afflictions they possessed in life. Some might even be virtuous and kind, while others are vile and malevolent. Slain Player Characters who are not Perverse enough to rise again as Vampyres might continue game-play as Restless Specters instead.

## Restless Specter Special Abilities

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**Ghostly Characteristics:** Unless they have physically manifested, a Restless Specter's body is Ethereal in nature, and can freely pass through material objects. Naturally, a Restless Specter is immune to such things as poison, disease, and stunning, as well as Fascination effects (except those which specifically target Ghosts or Revenants). While in an incorporeal state, it can only be harmed by silver, pure iron, blessed, or magically enchanted weapons. Restless Specters can see perfectly in conditions of partial or even total darkness.

**Manifestation:** A Restless Specter can form a material body that lasts a total of 24 hours every lunar month. It takes a full Round for the body to form, and full Round for it to dissolve – during which time the Restless Specter can do nothing else. The Manifested body can be in any form that the Restless Specter ever had in life – young, old, healthy, or as it was at the moment of death. Whatever form it takes, the Manifestation will be noticeably pale, and cool to the touch. A Manifested Restless Specter can be damaged (and destroyed) by ordinary weapons, and will bleed like an ordinary person. Despite the fact that it makes them vulnerable, Manifestation also allows Restless Specters to touch and be touched, and therefore experience some semblance of physical enjoyment. Manifested Restless Specters always feel cold, and will want to warm themselves by a fire – or in the bed of living person. They are constantly hungry as well, and will want to glut themselves on intensely-flavored food – or blood. The Specter can choose to manifest for less than the full 24 hours at a time, and use the remaining manifestation time at a later date, so long as the total time they spend in Manifestation doesn't exceed 24 hours in a lunar month.

Every year on the nights between October 31st and November 2nd, and also from April 31st to May 5th, all Restless Specters are empowered to form a Manifestation. They can do this whether or not they have already “used up” their Manifestation power for that lunar month. Veritable hordes of the dead wander at those times, desperate to alleviate their cold, hunger, and loneliness.

**Possession:** A Restless Specter can also attempt Possession of a living person. The Restless Specter must win a Charisma Contest against its target, which must be in the Nearby Area. Success means the Restless Specter inhabits the host's body, directing it's actions, and enjoying the use of its senses. The Restless Specter must win another Charisma Contest every Turn thereafter, however, or be expelled from the host's body. Damage done to a host's body is also suffered by the Restless Specter. A Specter can not attempt Possession of a person while still in a state of Manifestation.

**Selective Invisibility:** Whether currently Incorporeal or Manifested, a Restless Specter can choose to be *Invisible* to certain people. Subjects of the Restless Specter's Selective Invisibility who suspect its presence can perceive it nonetheless with a successful Wisdom Save.



## Restless Specter Weaknesses

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**Undead Weaknesses:** Restless Specters (even those who were virtuous people in life) are affected by the power of Faith, as well as all Special Abilities and Preternatural Effects which target Ghosts and Revenants.

**Release:** A Restless Specter's Release is an action that, if performed, will cause the Restless Specter to pass on to the Afterlife. A Restless Specter cannot achieve their own Release, whether in in a Possessed body or a physical Manifestation. Only another, living person can accomplish the action that will finally end the Restless Specter's haunting. Nor are most Restless Specters even aware of what their own Releases might be.

Typical Releases include:

- Burying the Restless Specter's corpse in hallowed ground.
- Punishing the Restless Specter's murderer.
- Proclaiming the secret that the Restless Specter was always ashamed of in life.
- Delivering a letter to the person the Restless Specter secretly loved.
- Persuading the Restless Specter's grief-stricken relatives to stop actively mourning her.
- Restoring ownership of the Restless Specter's home to their family.
- Placing a beloved piece of jewelry in the coffin with the Restless Specter's corpse.

Note that Restless Specters who believe themselves to be destined for Hell will actively try to prevent anyone from learning or performing their Release, since even the misery of restless death pales in comparison to the torment that awaits them in the Infernal Realm.

## Restless Specter (for OSR games)

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**Number Appearing:** 1 – 4

**Size:** Medium

**Alignment:** Any (usually Chaotic Neutral)

**Morale:** 10 (High)

**Intelligence:** 10

**Move:** 120' (Human speed)

Fly: 210' (1.75 x human speed)

**Armor Class:** Unarmored

**Hit Dice:** 6

**Attacks & Damage (Incorporeal):**

Object thrown with Telekinesis (1d4)

**Attacks & Damage (Manifested or Possessing):**

Punch (1d4), or

Weapon (by weapon type), or

Strangle (1d6), or

Object thrown with Telekinesis (1d4)

**Special:**

\* Naturally Incorporeal.

\* Silver, pure iron, blessed, or magically enchanted weapons to hit while Incorporeal.

\* Immune to poison, disease, and stunning.

\* Immune to mind-magic that doesn't specifically target the Undead.

\* Can see normally in complete darkness.

\* Can manifest a material body that can be harmed by ordinary weapons – one night every lunar month.

\* Can possess a living person – Save versus Spells to resist. Victim gets new Save every Turn.

\* Can become selectively Invisible – Save versus Spells to perceive.

\* Turned as a Spectre.

\* Dispelled if their special Release is ever performed, but cannot perform own Release.

\* Spell-like Abilities: *Change Self*, *Phantasmal Forces*, *Telekinesis* (all at will)

**Saves:** As Magic User 6

**Challenge:** Four 6th Level Characters

## Woman in White (La Llorona)

*A tragic phantom tied to waterways.*

**Creature Class:** Spirit (Ghost)

**Number Appearing:** 1

**Initial Impression:** A sobbing woman dressed completely in white.

**Size:** Human-sized

**Perversity:** 17

**Disposition:** Aggressive

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

**Strength:** 16 **Dexterity:** 16 **Constitution:** 0

**Speed:** 9

**Armor Class:** 5

**Hit Dice:** 7

**Attacks:** 1 Hold (Icy Touch + Curse of Sorrow)

**Special Abilities:** Ghostly Characteristics, Icy Touch, Curse of Sorrow, Hold and Drown

**Weaknesses:** Powerless in Daylight, Undead Weaknesses

**Assets:** None

**Afflictions:** Obsessive

**Preternatural Powers:** None

**Natural Habitat:** Waterways where tragedies or crimes have occurred.

**Level:** 7

A Woman In White is a restless phantom condemned to haunt a lake, river, well, or other body of water. In life she either killed a loved one in a waterway, or was herself killed in one. Because she is unable to ever put things right, her mind is consumed by endless sorrow and unquenchable rage – often directed towards children. The most famous of the Women in White is “La Llorona” – the ghost of a beautiful woman named Maria who murdered her sons, and is now condemned to wander the waterways of Mexico.

At first glance, a Woman In White appears as an attractive, pale figure dressed in a thin white gown. Sometimes she will wear a gauzy veil – other times her face will be bare. Either way, a Woman in White appears to be constantly sobbing, and will often be pathetically calling out for her loved ones (especially if she killed them herself). Closer inspection reveals that her tears are streaming from empty eye sockets.

A Woman In White will usually ask anyone she encounters if they have seen her loved ones (or else inquire after herself, using the name she had in life). She will become angry at *any* answer given – screaming either that the person cannot help her, or is lying. Then she will try to grab and Hold the person. Besides the damage from her Icy Touch, victims may also be overcome by the Curse of Sorrow. Victims who cannot break free will be dragged to the nearest body of water and drowned. While a Woman in White is incorporeal if she is not attacking, she will manifest a body to attack.

### Woman in White Special Abilities

**Ghostly Characteristics:** Unless she has physically manifested, a Woman in White’s body is Ethereal in nature, and can freely pass through material objects. Naturally, a Woman in White is immune to such things as poison, disease, and stunning, as well as Fascination effects (except those which specifically target Ghosts or Revenants). She can only be harmed by silver, pure iron, blessed, or magically enchanted weapons, unless she is manifested. Women in White can see perfectly in conditions of partial or even total darkness.

**Icy Touch:** The touch of a Woman in White is icy cold, and inflicts 1d4 point of Temporary Constitution damage. This can be negated by any spell that confers immunity to cold or Ability damage. Upon the destruction of the Woman In White, any Constitution damage inflicted by her is restored at the rate of 1 point per week.

**Curse of Sorrow:** Anyone grabbed by a Woman in White must also Save versus Wisdom, or be overcome with profound sorrow. Those affected are unable to attack or defend themselves in any way, sobbing uncontrollably, and resigning themselves to their fate.

**Hold and Drown:** If a Woman in White successfully grabs a victim, she will drag them to the nearest body of water, and hold their face under it in order to drown them. This causes the victim to lose 1/4 of their hit points per Round. Those not inflicted with the Curse of Sorrow are entitled to a Constitution Save to avoid being damaged that round, and may also seek to break the Hold.

## Woman in White Weaknesses

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**Powerless in Daylight:** A Woman In White must remain Ethereal and *Invisible* during the daytime hours, and is completely harmless until sunset.

**Undead Weaknesses:** Women in White are affected by the power of Faith, as well as all Special Abilities and Preternatural Effects which target Ghosts and Revenants.

## Woman in White (for OSR games)

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**Number Appearing:** 1

**Size:** Medium

**Alignment:** Chaotic (or Neutral Evil)

**Morale:** Fearless (never checks Morale)

**Intelligence:** 9

**Move:** 120' (Human speed)

**Armor Class:** 4 (5 points better than unarmored)

**Hit Dice:** 7

**Attacks & Damage:**

Grab (+ Icy Touch, Curse of Sorrow, and victim is dragged away to be drowned)

**Special:**

\* Naturally Incorporeal, but Corporeal on Rounds when she attacks.

\* Silver, pure iron, blessed, or magically enchanted weapons to hit if Incorporeal.

\* Immune to poison, disease, and stunning.

\* Immune to mind-magic that doesn't specifically target the Undead.

\* Can see normally in complete darkness.

\* Icy Touch: 1d4 points of Constitution damage, unless victim is immune to cold. Heals at rate of 1 point per day, after the Woman's destruction.

\* Curse of Sorrow: Save versus Spells or be overcome with sadness, unable to act or defend.

\* Grabbed victims are dragged to the nearest waterway and held under. Drowning inflicts 1/4 of the victim's HP per Round. Those not affected by the Curse of Sorrow can Save versus Poison each Round to avoid damage, and break the Woman's hold with a Save versus Paralysis.

\* Turned as a Spectre

**Saves:** As Fighter 7

**Treasure:** Only incidental treasure left on the unburied bodies of previous victims.

**Challenge:** Four 7th Level Characters



# The Army of Damnation



# The Army of Damnation

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## Devils and Demons in Ghastly Affair

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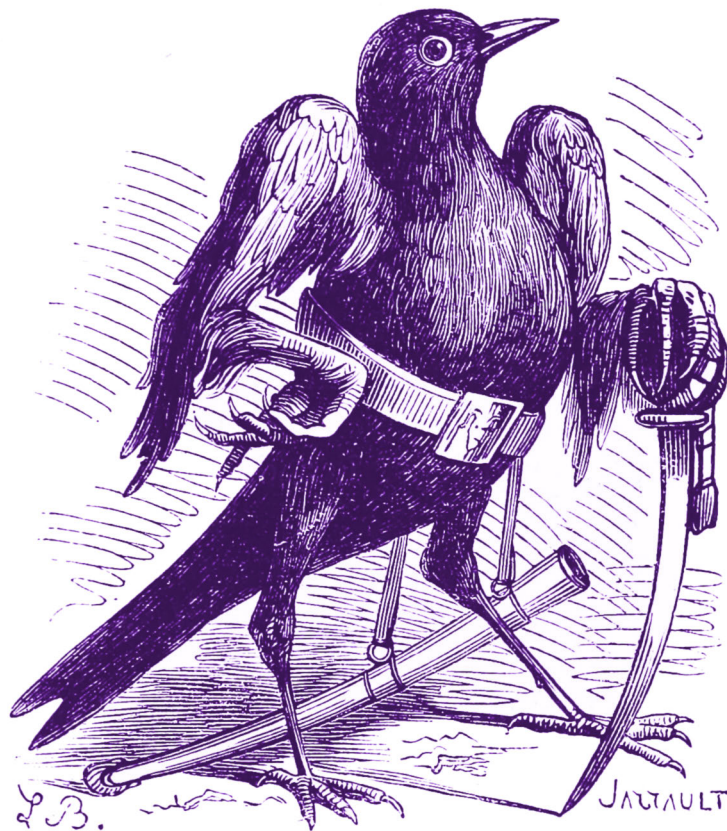
Ghastly Affair distinguishes between two types of Infernal spirits – Devils, and Demons. Admittedly, there has never been a clear distinction made in the English language between the two terms. “**Devil**” is usually used in the singular to refer to Satan himself, but many older texts do use “devils” (in the plural) as a synonym for “demons”. For purposes of the game, however, “Devils” are fallen angels who took part in Lucifer’s rebellion, and are now imprisoned in the Pits of Hell excavated from the Outer Darkness. “**Demons**”, on the other hand, are all those Infernal spirits that were never Angels.

The seven **Castes** of Devils are:

- The **Accuser Devils**, who inhabit the **Pit of Envy** – an endless frozen swamp where the damned are made to participate in sham trials for the remainder of Eternity.
- The **Seducer Devils**, who inhabit the **Pit of Lust** – a sweltering city of unimaginable depravity surrounded by a thick jungle of gigantic, carnivorous plants.
- The **Pact Devils**, who inhabit the **Pit of Greed** – a city of cold warehouses where the damned are stored and traded as currency, and Hell’s banks are carpeted with the backs of the poor.
- The **Wrath Devils**, who inhabit the **Pit of Wrath** – an endless shallow sea of entrails, blood, and butchered bodies, where rains of blood and fire fall upon scattered mountain islands and castles of black basalt.
- The **Tempter Devils**, who inhabit the **Pit of Gluttony** – a landscape of rotting food, excrement, giant flies, and enormous maggots, where it rains urine and bile, and the damned are eaten alive.
- The **Craft Devils**, who inhabit the **Pit of Sloth** – an endless, brutal factory where the damned are made to operate useless machines and labor on pointless projects to please a Master who remains forever dissatisfied.
- The **Luminous Devils**, who inhabit the **Pit of Pride** – an island of splendid palaces in the midst of a burning lake, where the damned souls of those who were mighty in life are reduced to relentlessly abused servants – or even twisted, bound, and turned into furniture.

The Seven Pits of Hell are ruled by seven **Archfiends**:

- The Crooked Serpent **Leviathan**, Prince of Envy.
- The Lord of Darkness **Asmodeus**, Prince of Lust.
- Money’s God **Mammon**, Prince of Greed. He is also known as “Old Scratch”.
- The Destroyer **Abbadon**, Prince of Wrath.
- The Lord of the Flies **Beelzebub**, Prince of Gluttony. He is the great rival of Lucifer.
- The Lord of Evil Inventions **Belphegor**, Prince of Sloth.
- His Satanic Majesty **Lucifer**, Prince of Pride, and Emperor of Hell.



Many **Demons** serve (or associate with) the Devils. They inhabit both the Pits of Hell, and the endless Outer Darkness beyond them all. Most Demons are (nominally) ruled by more powerful ones – but many recognize no masters at all.

The six main types of Demon are:

- The **Aerial** (or Storm) Demons.
- The **Fire** (or Empyrean) Demons. (Described in “A Ghastly Potpourri”.)
- The **Water** (or Marine) Demons.
- The **Terrestrial** (or Wood) Demons.
- The **Subterranean** (or Chthonic) Demons
- The **Possessor** (or Lucifugous) Demons. (Described in the “Ghastly Affair Presenter’s Manual”.)

Besides the six most common varieties, there are also Demons that embody various destructive forces of Nature, or are the remnants of failed Universes created before our own. Some are the twisted offspring of Lilith, and still others are beasts of the earth corrupted by evil.

The most feared of all Demons, of course, is the Dreaded Name of **Demogorgon**, rumored by certain madmen to be the true creator of the Earth. Lucifer’s consort **Lilith** – while technically “Queen of Hell” – was never an Angel, and so is actually a *Demon* rather than a *Devil*. The Demon known as **Davey Jones** embodies the horror of the Sea, and appears alternately as an admiral in full regalia, a monstrous ogre, or a giant octopus. The trio of Demons known as **Mater Lachrymarum**, **Mater Suspiriorum**, and **Mater Tenebrarum** are the **Ladies of Sorrow** who, as Thomas De Quincy testified, conspire to inflict inconsolable tears, hopeless sighs, and dark thoughts upon every child that is born.



# Fire King

*A powerful ruler among the Fire Demons*

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**Creature Class:** Spirit (Demon)

**Number Appearing:** 1

**Initial Impression:** An enormous naked man wreathed in flames, exhaling smoke from his mouth and nostrils, and wielding a bloody falcion of blue steel.

**Size:** Large (12' high)

**Perversity:** 30

**Disposition:** Aggressive

**Charisma:** 18 **Intelligence:** 15 **Wisdom:** 15

**Strength:** 50 **Dexterity:** 18 **Constitution:** 22

**Speed:** 13 walking, 20 Flying

**Armor Class:** 9

**Hit Dice:** 10

**Attacks:** 1 (Demonic Falcion, or punch)

**Special Abilities:** Demonic Characteristics, Burning Hot to the Touch, Sage of Fire, Summon Fire Demon

**Weaknesses:** Demonic Weaknesses, Vulnerable to Water

**Assets:** Intimidating

**Afflictions:** Easily Angered

**Preternatural Powers:** *Ball Lightning; Combust; Darkness; Detect Evil; Fireball;*

*Flame Strike (1 time a day); Fog (Smoke) Cloud; Ghost Lights; Invisibility; Light;*

*Lightning Bolt; Transform Self {Into Snake, Scorpion, Lion, Lizard, Salamander, or Jackal}; Pyrotechnics; Stinking Cloud; Wall of Fire*

**Natural Habitat:** The Outer Darkness, the court of the Elemental Fairy Kings, the upper atmosphere of Earth, volcanoes and lava fields

**Level:** 10

Fire Kings are the nominal rulers of the Fire Demons that inhabit the upper atmosphere of the Earth (see "[A Ghastly Potpourri](#)"). Thankfully for the human race, even the powerful Fire Kings cannot keep the rebellious demons focused on their goals. Otherwise, all life on Earth might have been incinerated long ago.

The Fire King's muscled body is always wreathed in flame, yet (like all Demons) they actually cause the environment around themselves to become *colder*, rather than warmer. Anyone who actually touches a Fire King, however, will be horrifically burned. A Fire King's voice roars like an out of control conflagrations, and lightning will flash from his mouth. His eyes glow like white-hot metal, and despite the fire around him, the blade he carries is always covered in liquid blood. Although he lacks apparent wings, he can fly through the air at great speed. A Fire King is also 50% likely to be riding a fire-breathing Dragon when he appears.

A Fire King's Falcion is actually a Demonic Object inhabited by a Possessor Demon (with 3 Hit Die). Consequentially, the weapon does an addition 3 points of damage whenever it strikes, and can harm any supernatural creature. As is the case with any Demonic Object, however, the Demon within the blade can be *Exorcised*, or forced to flee with a successful show of Faith. If that happens, the blade will become an ordinary (if oversized) weapon. If the Fire King is destroyed, the Demon within the blade may agree to stay within the weapon and serve a new owner, if the weapon will be often bathed in gore.

Although they are Demons, each Fire King is also part of a regional Fairy court consisting of itself, an Earlking, a Cloud King, and a Water King. Together they conspire to inflict pain, suffering, and

death upon humanity. The Fire King's role is to rain burning meteors on the ground, cause the eruptions of volcanoes, and ensure that travelers are misdirected by roving lights. They are opposed in this work of malevolence, however, by the Good Fairies and Angels who watch over the world.

Only the most foolish or powerful Magician would dare try to Summon a Fire King. Nonetheless, their total knowledge of all subjects relating to fire, and ability to wreak destruction, can cause the unwise (or daring) to attempt their command. Likewise, Fire Kings have been sought out by desperate warriors, for the Demons are known to lend their Demoniac Falcions to those who wish to commit acts of slaughter.

## Fire King Special Abilities

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**Demonic Characteristics:** Fire Kings are immune to all weapons, except those which are made of iron, blessed, or otherwise enchanted. They cannot be harmed by cold, fire, acid, disease, or any Special Ability or Preternatural Effect which targets minds or emotions (except those that specifically target Spirits, of course). They can see perfectly regardless of illumination, are immune to blindness or any other debility caused by extremely bright light, retain the ability to distinguish colors in conditions of total darkness, and do not need time to adjust their eyes to changing light. Fire Kings can speak, write, and understand all languages and forms of communication.

**Burning Hot to the Touch:** A character that deliberately touches a Fire King with their hand (or other body part) will be burned for 1d6 points of Lethal Damage.

**Sage of Fire:** Fire Kings have perfect knowledge of all arts, sciences, and crafts involving fire – metallurgy, glassblowing, blacksmithing, artillery use, etc. They are sometimes Summoned expressly for their knowledge, but preternatural means such as Bind Spirit are usually required to force the Demons to answer truthfully.

**Summon Fire Demon:** Once during any fight a Fire King may Summon a Fire Demon to his aid. The Demon that responds to the Summon will appear the next Round, and can be anywhere from 1 – 8 HD in strength.

## Fire King Weaknesses

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**Vulnerable to Water:** Water-based attacks against a Fire King grant the aggressor a +2 Bonus on the Attack Check, and inflict an additional 2 point of Lethal Damage. Holy Water does double normal damage to Fire Kings. Fire Kings must Check Morale whenever they are damaged by water-based attacks.

**Demonic Weaknesses:** Fire Kings are burned by holy water as if it was acid, cannot enter holy ground or touch blessed objects, and are subject to the power of Faith. Like all Demons, they are Vulnerable to Iron, will not voluntarily touch it, and must Check Morale if damaged by it. Additionally, they are repelled by pure crystalline salt. As Spirits, they are susceptible to all Preternatural Effects that target spiritual entities. Strangely, they cause the entire Nearby Area to become discernibly *cold* rather than hot.

## The Fire King's Falcion

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A Fire King is willing to give his Falcion to anyone who has murder in their heart, and who will use the weapon to cause suffering and bloodshed. Naturally, the Possessor Demon inhabiting the weapon will not tolerate any expressions of piety or tenderness on the part of its owner. If the blade's wielder shows any evidence of deviating from the path of destruction, it will fly from his hands and return to the Fire King (no matter where the Demon currently is in the Universe). The Falcion is over five feet long, and requires a normal-sized person to use both hands when using it. Despite its size, the Demon within it cause the weapon to be light as a feather.

## Fire King (for OSR games)

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**Number Appearing:** 1

**Size:** Large

**Alignment:** Chaotic (or Chaotic Evil)

**Morale:** 11 (High)

**Intelligence:** 10

**Move:** 240' (2 x human speed)

Fly: 450' (3.75 x human speed)

**Armor Class:** 0 (9 points better than unarmored)

**Hit Dice:** 10

**Attacks & Damage:**

Magical Falcion+3 (1d8 +7)

**Special:**

\* Magic Resistance: 75%, or +7 on Saves vs. Magic (except for spells that target Planar beings).

\* Immune to all weapons not Magical, Blessed, or Iron.

\* Immune to cold, fire, acid, and disease.

\* Immune to mind-affecting magic (except that which targets Planar beings).

\* Perfect vision under all conditions.

\* Can speak, write, and understand all languages.

\* Burning Hot: Take 1d6 Damage if deliberately contacted.

\* Perfect knowledge of all arts and sciences relating to fire.

\* Summon a Fire Demon of d8 Hit Dice (once per day).

\* Cannot enter holy ground.

\* Suffers +2 Damage from Iron.

\* Suffers +2 Damage from Holy Water (1d8+2).

\* 50% likely to ride a small Red Dragon.

\* Spell Like Abilities: *Dancing Lights*,

*Darkness*, *Detect Evil*,

*Fireball* (three times a day), *Fog Cloud*,

*Flame Strike* (once a day), *Lightning Bolt* (three

times a day), *Invisibility*, *Polymorph Self* {into Snake, Scorpion, Lion, Lizard, Salamander, or

Jackal}, *Pyrotechnics*, *Stinking Cloud*,

*Wall of Fire* (three times a day)

**Saves:** As Fighter 10

**Treasure:** 50,000 gp value of coins, gems, and magic items, plus its magical Falcion.

**Challenge:** Four characters of at least 10th Level.



## Hell Beast

*An Infernal version of some mundane animal.*

**Creature Class:** Spirit (Demon)

**Number Appearing:** 1, or as normal Animal

**Initial Impression:** A coal-black beast with glowing red eyes. Small tongues of flame and smoke occasionally issue from its nostrils.

**Size:** As normal Animal (can assume Small to Large forms)

**Perversity:** 21

**Disposition:** Aggressive

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

**Strength:** as normal Animal + 2 **Dexterity:** as normal Animal **Constitution:** as normal Animal

**Speed:** (Normal Animal +1) Walking, 15 Flying

**Armor Class:** 6

**Hit Dice:** As normal animal, +4

**Attacks:** As normal animal

**Special Abilities:** Demonic Characteristics, Change Size, Faultless Tracker, Gout of Flame.

**Weaknesses:** Demonic Weaknesses

**Assets:** As normal Animal

**Afflictions:** As normal Animal

**Preternatural Powers:** *Darkness, Invisibility*

**Natural Habitat:** Hell

**Level:** As normal Animal

Hell Beasts are Infernal reflections of Earth's fauna. Every variety of earthy animal has a corresponding version that dwells in the Pits of Hell and Outer Darkness. The three most common types of Hell Beasts are Hell Hounds (which use the base stats of a War Dog), Hell Cats (using base stats of a Wild Cat), and Hell Horses (using the base stats of a War Horse). In addition, Hell Beasts are often encountered in the forms of goats, bulls, pigs, snakes, ravens, toads, and spiders.

Those Devils and Demons who do not ride Dragons sometimes have Hell Beasts as steeds. Its ability to change its size allows any Hell Beast to accommodate a rider up to 12' in height. In addition, Hell Beasts (particularly Hell Hounds) are often sent to retrieve damned people, kill those who have offended the Infernal powers, or transport evil Witches to the Black Sabbath. They sometimes serve as familiars to wicked sorcerers, instead of Imps. Often, their only purpose on earth is to be a vexation.

### Hell Beast Special Abilities

**Demonic Characteristics:** Hell Beasts are immune to all weapons, except those which are made of iron, blessed, or otherwise enchanted. They cannot be harmed by cold, fire, acid, disease, or any Special Ability or Preternatural Effect which targets minds or emotions (except those that specifically target Spirits, of course). They can see perfectly regardless of illumination, are immune to blindness or any other debility caused by extremely bright light, retain the ability to distinguish colors in conditions of total darkness, and do not need time to adjust their eyes to changing light. Hell Beasts can speak and understand all languages and forms of communication.

**Change Size:** A Hell Beast can change its size to become as small as a fly, or as large as an elephant. The Elephants of Hell cannot grow any larger, but they can become smaller.

**Faultless Tracker:** Once given the name of a person, a Hell Beast can find them anywhere on Earth within a day. The only way to hide from a Hell Beast is to stay on holy ground, remain within a

*Magic Circle*, or be under the effect of magical *Protection from Evil*. Hell Beasts can even find True Innocents – although they are unable to physically touch them, of course. While a Hell Beast cannot cross a circle of pure salt, or iron filings, they can wait indefinitely for their target just outside of it!

**Gout of Flame:** Once per ten-minute Turn a Hell Beast can breath fire from its mouth, filling the entire Nearby Area in front of them. All those in that area take 3d6 points of Lethal Damage, with a Wisdom Save for half damage. Note: Because this fire is preternatural in nature, Fairies are *not* particularly vulnerable to it.

## Hell Beast Weaknesses

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**Demonic Weaknesses:** Hell Beasts are burned by holy water as if it was acid, cannot enter holy ground or touch blessed objects, and are subject to the power of Faith. Like all Demons, they are Vulnerable to Iron, will not voluntarily touch it, and must Check Morale if damaged by it. Additionally, they are repelled by pure crystalline salt. As Spirits, they are susceptible to all Preternatural Effects that target spiritual entities. Despite its apparently fiery nature, the presence of a Hell beast causes the entire Nearby Area to become discernibly *cold* rather than hot.

## Hell Beast (for OSR games)

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**Number Appearing:** 1

**Size:** As base animal

**Alignment:** Chaotic (or Neutral Evil)

**Morale:** II (High)

**Intelligence:** 10

**Move:** As base animal + 30'

Fly: 300' (2.5 x human speed)

**Armor Class:** 3 (6 points better than unarmored)

**Hit Dice:** As base animal +4

**Attacks & Damage:** As base animal, + Breath Fire

**Special:**

\* Immune to all weapons not Magical, Blessed, or Iron.

\* Immune to fire, acid, disease, and mind-affecting magic (except that which targets Planar beings).

\* Perfect vision under all conditions.

\* Burned by Holy Water for 1d8 damage.

\* Can speak and understand all languages.

\* Can shrink to be as small as a fly, or grow as large as an elephant.

\* Can track a named person anywhere on the Material Plane (unless the target is on holy ground, inside a *Magic Circle*, protected by *Protection from Evil*, or otherwise protected from scrying and detecting magic).

\* Breathe Fire once per Turn, for 3d6 damage to all in a 20' x 20' area in front of the Beast. A Save versus Breath Weapon halves damage.

**Saves:** As Fighter, Level equal to Hit Dice.

**Challenge:** Four characters of a Level equal to the Hell Beast's Hit Dice.

## Pact Devil (Black Man of the Crossroads)

*A tricky trader in souls and miracles.*

**Creature Class:** Spirit (Devil)

**Number Appearing:** 1

**Initial Impression:** A person seemingly made of darkness, clothed in black, and holding a large, black book.

**Size:** Human-sized

**Perversity:** 30

**Disposition:** Scheming

**Charisma:** 16 **Intelligence:** 18 **Wisdom:** 17

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

**Speed:** 9

**Armor Class:** 10

**Hit Dice:** 7

**Attacks:** 1 (weapon)

**Special Abilities:** Diabolical Characteristics, Grant Heart's Desire, Unbreakable Bargain, Command Hell Hounds, Magician Abilities

**Weaknesses:** Diabolical Weaknesses

**Assets:** Blends with Shadows

**Afflictions:** None

**Preternatural Powers:** *Darkness; Detect Evil; Detect Magic; Invisibility; Prestidigitation; Read Magic; Transform Self* {Into Snake, Black Dog, Black Cat, Goat, Toad, Raven, Owl, or a human-sized Anthropoid Bird} ; + the spells of a 10th Level Magician.

**Natural Habitat:** The Pit of Greed in Hell. Crossroads. The retreats of Black Magicians.

**Level:** 10

Souls are the currency of Hell, and no caste of Devils is greedier for souls, or more adept at acquiring them, than the Pact Devils. Most of the time, Pact Devils closely resemble normal humans in form, but are wholly jet black in color. Even their eyes and teeth are black, with no other color visible. Sometimes, however, they assume forms like black, human-sized birds with arms and hands. Either way, they only wear completely black clothing – which may range from garb like that of mortal commoners, to rich clerical robes. When Pact Devils bleed, their blood resembles ink. Each Pact Devil possesses (and usually carries) a large, black book, in which they keep their contracts, records of accounts, and magic spells.

Pact Devils tempt mortals with the promise of riches, talent, and magic. The Ritual of the Crossroads that summons one is simple, and well known. It requires only that the supplicant visits a lonely crossroads on three successive nights, at exactly the stroke of midnight. Each night, the hopeful petitioner must state that she wishes to speak to the Black Man of the Crossroads, and what she want from him. She must then wait, by herself, for another hour. One hour after midnight on the third night, a Pact Devil will appear, and offer to strike a bargain with its summoner.

Pact Devils have the ability to grant a range of desires. They can confer or increase talents, make people wealthy, or even initiate new Magicians. They do not always demand that a mortal actually sell their soul, at least not at first. Very often, Pact Devils will initially want the bargainer to simply perform some act of evil that will serve Hell's interest, and serve to further corrupt the soul before it is finally harvested. Other times, the pact Devil will take things that cause the bargainer joy, such as their love, or sense of smell. Sometimes, a Pact Devil will even perform some small favor for the subject without even asking for payment, as an inducement to further dealing. The ultimate goal, for the Devil, however, is always the collection of a soul.



Typical bargains offered by Pact Devils include:

- Slay someone (who is destined to be a powerful agent of Heaven) in return for 5,000 gold Louis.
- Betray your nation's army to its enemy in return for learning the *Fly* spell.
- Renounce your True Love in return for an Enchanted Sword that can fight Demons.
- Lose your beauty in return for a poison that will slay your husband for his infidelity.
- Lose your soul, and become an Initiated Magician.
- You will die at 27 and lose your soul, in return for becoming the best musician in Europe.

Bargains involving ever greater desires necessitate dealing directly with the Pact Devil nobility (or "Presidents"), who are even more devious than the common variety. Among the best known of the Presidents are Malphas the Raven, and Caim the Black Thrush. The actual contract offered by any Pact Devil will always be written in small, cramped letters, and with the most intricate and confusing language possible. It must be signed in blood, of course, to be binding.

In addition to their own activities, Pact Devils serve as the accountants and bankers for other Devils. They will often be summoned by the other castes when they are collecting souls, in order to record and enforce the contract. They are always present at revels of the Black Sabbath, for example. The Pact Devils are consequently owed many favors by other Devils, a position that they thoroughly enjoy.

Pact Devils seldom engage in direct fights, although they are capable of using any weapon if pressed. If a bargain cannot be struck with potential opponents, the Pact Devil prefers to use magic, and employ its Hell Hounds.

## Pact Devil Special Abilities

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**Diabolical Characteristics:** A Pact Devil 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 targets minds or emotions (except those that specifically affect Spirits). The Devil 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. It can speak, write, and understand all languages and forms of communication.

**Grant Heart's Desire:** The Pact Devil is able to grant any of the following things as part of a contract:

- A Level in any class except True Innocent.
- Wealth or any treasure with a maximum value of 1,000,000p
- Any spell that the Pact Devil knows.
- Any non-unique Weird Object (i.e., it could not deliver the Ring of Solomon)
- Mastery of a single type of artistic expression or area of skill, such as singing or bread baking, represented by a free Asset that does not need to be balanced with an Affliction. The recipient may well become renowned for this ability.

**Unbreakable Bargain:** The Pact Devil is able to purchase anything, including things like love, memories, beauty, and senses. Once both the pact Devil and the petitioner sign their contract, the bargain specified must happen. The pact Devil is bound to deliver its end, and anything sold will be removed from the seller's life permanently. If the seller sold their love, for instance, her former lover will suddenly begin to treat her with indifference, and will never regard her with affection ever again.

The consequences of actually selling one's soul to a Pact Devil are dire. Firstly, the seller immediately gains 2 points of Perversity. Secondly, their soul will be damned to torment in Hell after death, regardless of their Perversity. Thirdly, no miracle of Heaven will be able to benefit the hapless person, including healing. Lastly, the character can never benefit from either *Raise Dead* or *Reincarnation*. A Pact Devil can even purchase a fraction of a soul, equivalent to one or more Levels of experience.

If the terms of the contract call for an action, and that action is not performed within the specified time, then the Pact Devil will send its Hell Hounds after the one who is attempting to break faith. Anyone killed by these Hounds will forfeit their soul to Hell, whatever the original bargain was. In fact, the possibility of soul forfeiture in this manner is *always* spelled out in the terms of the contract – albeit in extremely small print, and confusing language.

**Command Hell Hounds:** Each Pact Devil has two Hell Hounds (see Hell Beast, above) always at its beck and call. The Pact Devil can summon its Hell Hounds at will, and they will obey its orders without question. The Hounds can be sent to track down those who escape from the Pact Devil, and are thereby empowered to enter any place not blessed, consecrated, or specially warded against Spirits.

**Magician Abilities:** A Pact Devil can cast spells as a 10th level Magician. These spells are separate from, and in addition to, the Preternatural Powers its can use by virtue of being a Devil. The Pact Devil's Black Book is both its Magical Implement and Power Object, and the Devil uses it in exactly the same way as would a human Magician. The use of Invocations causes the Pact Devil to suffer Nonlethal Damage, exactly like a human Magician, but rather than fall unconscious an exhausted Pact Devil is forced back to Hell.

A Pact Devil is 50% likely to be wearing some kind of Talisman when encountered.

## Pact Devil Weaknesses

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**Diabolical Weaknesses:** Pact Devils are 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. They 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 Pact Devil will cause the entire Nearby Area to momentarily smell like burning sulfur.

## Concerning The Black Book

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The Black Book carried by a Pact Devil contains its spells and contracts. It appears to be bound in black leather, sometimes with iron bindings, with pages of old but extremely high quality vellum. The book can be recalled to the Pact Devil at will, without regard to distance in time or space in the Cosmos. Although it appears to have a definite amount of pages before it is opened, anyone actually trying to peruse the Book finds that it seems to have far more pages than seems possible.

In addition to every signed contract the Pact Devil has ever made, on its own or another Devil's behalf, the book will contain 5-10 spells of each Level from 0 to 5. These spells can be learned just like any others – if a would-be thief can find some way of separating a Pact Devil from its Book. The spells may even duplicate some of the Pact Devils own Preternatural Powers, and have been collected simply because the Devil like to own things!

Hell considers the recovery of lost Black Books to be top priority. Assuming that the original owner and his Hell Hounds have been destroyed, another Pact Devil (perhaps a President) will surely make it his mission to recover the lost Book, and punish its would-be possessors. If a Black Book is sold, everyone who has had contact with it in any way will be singled out for death by Hell.

If a Black Book is ever destroyed, every contract within it is rendered null and void. Destroying such a book is nearly impossible, however, even after the destruction of its owner. A Black Book can only fail a Saving Throw on a natural 20, can take 100 hit points of damage, and regenerates 10 hit points per round.

## Pact Devil (for OSR Games)

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**Number Appearing:** 1

**Size:** Medium

**Alignment:** Chaotic (or Lawful Evil)

**Morale:** High

**Intelligence:** 18

**Move:** 120' (Human speed)

**Armor Class:** -1 (10 better than unarmored)

**Hit Dice:** 7

**Attacks & Damage:**

Weapon (by weapon type)

**Special:**

\* Magic Resistance: 85%, or +8 on Saves vs. Magic (except for spells that target Planar beings).

\* Initial appearance cause a 20' radius to briefly smell like sulfur.

\* Magical, Blessed, or Silver weapons to hit.

\* Immune to fire, acid, disease, and mind-affecting magic (except that which targets Planar beings)

\* Perfect vision under all conditions.

\* Burned by Holy Water for 1d8 damage.

\* Can speak, write, and understand all languages.

\* Makes bargains that cannot be broken by either party, and can take things like memories or abstract qualities as payment. Can grant desires with values up to 10,000gp, teach any spell the Devil knows, grant 1 Character Level, or bestow exceptional knowledge of an art or craft.

\* Summon two 5 HD Hell Hounds at will.

\* Spell-like Abilities: *Darkness, Detect Magic, Invisibility, Know Alignment, Prestidigitation, Read Magic, Polymorph Self* {into Snake, Black Dog, Black Cat, Goat, Toad, Raven, Owl, or a human-sized Anthropoid Bird}

\* Casts Spells as a 12th Level Magic User

**Saves:** As Magic User 12

**Treasure:** 10,000gp worth of coins, art objects, gems, and jewelry from places throughout time and space, + 1 magic item (which the Devil will use).

**Challenge:** Four 9th Level Characters



## Seducer Devil (Incubus/Succubus)

*A Devil who visits men and women in their beds*

**Creature Class:** Spirit (Devil)

**Number Appearing:** 1

**Initial Impression:** A startlingly attractive person who seems to have walked out of your fantasies.

**Size:** Human-sized (7' tall in natural form)

**Perversity:** 30

**Disposition:** Scheming

**Charisma:** 18 **Intelligence:** 14 **Wisdom:** 12

**Strength:** 16 **Dexterity:** 16 **Constitution:** 17

**Speed:** Walking 9, Flying 18

**Armor Class:** 10

**Hit Dice:** 8

**Attacks:** 1 (weapon, or tail sting)

**Special Abilities:** Diabolical Characteristics, Exhaust Partner, Enter Dreams, Resist Faith, Summon

**Weaknesses:** Diabolical Weaknesses

**Assets:** Attractive

**Afflictions:** Consumed by Lust

**Preternatural Powers:** *Charm Person, Darkness, Detect Evil, Hide Lies, Hold Person* (3 x / night), *Hypnotism* (3 x / night), *Phantasmagoria V* (3 x / night), *Prestidigitation, Read Minds, Suggestion, Polymorph Self* (can assume the form of specific people)

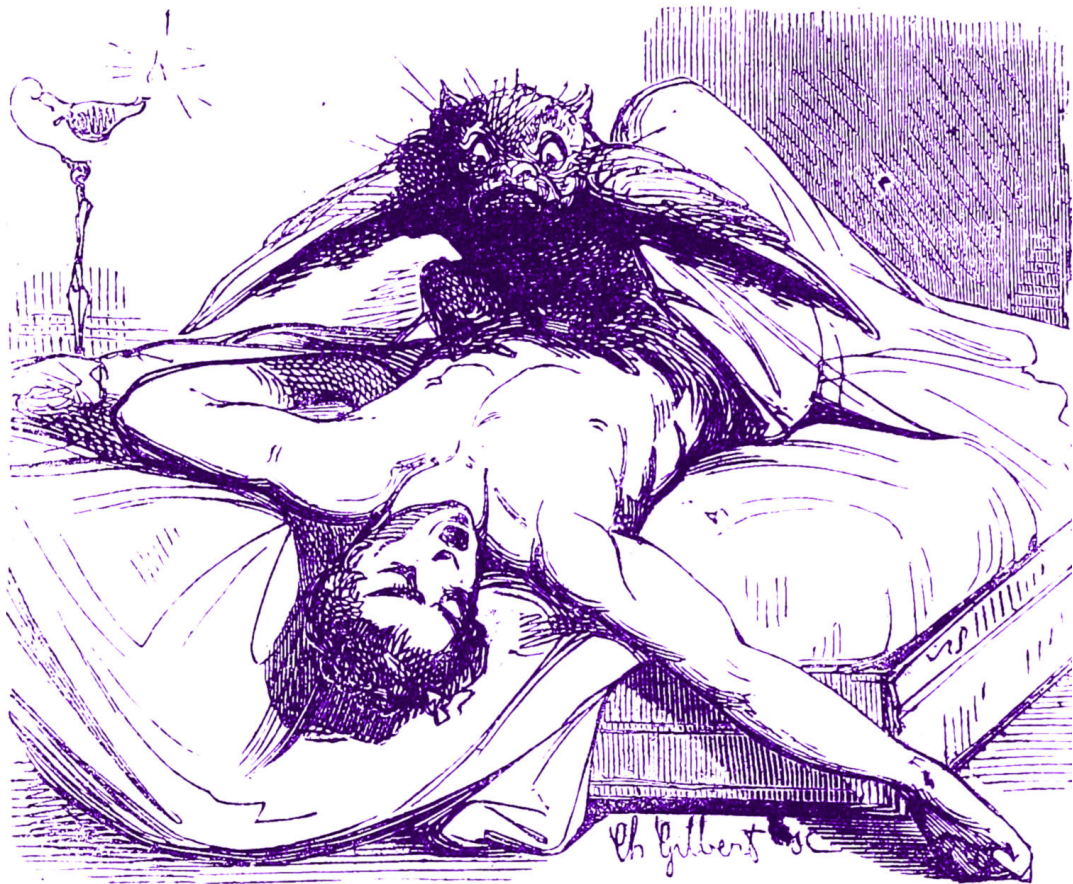
**Natural Habitat:** The Pit of Lust. Monasteries. Convents. The retreats of lay canons and canonesses. Brothels. Salons. Art Exhibits (especially those of an erotic nature).

**Level:** 8

A special breed of Devil exists to exploit the lust of humanity. These fiends creep into bed chambers at night in the shape of handsome strangers, seducing virgins and married women alike. They assume the forms of beautiful but unobtainable women to trick men. Sometimes they play the game of seduction by conversation in the Salons of High Society. They also seem to have a particular attraction to those in religious orders, taking especial delight in the corruption of a monk or nun. They have even been known to forbear engaging in acts of lust themselves, in order to tempt mortals into ever greater acts of depravity.

Seducer Devils have the ability to assume any shape, of any gender expression, and any age, at will. They particularly enjoy assuming the form of someone their intended victim trusts, or else feels an overpowering – but forbidden – desire for. They will also do such horrible things as seduce a victim in one form, and then change into the shape of a family member while the act is in progress. Sometimes, they assume the form of animals. The Seducer Devil is particularly prone to take the shape of some beloved authority figure, in order to increase the shame and guilt felt by their victim.

When assuming a feminine form, the Seducer Devil is called a “Succubus”. The same entity, but in a masculine form, is also called an “Incubus”. A Seducer Devil has, in fact, no single gender. The “true” masculine form of one is a seven foot tall man, nude and usually bald, with red skin; prominent, bull-like horns; spreading, bat-like wings; goat hooves instead of feet; and a prehensile tail that ends in a arrow-shaped stinger. The “true” feminine form of a Seducer Devil is that of a voluptuous nude woman, also with red skin, but generally possessing a full head of hair, and much smaller horns. The Seducer Devil’s feminine form shares the wings, goat hooves, and the long tail of their male form. The being’s “true” androgynous form is generally similar to a more slender and sinewy version of their feminine one, but bald like their masculine form, with large horns, and possessing both male and female genitalia. If commanded to assume their so-called “true” form by a Magician, a Seducer Devil is equally likely to appear masculine, feminine, or androgynous.



Perhaps the most insidious of the Seducer Devil’s activities is the breeding of diabolical offspring with human mothers. Such children are called Cambions (or minor Antichrists), and are born initiated Magicians. The most famous Cambion was King Arthur’s adviser Merlin (who renounced Hell and served Heaven instead). Some scholars claim that the Seducer Devil breeds a Cambion by first visiting a man in a female form in order to obtain his semen, and then transmits the infernally corrupted material to a woman by visiting her in a male form. Evidence for this belief is provided by the testimony of women who claim that the emission of an Incubus is cold, not warm. Other scholars believe that by the Seducer Devil is actually capable of breeding with humanity unassisted, citing the children fathered by the “Sons of God” in the Book of Genesis.

Seducer Devils are usually imprisoned in the second level of Hell, a sweltering city of juxtaposed filth and opulence known as the Pit of Lust. They serve the three-headed Archfiend **Asmodeus**, who demands that new souls be constantly brought to the throne-bed at the center of his harem-menagerie. The nobility of the Seducer Devils are titled “Duke” or “Duchess”. The most powerful of the Dukes is **Astaroth**, a glib confidant of Satan himself, who specializes in seductions of an intellectual nature. The Seducer Devils in general are among the most loyal supporters of Lucifer, and enjoy his especial favor.

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Seducer Devils avoid engaging in any kind of physical fight, considering it to be beneath them. If forced into it, they prefer to attack with either a vicious scourge, or else a thin, poisoned blade. They can use any weapons available, however, particularly if they wish to maintain a human disguise. If Held or forced into close quarters without other weapons, they can sting opponents with their tails. The Seducer Devils will always prefer to resolve any conflicts with their Preternatural abilities, however. They do not like to kill uncorrupted mortals, because it can deprive Hell of new souls.

## Seducer Devil Special Abilities

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**Exhaust Partner:** Anyone who is a partner to a Seducer Devil's lust, willingly or unwillingly, is physically drained by the act. Victims suffer 1 point of temporary Constitution damage, and suffers the Affliction "Fatigued" (which is only removed once all Constitution damage is healed). Anyone drained completely of Constitution by a Seducer Devil dies, but may be cursed to return as a Vampire.

**Enter Dreams:** A Seducer Devil can enter the dreams of one target per night. The Devil can appear in any form that it can assume in the waking world, and gains knowledge of everything the subject dreams about. The Seducer Devil can control the environment of the dream, and can interact with its target just as in the waking world, including engaging in combat. A Seducer Devil can Exhaust Partners in their dreams, just as if they visited them in the flesh. Any Constitution damage inflicted upon a target in this way will be real, but Hit Points lost in dream combat will be regained upon waking. Characters who die in their dreams will awaken with the Affliction "Fatigued", which will last until they experienced a full night of uninterrupted sleep (and have had a chance to regain any Constitution that may have been lost from sex with the Seducer Devil).

**Resist Faith:** Uniquely among common Infernals, Seducer Devils cannot be repulsed by Faith (although they are still unable to touch True Innocents without their consent). Seducer Devils are also able to enter holy ground, and can be so bold as to begin flirting with a clergyman while preaches a sermon against lust! However, Seducer Devils are still burned by direct contact with holy water, or other blessed objects. Seducer Devils attending a mass will make excuses for not receiving Communion, or else may hide some bit of filth in their mouths to desecrate the wine and host upon contact. The reason for the these Devils' power to Resist faith is unclear, but theologians speculate that it may be allowed by Heaven to test the devotion of men and women.

**Summon:** Once per night, a Seducer Devil may summon another Devil of any type. The summoned Devil is empowered to remain on Earth until morning, but may not in turn Summon any more Devils. Lucifer himself may even decide to answer the Seducer Devil's call, but no other of the Archfiends can so escape Hell without the aid of complex Magical Rituals.

## Seducer Devil Weaknesses

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**Diabolical Weaknesses:** Seducer Devils are burned by holy water as if it was acid, and cannot touch blessed objects. They 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 Seducer Devil will cause the entire Nearby Area to momentarily smell like burning sulfur.



## Seducer Devil (for OSR Games)

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**Number Appearing:** 1

**Size:** Medium

**Alignment:** Chaotic (or Lawful Evil)

**Morale:** 8 (Average)

**Intelligence:** 14

**Move:** 120' (Human speed)

Fly: 390' (3.25 x human speed.)

**Armor Class:** -1 (10 better than unarmored)

**Hit Dice:** 8

**Attacks & Damage:**

Weapon (by weapon type +2), or  
Sting (1d8)

**Special:**

\* Magic Resistance: 60%, or +6 on Saves vs. Magic (except for spells that target Planar beings).

\* Initial appearance cause a 20' radius to briefly smell like sulfur.

\* Immune to all weapons not Magical, Blessed, or Silver.

\* Immune to fire, acid, disease, and mind-affecting magic (except that which targets Spirits)

\* Perfect vision under all conditions.

\* Burned by Holy Water for 1d8 damage.

\* Can speak, write, and understand all languages.

\* Sex partners suffer 1 point of temporary Constitution damage per act committed with the Seducer Devil. Anyone drained completely of Constitution dies and becomes an Undead monster.

\* Can enter the dreams of one victim per night. The Devil can appear in any form desired, and control the contents of the target's dream. Those who have sex with the Devil in their dreams are exhausted as if the act was committed in the flesh (see above).

\* Cannot be Turned.

\* Can Summon another Devil of any type (other than an Archdevil) once per night.

\* Spell-like Abilities:

*Alter Self* (to any humanoid form, including specific people), *Charm Person*, *Darkness*, *Detect Evil*, *Hide Lies*, *Hold Person* (3 x / night), *Hypnotism* (3 x / night), *Phantasmal Force* (3 x / night), *Prestidigitation*, *Read Minds*, *Suggestion*, *Polymorph Self* {into Snake, Black Dog, Black Cat, Goat, Toad, Raven, or Owl}

**Saves:** As Thief 8

**Treasure:** 11,000 gp of art objects, gems, jewelry, rare perfumes, luxury foods, and valuable cosmetics, + 1d4 Potions.

**Challenge:** Four 8th Level Characters

# Three Very Bad Boys



# Three Very Bad Boys

## Deacon Brodie (January, 1788)

*The real-life inspiration for “The Strange Case of Dr. Jekyll and Mr. Hyde”.*

**Full Name:** William Brodie

**Aliases:** Deacon Brodie, Sir Llyud (to be pronounced “lewd” – used when attending the Cape Club)

**Class:** Libertine

**Level:** 8

**Appearance/Most Memorable Characteristic:** A short, dark complexioned man of slender build, with large bushy eyebrows and sideburns. His eyes are deep-set, and dark brown. He is very well-dressed, and walks with an arrogant swagger. If encountered during the day, he wears a white-powdered wig.

**Age:** 46

**Charisma:** 12 **Intelligence:** 14 **Wisdom:** 9

**Strength:** 11 **Dexterity:** 18 **Constitution:** 9

**Perversity:** 14

**Assets:** Profession: Wright (fine carpenter, cabinet-maker, and builder), Good Reputation

**Afflictions:** Obsessive Gambler, Short

**Speed:** 9

**Hit Points:** 48

**Attacks:** 1 pistol, walking stick, or pry-bar (+1 Bonus if fighting unaided, +3 if a desired lover is watching.)

**Damage Bonus:** +3

### Libertine Special Abilities:

- Disguise
- Dueling
- Fraud
- Sneak
- Seduction

### Libertine Weaknesses:

- Faithless Lover
- Fascinated By Innocence

**Typical Equipment Carried:** A set of fine clothes (white during the day, but black at night). A fine-quality walking stick. A pair of small and concealable “muff” pistols. A pair of loaded dice. A mask of black crepe. A set of lockpicks. A small wooden case filled with putty, for taking impressions of keys. A small ivory whistle. A “dark” lantern, with a hood to obscure the light.

**Residence:** The mansion at Brodie’s Close, Edinburgh, Scotland.



## Deacon Brodie's Background

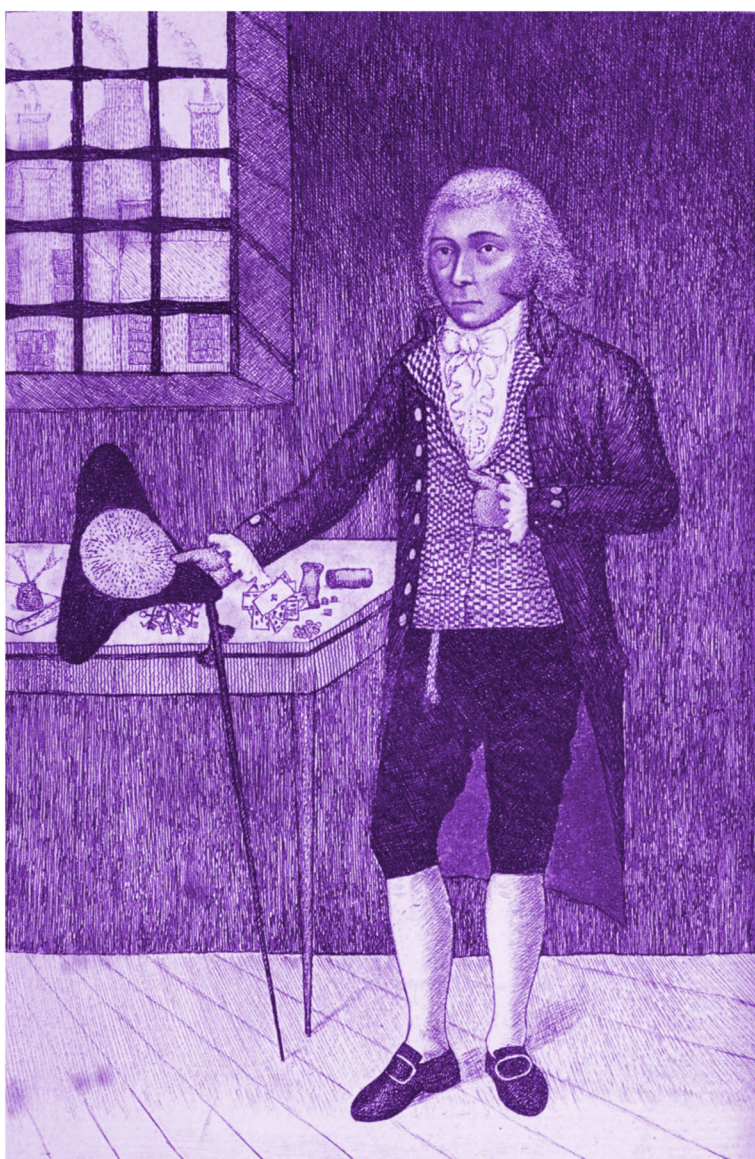
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- **Monday, September 28, 1741:** William Brodie was born in Edinburgh. His father was a prosperous wright (fine carpenter and cabinet-maker) and Burgess (recognized property-owning citizen, with the right to vote and freely conduct business).
- **February 9th, 1763:** William became a Guild Brother of Edinburgh, and was made a Burgess.
- **August, 1768:** Brodie committed his first major crime – the theft of £800 from the counting-house of Johnston & Smith. He entered the premises by means of a duplicate key, which he made after being employed to do repairs to the building. Two night later, he anonymously returned £225 of the money. William will continue the practice of duplicating his customer's house keys for the remainder of his life.
- **February 25th, 1775:** William was admitted as a member of the “Cape Club”, a fun-loving gentleman's society that met at James Mann's tavern in Craig's Close. All member of the club assumed a comical (or ribald) pseudonym at meetings, and William was known as “Sir Lluyd”. Among his fellow Club members was inventor James Watt. William also played dice obsessively at James Clark's tavern at Fleshmarket Close, and frequented the cock-fighting pits of the city – particularly the one at Michael Henderson's inn in the Grassmarket.
- **1776:** William's mistress Anne Grant bore him a daughter named Cecil (named for his mother). Anne will eventually give birth to two more of William's children. Throughout that time Anne remained ignorant of William's other mistress, Jean Watt – who became mother to another two of his children.
- **September, 1781:** As newly elected “Deacon” (presiding head) of the Incorporation of Wrights, William also became a member of the Town Council of Edinburgh. He will be a Town Councilor for all his remaining years, except for 1785. The other Councilors employed his services as a wright, and William made duplicate keys of their properties whenever possible.
- **June 1, 1782:** William's father Francis died. William inherited the mansion in Brodie's Close, £10,000, a second house in Old Bank Close, a tenement in Horse Wynd, another tenement in World's End Close, and a third tenement at Netherbow.
- **July 1786:** While attending the cockfights at Michael Henderson's inn, Deacon Brodie met a locksmith named George Smith, a shoemaker named Andrew Ainslie, and John Brown (a convicted thief on the run). The four decided to become burglars together, as soon as Smith recovered from the illness currently afflicting him.
- **October 9, 1786:** The shop of a Goldsmith near the Council Chambers was burgled by Deacon Brodie, and the now healthy George Smith.
- **Winter 1786 – 1787:** Poet Robert “Bobbie” Burns moved into lodgings across the street from Deacon Brodie's home. The two became acquaintances. By this point, rumors were already circulating that Deacon Brodie had somehow helped a local murderer escape from justice. Likewise, William had been seen at least twice by people unable to believe – and convinced they would not be believed – that the bugler in their home was none other than the respected Deacon of the Wrights!
- **November 1786:** Using duplicate keys, Deacon Brodie and George Smith burgled Davidson McKain's hardware shop in Bridge Street. They did not obtain much except a finely-bound notebook, which William subsequently gave to Michael Henderson's daughter.
- **December 24, 1786 (Christmas Eve):** Around 4 AM, George Smith broke into the jeweler's shop of John & Andrew Bruce, on Bridge Street. The job had originally been Deacon Brodie's idea, but William refused to stop playing dice at James Clark's tavern long enough to join in the crime. George nonetheless carried away a rich haul of watches and jewelry. The next morning, George allowed William to select some stolen items to keep for himself.

- **August 16, 1787:** Deacon Brodie, George Smith, and Andrew Ainslie robbed the grocery shop of John Carnegie in the port of Leith, making off with a large quantity of tea.
- **October 29, 1787:** Deacon Brodie, George Smith, Andrew Ainslie, and John Brown broke into the University of Edinburgh, and stole the institution’s ceremonial silver mace.
- **Christmastime, 1787:** John Brown stole the house key of a shopkeeper named John Tapp, which had been left hanging in the man’s shop. Deacon Brodie made a duplicate, and the original was surreptitiously returned. Brown later revisited John Tapp in his shop, and plied him with a bottle of liquor. While the shopkeeper was distracted, Deacon Brodie and the remainder of his gang used the duplicate key to burgle John Tapp’s home above the shop. Among the times they stole was a miniature portrait secretly kept by John’s Tapp’s wife, evidently of her gentleman lover.

## Personality and Role-Playing Notes

Deacon Brodie’s obsessive, thrill-seeking nature is belied by his slow and deliberate manner of speaking. He is a “macaroni” – extremely fashion conscious and vain. Heir to a considerable amount of money and property, he commits crimes to fund his gambling, and for the perverse thrill of being a secret criminal. Above all, Deacon Brodie is a shameless liar who enjoys fooling and manipulating everyone in his life. He maintains two separate households of illegitimate children, with two women who know nothing of each other. By day he is a “pillar of the community”, but spends his nights indulging his sordid whims. He cannot resist a chance to gamble or take a pointless risk – a fact that can be used against him by clever adversaries. He also likes to dupe people into becoming unwitting accomplices, by presenting them with stolen gifts.





## Deacon Brodie in Your Game

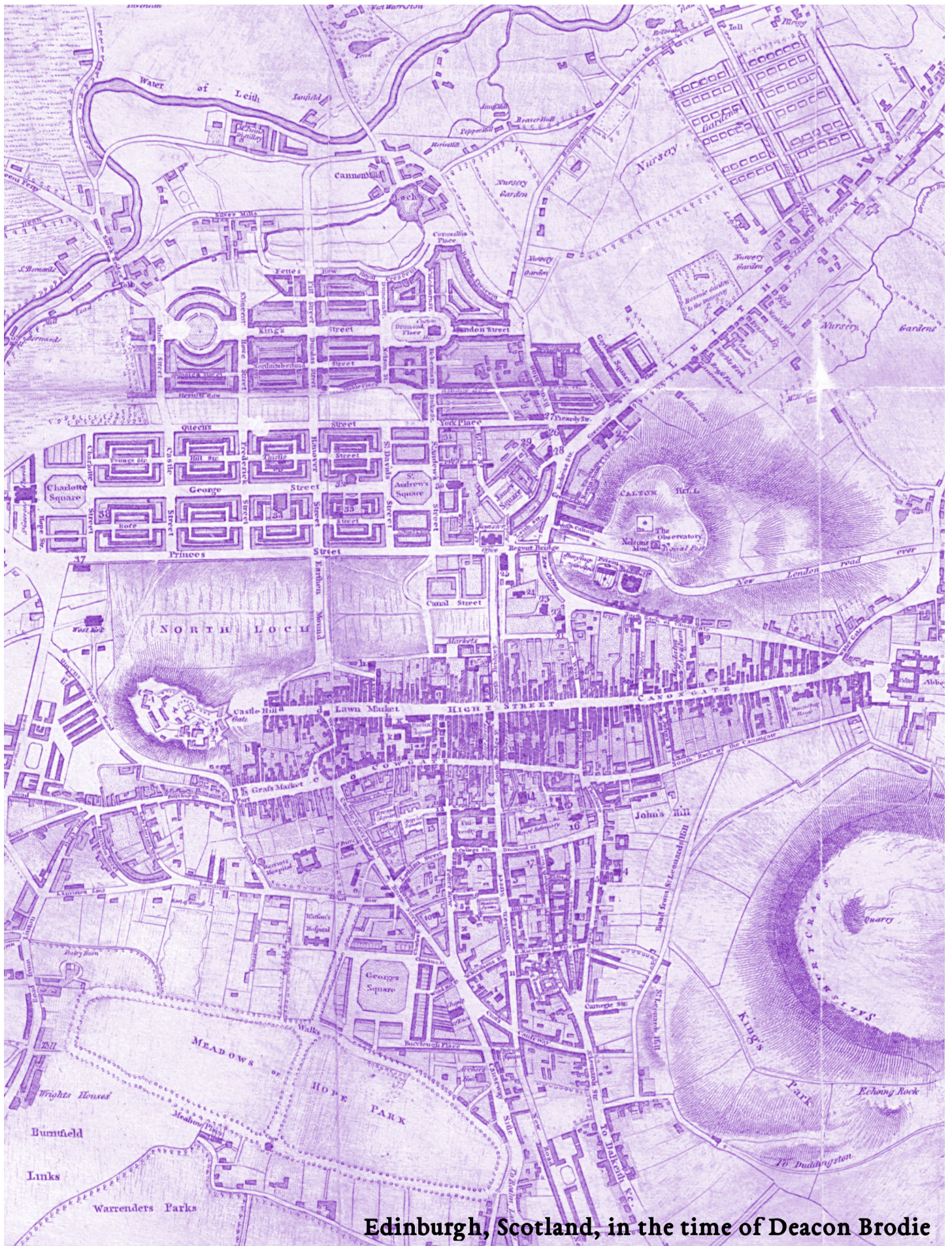
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Deacon Brodie is presented at the point just before he and his gang will commit their disastrous break-in of the General Excise Office for Scotland, in March of 1788 – the crime for which he and George Smith eventually be caught and executed. His secret life reflects the dual nature of Edinburgh itself – simultaneously the rising “Athens of the North”, and an overcrowded criminal playground of thieves and prostitutes. The medical students of Edinburgh demand a steady supply of fresh corpses for dissection, readily supplied by Grave Robbers. The city itself is split into the medieval warren of the Old Town, and the rising New Town of neoclassical buildings. An Affair featuring Deacon Brodie could focus on exploring the motifs of secret identities, duality, hypocrisy, and the disconnect between the ideal and actual.

Player Characters can be drawn into Deacon Brodie’s sphere in many ways. Bandit, Grave Robber, and Libertine PCs might simply find themselves recruited to take part in a crime unrecorded by official history. A Demon Hunter stalking his quarry in the night might run into William and his gang. A True Innocent might be publicly courted by the respectable William Brodie, and thereby be the unwitting recipient of stolen jewelry. If any PCs are property owners in Edinburgh, their houses could be targeted by Deacon Brodie – especially if they also know him socially as a Town Councilor. One of the male PCs may even be Mrs Tapp’s lover, implored by her to find the miniature portrait of himself that was stolen from her home ! In two weeks Deacon Brodie is going to be gambling in James Clark’s tavern at Fleshmarket Close, where an outraged victim of the Deacon’s loaded dice will leave William with a noticeable scar under his right eye. The PCs may be there, and witness the event.

There were sightings of Deacon Brodie after his supposed execution on October 1, 1788. If your Saga is set after that date, the Presenter can explore the possibility that Deacon Brodie wore a steel collar to his hanging, and bribed his would be-executioner to ignore it – or that the Deacon’s dead body was reanimated through Mad Science by that fiendishly cunning Frenchman, Doctor Pierre Degravers! Deacon Brodie had fled Scotland before his trial, and was supposedly caught in Amsterdam. Perhaps the man sent back to Scotland to die wasn’t actually Deacon Brodie at all, but a hapless victim of William’s ultimate scam.





Edinburgh, Scotland, in the time of Deacon Brodie



## Heathcliff (1782)

*The brooding and vengeful antihero of "Wuthering Heights".*

**Full Name:** Heathcliff (both given name and surname)

**Aliases:** Mister Heathcliff

**Class:** Gypsy

**Level:** 3

**Appearance/Most Memorable Characteristic:** A tall, powerfully-built man dressed in dark colors. He is of evident Romany descent, with a dark complexion, and black hair which he wears long and un-powdered. His sideburns extend down his cheeks, and his eyebrows are thick. His deeply set eyes are such dark brown as to be almost black. His teeth seem unusually sharp.

**Age:** 18

**Charisma:** 16 **Intelligence:** 10 **Wisdom:** 15

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

**Perversity:** 14

**Assets:** Seductive, Resistant to Pain, True Love (Catherine Earnshaw)

**Afflictions:** No Family, Obsessed with Vengeance

**Speed:** 9

**Hit Points:** 18

**Attacks:** 1 (punch, kick, or pistol)

**Damage Bonus:** +1

### Gypsy Special Abilities:

- Animal Husbandry
- Boxing
- Entertainment [Acting]
- Gypsy Curse (once per Affair)
- Sleight of Hand

### Gypsy Weaknesses:

- Desired by the Dead
- Social Discrimination

**Typical Equipment Carried:** A set of fine clothes in black, maroon, and indigo blue. A pair of dice. A deck of cards. A severed rabbit's foot (Talisman of *Gambler's Luck*). A small pistol. A walking stick or horse-whip. If outdoors, Heathcliff is very likely to be riding a horse when first encountered, and have one or more hunting (or guard) dogs with him as well. Such dogs will be trained to attack at the slightest provocation.

**Residence:** Currently, no fixed abode.

## Heathcliff's Background

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- **1764:** Heathcliff was born, in an unknown place, to an unknown Romany woman.
- **Late Summer, 1771:** Mister Earnshaw, an affluent yeoman farmer in Yorkshire, announced to his family that he has decided to walk 60 miles to Liverpool, and would return in three days. Late on the third day he reappeared at his family home, "Wuthering Heights", with a Romany boy in tow. Mister Earnshaw claimed that he found the child wandering around Liverpool, and was moved by pity to bring him home. Mr. Earnshaw named the boy "Heathcliff", after a son who had died young. Heathcliff and Mr. Earnshaw's six-year old daughter Catherine quickly grew close, but Catherine's older brother Hindley instantly hated the young foundling – and beat him at every opportunity thereafter. Nobody pressed Mister Earnshaw on how he managed to cover 40 miles a day on foot across bad moorland roads, or why he was instantly so partial to Heathcliff.
- **1773:** Mrs. Earnshaw died, leaving the Earnshaw children without a mother. Hindley Earnshaw was sent away to college. Heathcliff and Catherine became inseparable, spending long hours playing on the moors around Wuthering Heights.
- **October, 1777:** Mr. Earnshaw died in the presence of Catherine and Heathcliff. Sixteen-year old Hindley returned to Wuthering Heights with his new wife, Frances. He spitefully condemned Heathcliff to be a servant at the house, and deprived him of any education. He also frequently ordered the boy to be flogged. None of this stopped Catherine and Heathcliff from secretly seeing each other at every opportunity.
- **November 1777:** Catherine and Heathcliff ran to "Thrushcross Grange", the estate house of the wealthy Linton family. There they were were attacked by guard dogs while spying through a window at young Edgar and Isabella Linton. Catherine was injured, and forced to stay at Thrushcross Grange while she recovered.
- **December 24, 1777:** Twelve-year old Catherine Earnshaw returned to Wuthering Heights in the Linton's carriage, made up and dressed like a young gentlewoman.
- **Christmas Day, 1777:** Fifteen-year old Edgar Linton, and eleven-year old Isabella Linton, visited Wuthering Heights. Heathcliff tried to dress up so he can be present at the gathering with Catherine. After being insulted by both Hindley and Edgar, Heathcliff hit Edgar with a tureen of apple sauce. Hindley flogged Heathcliff, who vowed revenge against the young man.
- **June 1778:** Hareton Earnshaw was born. Some weeks later his mother Frances died of consumption. Hindley descended into alcoholism after his wife's death, and eventually all but two servants deserted the house. Edgar Linton began surreptitiously courting Catherine.
- **1780:** Sixteen-year old Heathcliff saved the life of young Hareton Earnshaw, by catching the child when his drunken father Hindley dropped him over an upstairs banister. Later that night, Heathcliff overheard Catherine saying she could never marry him, because it would degrade her. He then ran away from Wuthering Heights to seek his fortune.

## Personality and Role-Playing Notes

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Heathcliff is fierce, domineering, and easily angered. He is impious to the point of blasphemy – and will even openly implore the aid of Satan. When he pleases he can be extremely charming and glib, but if insulted or thwarted his face can suddenly assume a frightful, almost demonic aspect. He is vengeful beyond all reason, quite willing to stretch his revenge over years, and generations. His cruel mistreatment by Hindley has turned Heathcliff into a sadist who enjoys hurting those who fall under his power.



At this point in Heathcliff's life he is focused on become wealthy by any means necessary – both so he might marry and possess his beloved Catherine, and have the power to ultimately destroy her brother Hindley. Heathcliff loves Catherine Earnshaw with a fierce, mad passion that will allow no rivals. He will have mere sex with another woman of course, but it is impossible for anyone to replace Cathy in his heart. He is well aware that their love can only end in pain, but would rather suffer in Hell with her than be in Heaven alone. His True Love for Catherine means he enjoys a +3 Bonus whenever he is gambling, or otherwise doing anything to make him wealthy enough for her to accept him as a suitable husband.

Note that while Heathcliff *himself* may talk about Catherine Earnshaw's capricious, histrionic, and selfish behavior, anybody else who dares to speak of her in anything less than the most glowing terms should be prepared for a savage beating. Even *agreeing* with him when he complains of her inconstancy will provoke a violent reaction.

When role-playing Heathcliff, remember that he is one of the great Byronic Heroes of English literature. He should project an intensely magnetic sexuality, combined with the constant underlying threat of imminent violence.

## Heathcliff in Your Game

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Heathcliff is here depicted in the middle of the three-year period between when he fled Wuthering Heights as a barely literate servant, and his eventual return as a wealthy gentleman. Explaining how Heathcliff becomes rich makes a great premise for an *Affair*. Did he discover treasure while serving in the military, have adventures in America, or perhaps become a highway robber? When he reappears at Wuthering Heights he will evidence great skill at gambling, and will eventually also show himself to be an accomplished actor (able to craftily play the part of a long-suffering uncle to the young and naive Cathy Linton, for example). That suggests he has been using Sleight of Hand to cheat at cards and dice, while perhaps pursuing a career in theater. A suitably Gothic possibility, however, is that his wealth comes from a Pact with Satan, or a dark Fairy Lord.

However the Presenter decides Heathcliff eventually becomes rich, he will devote himself to developing his mind. Whenever Heathcliff gains a Level, increase his Intelligence by 1. By the time he returns to Wuthering Heights in 1783, he will be a 5th Level character with an Intelligence of 12. By 1800 (when he fulfills his cunning plan to become master of both Wuthering Heights and Thrushcross Grange) he will be a 10th Level character with an Intelligence of 17. In addition, his Perversity should also rise after Catherine's death, to 18 by 1800.

Heathcliff suspects that he may actually be Catherine's half-brother, but if anything the possibility of such a transgression delights rather than horrifies him.

Heathcliff's physical appearance closely matches traditional depictions of lycanthropes, and the Presenter might decide to give him a Level of Werewolf. Perhaps the Curse was inflicted on him as the Preternatural price for his acquisition for wealth. Similarly, if Heathcliff is killed before returning to Wuthering Heights, he will, of course, rise again as a Vampyre (with the Vampiric Power *Ghoulish Appetite*). In any case, Heathcliff and Catherine are damned to eventually roam the moors together as Restless Specters – a fate which they would freely *choose* in preference to Paradise.

## Marquis de Sade (October, 1767)

*Soldier, Dramatist, and Depravity Personified*

**Full Name:** Donatien-Alphonse-François, Comte de Sade

**Aliases:** Captain de Sade (of the Burgundy Cavalry), Count de Mazan

**Class:** Libertine (Aristocrat)

**Level:** 6

**Appearance/Most Memorable Characteristic:** An impeccably dressed man with a roundish face, high forehead, and deep-set blue eyes that stare intensely. His natural hair under his wig is blond.

**Age:** 27

**Charisma:** 16 **Intelligence:** 16 **Wisdom:** 11

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

**Perversity:** 18

**Assets:** Aristocratic Skills, Talented Writer, Actor, Military Training

**Afflictions:** Notorious, Obsessed with Numbers, Powerful Enemy (Madame de Montreuil, his mother-in-law), Powerful Enemy (Inspector Marais of the Paris police)

**Speed:** 9

**Hit Points:** 36

**Attacks:** 1 (pistol, sword, knife, rod, or whip)

**Damage Bonus:** +2

### Libertine Special Abilities:

- Disguise
- Dueling
- Fraud
- Seduction

### Libertine Weaknesses:

- Faithless Lover
- Fascinated By Innocence

**Typical Equipment Carried:** Fashionable clothing of gray silk. A muff of white fur. A fine walking stick. A powdered wig. A dress sword (*épée*). High-heeled shoes. A small case with anise-flavored “*pastilles de Richelieu*” (candy pellets made with “*Spanish Fly*” - *see below*).

**Residence:** His *maison de plaisance* in Arcueil, just south of Paris. The Château de Lacoste in Provence.

### *Spanish Fly (Blister Beetles)*

**Dosage:** 1 ground beetle.

**Bestowed Asset:** None

**Main Effect:**

- 25% chance per dose of inducing priapism in a male user, lasting for 1d2 hours.

**Imposed Affliction:**

- Susceptible to Seduction (if Perversity is 8 or lower)

**Special Dangers:**

- Save versus Constitution with first dose, or take 1d6 points of Lethal Damage, and also suffer the Affliction “In Pain”.

**Length of Effect:** 8 – 12 hours.

**Overdose:** Automatically suffer 1d6 points of Lethal Damage per dose past the first.

**Note:** *Spanish Fly* is **not** an aphrodisiac, but a dangerous gastrointestinal and urogenital tract irritant. Sexually inexperienced people might confuse the irritation and inflammation for actual arousal. If applied to the skin, *Spanish Fly* causes blisters. It is illegal in *Ghastly Age France*.

## Marquis de Sade's Background

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- **June 2, 1740:** Donatien-Alphonse-François de Sade was born in Paris. His father was Jean-Baptiste-Joseph-Francois, Comte (Count) de Sade. His mother, Marie-Eléonore, Comtesse (Countess) de Sade, was the Princesse de Conde's lady-in-waiting. The family had persistent money problems, made worse by the Comte's compulsive gambling.
- **1750:** Sade begins his education at the Jesuit-run Lycée Louis-le-Grand in Paris. He was frequently beaten and whipped while there.
- **1752:** Sade's parents separated, and his mother retired to a Carmelite convent.
- **1755:** Sade was enrolled in the Régiment du Roi (King's Regiment) as a sub-lieutenant. His position was unpaid and informal.
- **May 17, 1756:** Great Britain declared war on France, formally beginning the Seven Years War.
- **January 1757:** Sade was promoted to the official rank of "Cornet", with the duty of bearing his infantry regiment's standard.
- **June 23 1758:** Sade narrowly escaped being killed at the Battle of Krefeld.
- **April 21, 1759:** As was standard practice at the time, Sade's father purchased for his son his own cavalry company, and the rank of Capitaine (Captain). The young Captain de Sade quickly developed a reputation for libertinage that was extreme even by the standards of the French aristocracy.
- **March 15, 1763:** Sade is discharged from his regiment, due to the end of the Seven Years War.
- **May 17, 1763:** Sade married Renée-Pélagie de Montreuil, eldest daughter of a wealthy – but only recently ennobled – family.
- **October 29, 1763:** Sade is imprisoned in the Château de Vincennes, for suggesting a prostitute engage in "sodomy", mutual flagellation, and the desecration of religious objects.
- **November 13, 1763:** Sade is freed from prison by order of the King, but confined to the Château d'Echauffour, owned by his wife's family. The ban on his travel will be lifted November 1764.
- **July 1764:** Sade's first child with his wife was born, but died shortly thereafter.
- **December 1764:** Sade was back in Paris, with Inspector Marais keeping track of his activities.
- **February 1765:** Sade took the voluptuous actress and dancer Mademoiselle Beauvoisin as a mistress, promising her a stipend of 20 Louis d'Ors a month. She already had at least two other lovers. Sade's mother in-law quickly learned of the affair, and conspired to separate the couple.
- **May 9, 1765:** Sade took the pregnant Mademoiselle Beauvoisin to his family's château of Lacoste, arriving by June. He told people along the way that she was his wife.
- **August 20, 1765:** Sade and Mademoiselle Beauvoisin returned to Paris.
- **January 1766:** Sade ended his affair with Mademoiselle Beauvoisin, who immediately rejoined the theater and took new lovers.
- **June 1766:** Sade visited Château de Lacoste to supervise renovations, including the construction of a theater.
- **November 4, 1766:** Sade began renting his *maison de plaisance* (pleasure house) in Arcueil. He became known around the town for bringing young men and women back to the maison for sex and whippings.
- **January 24, 1767:** Sade's father died, making him the Comte de Sade. In accordance with the custom among French nobility of the time, Donatien-Alphonse-François assumed the grander-sounding title of "Marquis" de Sade, rather than "Comte".
- **August 27, 1767:** Sade's wife gave birth to his first surviving legitimate son, Louis-Marie.
- **October 1767:** Sade resumed residence at Arcueil, and returned to his preferred pastimes.



## Personality and Role-Playing Notes

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Sade affects a refined and sophisticated demeanor, but he is quick to violence if he feels insulted, or even slightly annoyed. He is an atheist and an iconoclast, yet demands all the privileges of his title. His tastes in food is gourmet, to the point of snobbishness. He requires extreme amounts of stimulation to feel any sexual satisfaction, and is in constant search for the ultimate erotic experience. He enjoys both whipping others, and being whipped himself. He finds the idea of desecration very arousing, and will often incorporate some manner of sacrilege into his sexual escapades. Besides perverse sex, Sade's other great passion is for the theater – both as an author, and an actor. He often combine the two pursuits, and the scenes of his sexual crimes are often carefully arranged by him for dramatic effect. The oddest part of his personality, however, is his obsession with numbers. He will inexplicably insist on acts being repeated a specific number of times, or objects being presented to him in specific amounts, without any rational reason ever given.

## Marquis de Sade Your Game

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Sade is here depicted well before he has written the books that will make him (in)famous across Europe. He is already notorious among the police and prostitutes of Paris, but next year he will land in serious trouble for the imprisonment and torture of an unemployed cloth spinner named Rose Keller at his *maison de plaisance*.

Player Characters encountering Sade might be policemen working for Inspector Marais, or be private investigators working for the Marquis' mother-in-law. They could be invited to one of his elaborate dinner parties, particularly if they are also nobility (or part of the Parisian demimonde). Perhaps they have been employed by the family of a young woman who barely survived one of Sade's depraved *soirées*. Sade might possess an infamous book detailing the outer limits of pleasure and pain, which the PCs want to either read or steal. Or, maybe Sade seeks such a book, and commissions the PCs to find it. In a less scandalous vein, Player Characters could even be actors hired for a play the Marquis has written.

The Presenter could make Sade an actual member of the “Sodality of the Friends of Crime” (as described in his novel “Juliette”). In that case, the PCs might be either accidentally learn of the group's existence, or have been actually sent by the Church to neutralize it. However, the PCs might instead be working for a rival group of hedonists who also wish to destroy the dangerous Sodality.

Sade makes a good recurring villain for Sagas that encompass decades. He will be in and out of trouble with the law for all remaining years of his life – imprisoned for the entire period from from 1777 to 1790, becoming a politician during the Revolutionary period, and being imprisoned again from 1801 to his death in 1814. Sade's influence could easily extend beyond his prison walls, particularly if the Presenter chooses to include the “Sodality of the Friends of Crime” as a real group.

# Villa Diodati, 1816



## Villa Diodati, 1816

### Lord Byron (June, 1816)

*The Great Romantic Poet: "Mad, Bad, and Dangerous to Know"*

**Full Name:** George Gordon Byron, 6th Baron Byron

**Aliases:** George Noel Byron

**Class:** Libertine (Aristocrat)

**Level:** 10

**Appearance/Most Memorable Characteristic:**

Dark haired and handsome, with heavy-lidded eyes, an expressive mouth, and strong cleft chin. Walks with an obvious limp, and usually leans on a walking stick. Often wears Turkish and Eastern-European inspired clothing.

**Age:** 28

**Charisma:** 20 **Intelligence:** 14 **Wisdom:** 13

**Strength:** 13 **Dexterity:** 11 **Constitution:** 13

**Perversity:** 14

**Assets (+3 Bonus):** Genius Poet, Skilled Boxer, Great Shot, Strong Swimmer

**Afflictions (-3 Penalty):** Club Foot, Notorious, Prone to Melancholy, Easily Angered

**Speed:** 9 (-3 Penalty on all Speed Contests on land due to Club Foot)

**Hit Points:** 60

**Attacks:** 1 punch or pistol (+5 total Bonus on Dexterity Check if fighting unaided, +7 if a desired lover is watching)

**Damage Bonus:** +3

#### Libertine Special Abilities:

- Disguise
- Dueling
- Fraud
- Aristocratic Skills (instead of Sneak)
- Seduction

#### Libertine Weaknesses:

- Faithless Lover
- Fascinated By Innocence

**Typical Equipment Carried:** A loose, white shirt with a frilled front and puffed sleeves. A banyan. A walking stick. A pistol. A locket with a miniature portrait of The Honorable Augusta Leigh (his half-sister). He may have an exotic pet (such as a monkey, crow, or fox) on or near him.

**Current Residence:** Villa Diodati, on the shore of Lake Geneva.



## Lord Byron's Background (to June 10, 1816)

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- **January 22, 1788:** George Gordon Byron was born
- **1791:** George's father, "Mad Jack" Byron, died in France.
- **1798:** George became the 6th Baron Byron upon the death of his murderously eccentric great-uncle William (popularly known as "The Wicked Lord").
- **1801:** Byron attended Harrow School.
- **1805 – 1809:** Byron attended Trinity College, Cambridge, where he fell in love with Trinity Chapel choir singer John Edleston.
- **March 13, 1809:** Byron first attended the House of Lords as a peer.
- **1809 – 1811:** Byron went on his Grand Tour. Due to the Napoleonic Wars, he primarily visited the Eastern Mediterranean instead of the usual sites on the Continent, taking advantage of the Ottoman Empire's comparatively more relaxed attitude towards homosexual activity.
- **1811:** Byron returned to England.
- **1812:** Byron published the first two cantos of "Childe Harold's Pilgrimage", which made him famous. He began a tempestuous affair with Lady Caroline Lamb (who would later deem him "mad, bad, and dangerous to know"). The two would show up at events with Lady Lamb dressed as a pageboy. Lady Lamb's husband (the future Prime Minister William Lamb) knew about the affair.
- **1813:** Byron published "The Giaour" and "The Bride of Abydos". He began an affair with his half-sister Augusta Leigh.
- **1814:** Byron published "The Corsair", an instant success. Augusta Leigh gave birth to a daughter Medora, likely Byron's.
- **January 2, 1815:** Byron married the extremely religious Anne Isabella Milbanke (often called "Annabella").
- **December 10, 1815:** Annabella gave birth to Byron's daughter Ada (who as Ada Lovelace will later create the conceptual basis of modern computer programming).
- **April 25, 1816:** In debt and facing public exposure of his bisexuality and incestuous affair with his half-sister, Byron separated from his wife, and fled England.
- **May 1816:** The jilted Lady Lamb published her Gothic novel "Glenarvon". The villainous "Lord Ruthven" of the book was instantly recognizable as a thinly veiled caricature of Lord Byron.
- **June 10, 1816:** Byron and his physician, Dr John Polidori, take up residence in the Villa Belle Rive, on the shore of Lake Geneva. Byron renames the house "Villa Diodati". As the weather turns cold and stormy, and reflecting the growing public hysteria that the sun will be extinguished in July, he begins writing the poem "Darkness".

## Personality and Role-Playing Notes

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Moody, vain, and wildly passionate, Lord Byron is by turns loving and cruel. His appreciation of beauty is matched by his snobbery and egotism. He will casually belittle friends and lovers, then shower them with affection. He can fly into irrational rages that are followed by periods of tender concern – and vice-versa. His eating habits alternate between near fasting and over-indulgence (followed by induced vomiting). He is an animal lover, and will often have an exotic pet nearby.

Above all, Byron is obsessed with transgressing boundaries of all kinds. He is proud of his aristocratic status, and unlike his new acquaintance Percy Shelley, has no interest in fundamentally reforming society. Byron wants there to be rules, so he can have the thrill of breaking them.



## Lord Byron in Your Game

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The above describes Lord Byron during his self-imposed exile in Switzerland in early June of 1816. Soon the poet Percy Shelley, his eighteen-year old mistress Mary (daughter of radicals Mary Wollstonecraft and William Godwin), and her stepsister Claire Clairmont (obsessed with becoming Byron's lover) will come for an extended visit. Perhaps the PCs are another group of visitors, unrecorded by history. They may even witness the wild night of June 18th, when Mary has her famous vision of a man reanimating a creature assembled from corpses! Maybe some of the ghost stories famously told that night simply recount the PCs' supernatural misadventures. One or more of the PCs could be bringing Byron news from England, or be rivals for his affections. Byron is bisexual, so he is likely to pursue both beautiful women and handsome lads. Maybe one of the PCs is a journalist who wishes to titillate their readers with scandalous stories of the infamous Lord Byron. Villa Diodata may be haunted, and the PCs come to investigate (either on their own or at Byron's invitation). One or more ancient evils (such as a Possessor Demon) may have followed him home from the East, and have plagued his life ever since.

Lord Byron is an excellent candidate to actually be (or eventually become) a Vampyre. The creator of the first aristocratic vampire in literature, John Polidori, was Byron's personal physician at Villa Diodati in the summer of 1816, and Polidori's Lord Ruthven (a name he cribbed from Lady Caroline Lamb) was meant to be a satire on Byron.

Byron's limp suggests the legendary lameness of Asmodeus, the Prince of Lust (see Seducer Devil). Presenters may wish to play up an atmosphere of Satanic menace whenever the PCs encounter the poet.

## Doctor Polidori (June 16, 1816)

*Lord Byron's personal physician, and future author of "The Vampyre"*

**Full Name:** Doctor John William Polidori

**Aliases:** John Polidori, Dr. Polidori

**Class:** Everyman

**Level:** 4

**Appearance/Most Memorable Characteristic:** A handsome young man of Mediterranean mien. He seems to be favoring one leg when he walks.

**Age:** 20

**Charisma:** 10 **Intelligence:** 16 **Wisdom:** 13

**Strength:** 9 **Dexterity:** 9 **Constitution:** 8

**Perversity:** 10

**Assets:** Handsome, Fast Learner, Natural Artistic Talent (drawing)

**Afflictions:** Sprained Ankle (temporary), Hot-tempered, Prone to Sickness, Compulsive Gambler

**Speed:** 9

**Hit Points:** 26

**Attacks:** 1 pistol, or caustic chemical splash.

**Damage Bonus:** +1

### Everyman Special Abilities:

- Profession: Physician
- Avocation: Writer
- Affection: Art
- Academic Credentials (as the Mad Scientist Special Ability, instead of an Inheritance)
- Social Contacts:
  - Lord Byron (poet, employer)
  - Mary Shelley (aspiring writer, recent acquaintance)
  - Percy Shelley (poet, recent acquaintance)
  - Claire Clairmont (Mary Shelley's stepsister, recent acquaintance)
  - John Murray (Byron's publisher)
  - Sir Henry Halford (King George III's Physician-in-Ordinary)
  - Gaetano Polidori (father)
  - Frances Polidori (sister)
  - John Soane (son of neo-classical architect Sir John Soane).

### Everyman Weaknesses:

- Phobia: Being Overlooked (Athazagoraphobia)
- Prejudice: Homely People

**Typical Equipment Carried:** Stylish clothes, leather physician's satchel (with vials of various chemicals), notebook, 1000p in local currency (55 Swiss francs).

**Residence:** The Villa Diodati, Lord' Byron's' rented Villa on the shore of Lake Geneva.



## Doctor Polidori's Background

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- **September 7, 1795:** John William Polidori was born in London. His father was the Italian author and translator Gaetano Polidori. His English mother Anna Maria had been a governess.
- **1804:** John began school at Ampleforth College in North Yorkshire. The school, run by Benedictine Monks, eventually became one of the premiere institutions educating the British Catholic elite.
- **1810:** Child prodigy John Polidori entered the University of Edinburgh to study medicine at the age of 15.
- **1814:** John graduated from Edinburgh University, writing his thesis on somnambulism (sleep-walking). At 19, John was the youngest person to ever to graduate from the school with a medical degree.
- **April 1816:** Lord Byron hired Polidori to be his personal physician and traveling companion, on the recommendation of Sir Henry Halford. Shortly thereafter John is contracted by Lord Byron's publisher John Murray to keep a diary of his travels with Byron, for £500.
- **April 25, 1816:** Doctor Polidori and Lord Byron sailed from Dover towards Ostend, accompanied by three servants.
- **April 26, 1816:** Doctor Polidori and Lord Byron arrived in Ostend, and took lodgings. John immediately witnessed Byron's sexually predatory behavior, writing "As soon as he reached his room, Lord Byron fell like a thunderbolt upon the chambermaid." The pair set out with their servants for Switzerland the next morning. Byron's elegant carriage, brought over from England and overburdened with possessions, broke down almost constantly along the way.
- **May 24, 1816:** At Morat, John and Lord Byron stole bones from a ruined ossuary holding the remains of 15th century Burgundian soldiers.
- **May 26, 1816:** Doctor Polidori and Lord Byron reached the outskirts of Geneva, Switzerland around midnight. They took lodgings in the Hôtel de l'Anglerre, popular with traveling Englishmen.
- **May 27, 1816:** After boating with Lord Byron on Lake Geneva, Doctor Polidori met Mary Godwin, Claire Clairmont, and Percy Shelly, who by Claire's connivance had been waiting on the shore. Mary and Percy initially mistook John for Lord Byron. Byron was not pleased to see Claire, but nonetheless invited her, Percy, and Mary to dinner that night.
- **June 2, 1816:** John began giving Mary Godwin lessons in Italian (the Tuscan dialect), and took her son William to be vaccinated against smallpox.
- **June 10, 1816:** John moved into the Villa Diodati with Lord Byron. Percy Shelley and Lord Byron became increasingly abusive towards Doctor Polidori, referring to him as "Polly Dolly", mocking his affection for a local girl, disparaging his writings, and otherwise goading him into angry outbursts whenever possible.
- **June 15, 1816:** John severely sprained his ankle after being cajoled by Lord Byron into leaping from a wall in order to escort Mary Godwin up a slippery, rain-slicked path. That night, he had a conversation with Percy Shelly about the principles of life, and whether human life should be considered as a mechanical or spiritual process – "whether man was to be thought merely an instrument".
- **June 16, 1816:** Lord Byron challenges the group, forced inside by the inclement weather, to write ghost stories. Several days later Doctor Polidori will begin work on a ghost story, but not "The Vampyre".

## Personality and Role-Playing Notes

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Doctor Polidori is hung-strung, and quick to take offense. Consequently, he is always being goaded and needled by the sadistic Lord Byron. He loves art, but has strong opinions on aesthetics, and can be extremely judgmental of peoples' appearances. Doctor Polidori is immensely proud of his academic achievements, and often annoyed by the way others seem to fawn over his employer. Polidori will quick to point out he is a Physician, not a mere surgeon (which is a much lower status position in the early 19th century). He has a great fear of being ignored, and will do foolish things in order to be noticed and esteemed. He has a passionately romantic nature, and is developing an unrequited infatuation with Mary Shelley.

Doctor Polidori currently has a sprained ankle, from impetuously leaping to escort Mary Shelley up a wet path. He therefore walks with a limp – which Lord Byron may point out as evidence that the doctor is trying to imitate the poet in all ways! Doctor Polidori wants to be taken seriously as a writer, but Byron makes a point of disparaging anything he writes (and encouraging others to do the same). Nonetheless, Doctor Polidori is currently being paid by Byron's publisher to keep journal of his experiences with the poet, and so will be keen to insert himself into any social interactions at the Villa Diodati.

## Doctor Polidori in Your Game

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Anyone visiting the Villa Diodati in the summer of 1816 is going to encounter Doctor Polidori. If the PCs aren't there to meet Lord Byron, may be trying to meet the former child prodigy, in order to seek his advice on some bizarre medical problem. Perhaps one of the PCs (or one of their loved ones) is a sleepwalker, experiencing horrible nightmares, or prone to fall into debilitating trances – all of which are Polidori's specialty. In any event, Doctor Polidori will try to turn any conversation towards those topics – so he can feel like the smartest person in the room!

Another possibility is that the PCs are agents of Lord Byron's publisher John Murray, sent to make sure Doctor Polidori is actually keeping his diary – and not just indulging in orgies with Byron.

John Polidori committed suicide by drinking poison in 1821 (although the death was officially recorded as being from natural causes). The Presenter could explore the possibility that in 1816 Polidori was already in communication with an actual Vampyre, who later made John one himself.

In 1800 John's sister Frances married the Italian poet Gabriele Rossetti, and eventually gave birth to four children destined for fame – author and nun Maria Francesca Rossetti (who wrote a biography of Dante), painter Dante Gabriel Rossetti (co-founder of the Pre-Raphaelite Brotherhood), literary critic William Michael Rossetti, and the poet Christina Rossetti (author of the classic “Goblin Market”). The Presenter could explore the possibility that Doctor Polidori's family was haunted by fairies, and the John never died, but was actually whisked away to the Otherworld – with an illusory “stock” made of wood, leaves and moss left in his place. Perhaps Doctor Polidori was never really a human being at all, but a Fairy Changeling unaware of his own true nature until 1821 (when he chose to escape the Mundane World).

## Mary Shelley (June 16, 1816)

*Scandalous daughter of radical authors, and future creator of “Frankenstein”*

**Full Name:** Mary Wollstonecraft Godwin  
**Aliases:** Mary Godwin, Mary Shelley (often used, although she is not yet Percy Shelley's legal wife), Mary Wollstonecraft Shelley (future)  
**Class:** Everywoman  
**Level:** 2  
**Appearance/Most Memorable Characteristic:** An exceptionally pale young woman with light brown hair and hazel eyes. She prefers loose clothing in light colors. Her emotions are very restrained. Those who knew Mary Wollstonecraft will note how much young Mary's manner reminds them of her mother.  
**Age:** 18

**Charisma:** 10 **Intelligence:** 14 **Wisdom:** 12  
**Strength:** 9 **Dexterity:** 10 **Constitution:** 9  
**Perversity:** 10  
**Assets:** Occult Knowledge, Historical Knowledge, True Love (Percy Shelley)  
**Afflictions:** Scandalous Reputation, Prone to Melancholy

**Speed:** 9  
**Hit Points:** 12  
**Attacks:** 1 improvised weapon  
**Damage Bonus:** +1

### Everywoman Special Abilities:

- Profession and Avocation: Writer (*Because her Profession and Avocation are both “Writer”, Mary gets a special +3 Bonus on relevant Ability Checks*).
- Affection: William Godwin (her father, although the two are currently estranged)
- Social Contacts:
  - William Godwin (father, radical author)
  - Samuel Coleridge (author, family friend)
  - Charles Lamb (author, family friend)
  - Lady Margaret King, Countess of Mount Cashell (family friend, and former pupil of Mary's mother)
  - Percy Shelley (poet, lover)
  - Jane “Claire” Clairmont (step-sister)
  - Thomas Jefferson Hogg (barrister, Percy's friend, and briefly a secondary lover)
  - Thomas Love Peacock (author)
  - Lord Byron (poet, recent acquaintance)
  - Doctor John Polidori (physician, recent acquaintance)

### Everywoman Weaknesses:

- Phobia: Ridicule
- Prejudice: High Society (despite the fact that Percy was born an aristocrat!)

**Typical Equipment Carried:** Loose white dress, reticule (with journal and pencil),

**Residence:** A cottage near the Villa Diodati, the house rented by Lord Byron on the shore of Lake Geneva.



## Mary Shelley's Background

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- **August 30, 1797:** Mary Wollstonecraft Shelley was born “Mary Godwin” to Mary Wollstonecraft and radical author William Godwin, in Somers Town of north London. Mary Wollstonecraft was operated upon due to complications from the delivery, and developed a serious infection.
- **September 10, 1797:** Mary Wollstonecraft died from septicemia.
- **December 21, 1801:** William Godwin married Mary Jane Clairmont, who became Mary Godwin’s stepmother. Mary Jane’s illegitimate children, Charles and Jane, joined the household with Mary and her half-sister Fanny (Mary Wollstonecraft’s daughter by her lover Gilbert Imlay). Young Mary Godwin grew to intensely dislike her stepmother.
- **November 11, 1812:** Mary first met poet, atheist, and anti-monarchist Percy Shelley, who had come to her house to meet his political idol, William Godwin.
- **May 5, 1814:** Mary met Percy Shelley again. Percy, whose father was a wealthy Baronet, had come to finalize a loan to cover William Godwin’s extensive debts. Mary and Percy fell in love, and contrived regular meeting thereafter. Unfortunately, Percy was already married.
- **June 26, 1814:** Mary and Percy made love for the first time at her mother’s grave.
- **July 28, 1814:** Forbidden from seeing each other any more by Mary’s father, Mary and Percy ran away together to France. Mary’s stepsister Jane asked to accompany them. Since neither Mary or Percy spoke French (but Jane did), they agreed to take her. Percy eventually wrote to his wife and (at Mary’s suggestion) asked her to join him and Mary in a ménage à trois. She refused. Rapidly burning through their money, Mary and Percy traveled through France to Switzerland, and took a boat-ride up the Rhine.
- **September 2, 1814:** During their Rhine journey Mary and Percy spent a night in Gernsheim, close to the ruined Castle Frankenstein.
- **September 13, 1814:** Completely broke, Mary and Percy arrived back in London. Mary’s stepsister Jane continued living with them, and began using the names “Clara” and “Claire”. Mary experienced social ostracism due to living openly with Percy.
- **November, 1815:** Percy began encouraging the already-pregnant Mary and his friend Thomas Jefferson Hogg to become lovers.
- **February 22, 1815:** Mary gave birth to a daughter, two-months premature.
- **March 6, 1815:** Mary found her baby daughter dead in her crib.
- **March 13, 1815:** Mary recorded in her journal that she dreamed her dead baby had been revived.
- **January 24, 1816:** Mary gave birth to a son, William.
- **May 2, 1816:** Claiming to have become Lord’s Byron’s mistress, Claire convinced Mary and Percy to accompany her to Switzerland to meet the famous poet. Unbeknownst to the couple, she had also told Byron that she and Percy were lovers, and had also insinuated in a letter that Mary might be sexually available to Byron as well.
- **May 27, 1816:** Mary, Percy, William and Claire met up with Lord Byron at a hotel outside Geneva. Byron was initially displeased that Claire had followed him to Switzerland, but later took advantage of the situation in his usual manner.
- **June 1, 1816:** Mary and Percy rented a small cottage on the shore of Lake Geneva, where they resided with little William and Claire.
- **June 10, 1816:** Lord Byron and his physician John Polidori moved into a villa ten minutes away from Mary and Percy’s cottage. The group began spending their days together.
- **June 16, 1816:** After a sudden storm forced them all inside the Byron’s Villa Diodati, the group began reading aloud from a collection of ghost stories. Byron proposed that each create their own ghost story to tell the group.



## Personality and Role-Playing Notes

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Contrary to her scandalous reputation in England as a shameless slut and enthusiastic home-wrecker, Mary's demeanor is strikingly controlled and intellectual. She can even come across as "cold". In fact she often suffers from deep melancholy that she does her best to hide. Mary still grieves the death of her first child, although she will not speak of her. Although she often seem overly serious, and fears being personally ridiculed, Mary actually possesses a good sense of humor. She is always conscious of being the daughter of Mary Wollstonecraft, and feels an obligation to live up to what she thinks would have been her mother's expectations for her. At the same time, she feels guilty for having been indirectly the cause of her mother's death. Mary is also deeply troubled by her current estrangement from her father. Mary will be vocal in her support of Free Love, the overthrow of monarchies, reforming the criminal justice system, educating the lower class, abolishing slavery, and equality for women. She (and Percy) make a point of never using sugar, because it is produced by slaves in the Caribbean. Above all, Mary will never let any statement supporting the existing social order go unanswered!

## Mary Shelley in Your Game

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The Player Characters might be among the guests caught up in the intrigues, debates, and antics at the Villa Diodati during the stormy week of June 16th. With her obvious occult interests, Mary will be particularly keen to speak any Magicians or Mad Scientists she might encounter! It is possible that one of the PCs tells a story, or makes a remark, that inspires Mary's future literary output. The Presenter should always explore themes of "Frankenstein" whenever PCs interact with Mary— death, immortality, responsibility towards one's creations, guilt, rejection, social justice, and the limits of science. Mary might be encouraged by Percy to take a Player Character as a lover, just as he had encouraged Mary and his friend Thomas Jefferson Hogg. It should be remembered that Mary's five-month-old son William is with her, and she will not be able to go off on an adventure by herself, unless she leaves the boy with Claire, or one of Byron's servants.

# Ours Ways Are Not Your Ways





## Our Ways Are Not Your Ways

What's a Gothic story without an isolated village filled with dark secrets? The following random tables will help you design small European communities with a populations between 100 and 1,000 people, of the kind that might be constitute part of an 18<sup>th</sup> century aristocrat's estate. In conjunction with **Appendices A, B, C, and D** of "*A Ghastly Companion to Castles, Mansions, & Estates*", they let you procedurally generate a complete countryside of horrors for PCs to wander at will.

If you would like your villages to be more "Jane Austen" and less "Matthew Lewis", simply ignore Tables 16 and 17.

**Table 1a: The Basic Layout of an Inland Village**

| d12 | The buildings primarily cluster...  |
|-----|---|
| 1   | along a straight section of road.   |
| 2   | along a section of road that curves like a "C".                                 |
| 3   | along a section of road that curves like an "S".                                |
| 4   | around an "X"-shaped crossroads.  |
| 5   | around an "X"-shaped crossroads enclosed by a ring.                             |
| 6   | around a "T"-shaped crossroads.   |
| 7   | around a "Y"-shaped, three-way crossroads.                                      |
| 8   | around a trident where two roads converge at angles on a third.                 |
| 9   | around a star-shaped, six-way crossroads.                                       |
| 10  | around an "H" of paths, one leg of which connects to the main road.             |
| 11  | around an especially large square or green, through which the main road passes. |
| 12  | in a gridiron of streets forming short blocks, like a miniature city.           |

There will also be **2d4 minor lanes** branching off from the main paths(s) towards the surrounding fields.

A village will be built in the "vernacular" style of its region. There will always be a **blacksmith**, a **grain mill**, and a **church** (the presence of which distinguishes a village from a hamlet). A logging village will also have a **saw-mill**. Mills may be wind powered (common in colder regions), water-powered, or turned by draft animals. In beer-drinking regions, there often be a **malt house** (a large building with an open interior, where barley is malted to make beer). In a wine-growing region, a village will have a **wine-press** instead. In the Italian States, Spain, and southern France, a village may also have its own **olive-press**. Mills, wine-presses and olive-presses will be usually be **owned by the village landlord**, who will charge the villagers a fee for its use. Often, there is only a single **bread (and roasting) oven** in the village, and villagers are likewise charged for its use.

**Table 1b: The Basic Layout of a Maritime Village**

| d6 | <i>The buildings primarily cluster...</i>   |
|----|---|
| 1  | along a section of road that hugs the shoreline.  |
| 2  | around a “T”-shaped crossroads, with the top of the “T” hugging the shoreline.                      |
| 3  | in a gridiron of streets forming short blocks, like a miniature city.                               |
| 4  | an a triangle of paths, with one side on the waterfront.  |
| 5  | on a square of paths, with one side on the waterfront.  |
| 6  | away from the shore, and resemble an inland village. Use <b>Table 1a</b> to determine Basic Layout. |

*There will also be 2d4 minor lanes branching off from the main cluster of buildings, leading inland.*

**Table 1c: The Waterfront of a Maritime Village**

| d8    | <i>The waterfront has...</i>                            |
|-------|---|
| 1     | a long embankment with bollards.                        |
| 2     | a long embankment with bollards and a single long pier. |
| 3     | a long embankment with 2d4 short piers.                 |
| 4     | a single long pier.                                     |
| 6 – 7 | 2d4 piers.  |
| 7 – 8 | a beach, upon which boats are pulled.                   |

**Table 2: The Main Source of Fresh Water**

| d6 | <i>Most of the water used by villagers comes from...</i>      |
|----|---|
| 1  | 1d4 streams.  |
| 2  | a canal. 50% chance a lock is located in or near the village. |
| 3  | a lake.   |
| 4  | 1d4 ponds.  |
| 5  | a spring.   |
| 6  | 1d4 wells.  |

**Table 3: Overall Impression of the Village**

| dzo     | <i>At fist glance, the village looks:</i>                                  |
|---------|--|
| 1 – 6   | perfectly ordinary.  |
| 7 – 8   | very clean and tidy.   |
| 9 – 10  | very dirty, with filth and garbage everywhere.                             |
| 11      | quite new, as if all the building had been constructed in the past decade. |
| 12 – 13 | exceptionally ancient.   |
| 14      | gloomy and depressing.   |
| 15      | decrepit.  |
| 16      | partially deserted.  |
| 17      | overcrowded.   |
| 18      | like there was a recent fire (or other disaster).                          |
| 19 – 20 | bucolic.   |

**Table 4: Village Population**

| dzo     | <i>Population:</i> | <i>Land-owning families (besides the primary landlord):</i> |
|---------|--------------------|---|
| 1       | 100 + d100         | 0   |
| 2       | 200 + d100         | 0   |
| 3 – 5   | 300 + d100         | 0   |
| 6 – 10  | 400 + d100         | 1   |
| 11 – 15 | 500 + d100         | 1   |
| 16 – 17 | 600 + d100         | 1   |
| 18      | 700 + d100         | 2   |
| 19      | 800 + d100         | 2   |
| 20      | 900 + d100         | 2 or 3  |

*Divide the population by 8 to find the total number of cottages. If the village looks partially deserted, divide by 4. If the village is overcrowded, divide by 16.*

About 90% of families of most villages will be directly involved in food production of some kind – whether **farming or fishing**.

In **Poland, Russia, Prussia**, and the **Kingdom of Hungary**, a village may be inhabited mostly or wholly by bound **serfs**.

In the **Kingdom of Hungary**, up to 10% of the population may be impoverished (or “sandalled”) nobility – barely distinguishable from peasants in their economic circumstances, but possessing the legal rights of aristocracy.



### Table 5: Building Density

| d8    | <i>The building density in the village is...</i>   |
|-------|--|
| 1     | Very high – almost every building shares a wall with those on either side.   |
| 2 – 4 | High – there is about a foot between buildings in the central cluster, with only one or two outlying buildings.  |
| 5 – 6 | Moderate – there is 2d4 feet between buildings in the central cluster, with a few outlying buildings.  |
| 7     | Low – there is 8+1d12 feet between buildings. 50% chance that a house has a wall or fence around its lot. The walls or fences of adjacent lots with connect. About 25% of the buildings will be up to a ¼ mile away from the main cluster. |
| 8+    | Very low – there is 15+d20 feet between buildings in the central cluster, most of which are in the middle of walled or fenced lots. Half or more of the building are scattered up to a ¼ mile from the central cluster.                    |

**Table 5 Modifiers:**

-2 for villages in Italy, Spain, Portugal, or Provence.  
 +4 for villages in Poland and Russia.

### Table 5: The Village Church

| d20     | <i>The village church is...</i>                                   |
|---------|---|
| 1 – 3   | too small for its congregation.                                   |
| 4 – 6   | too large for its congregation.                                   |
| 7       | very plainly decorated.   |
| 8       | ostentatiously decorated.   |
| 7 – 9   | in very bad repair.   |
| 10 – 14 | neat, tidy, and in good repair.                                   |
| 15 – 16 | filled with strange and disturbing art.                           |
| 17      | apparently a popular place for trysts!                            |
| 18      | of a different denomination than the official state Church.       |
| 19      | actually two small churches that seem to compete for congregants. |
| 20      | an abandoned ruin – where do the villagers worship?               |

Also see “*Twenty Creepy Churches in Isolated Places*” in the supplement “*A Ghastly Potpourri*”.

**Table 6a: Landmark of an Inland Village**

| droo     | <i>The most noteworthy location in or near this inland village is..</i>  |
|----------|--|
| 1 – 4    | the local church.  |
| 5 – 8    | the estate house (or castle) of the local landlord.  |
| 9 – 12   | the pleasure house of an aristocrat (other than the landlord). <i>A Villa, Lustschloss, Maison de Plaisance, etc.</i>                                  |
| 13 – 16  | a nearby fort where a company or regiment of soldiers is stationed. <i>If the landlord is titled nobility, they may also be the force's commander.</i> |
| 17 – 20  | a local ruin. <i>See Appendix C of "A Ghastly Companion to Castles, Mansions, &amp; Estates".</i>  |
| 21 – 24  | a complex of subterranean tunnels. <i>See Appendix D of "A Ghastly Companion to Castles, Mansions, &amp; Estates".</i>                                 |
| 25 – 28  | a network of underground caverns. <i>See Appendix D of "A Ghastly Companion to Castles, Mansions, &amp; Estates".</i>                                  |
| 29 – 32  | an ancient tree.   |
| 33 – 36  | a stone circle.  |
| 37 – 40  | a lake.  |
| 41 – 44  | a bridge.  |
| 45 – 48  | a natural spring.  |
| 49 – 52  | a marsh or swamp.  |
| 53 – 56  | a roadside shrine.   |
| 57 – 60  | a corpse road.   |
| 61 – 64  | a hill (if lowland) or valley (if upland).   |
| 65 – 68  | a small patch of woods that is supposedly haunted.   |
| 69 – 72  | another whole village, apparently abandoned.   |
| 73 – 76  | a monument to a local hero.  |
| 77 – 80  | the village cross.   |
| 81 – 84  | a large, oddly-colored rock.   |
| 85 – 88  | a rock formation that resembles something else (a person, animal, monsters, etc.)  |
| 89 – 92  | a former battlefield, now a mass grave.  |
| 93 – 96  | the remains of a defensive wall.   |
| 97 – 98  | a monastery (or school for boys, in a Protestant country).   |
| 99 – 100 | a convent (or school for girls, in a Protestant country).  |

**Table 6b: Landmark of a Maritime Village**

| d20     | <i>The most noteworthy location in or near this maritime village is...</i>   |
|---------|--|
| 1       | the local church.  |
| 2       | the estate house (or castle) of the local landlord.  |
| 3       | a small chapel on an island offshore.  |
| 4       | a monastery or convent on an island offshore. <i>Abandoned if a Protestant country.</i>  |
| 5       | the pleasure house of an aristocrat (other than the landlord).   |
| 6       | a nearby fort where a company or regiment of soldiers is stationed. <i>If the landlord is titled nobility, they may also be the force's commander.</i> |
| 7       | a local ruin. <i>See Appendix C of "A Ghastly Companion to Castles, Mansions, &amp; Estates".</i>  |
| 8       | a complex of subterranean tunnels. <i>See Appendix D of "A Ghastly Companion to Castles, Mansions, &amp; Estates".</i>                                 |
| 9       | a network of underground caverns. <i>See Appendix D of "A Ghastly Companion to Castles, Mansions, &amp; Estates".</i>                                  |
| 10 – 11 | a lighthouse /beacon.  |
| 12      | a supposedly haunted island offshore.  |
| 13      | a sea fort on an island offshore.  |
| 14      | a rocky, supposedly inaccessible island offshore.  |
| 15      | a wrecked ship. <i>Just offshore, or even washed up on shore.</i>  |
| 16      | a large, oddly-colored rock.   |
| 17      | a rock formation that resembles something else (a person, animal, monsters, etc.)  |
| 18      | offshore reefs (or rocks) that must be navigated carefully. <i>25% chance there is also a beacon.</i>  |
| 19      | a sea cave.  |
| 20      | several picturesque cliffs.  |

*Villages, whether inland or maritime, are often named for their Landmark.*

**Table 7: Accommodations for Travelers**

| d12     | <i>Travelers looking for accommodations will find...</i>   |
|---------|--|
| 1 – 4   | nothing at all – apparently everyone drinks and socializes in each others homes. <i>25% chance a family is willing to host travelers who pay in cash.</i>  |
| 5 – 6   | a tavern with a single common bed.   |
| 7       | a tavern with a single private room for rent.  |
| 8       | an inn with a common bed, and 1d4 rooms.   |
| 9       | a rooming house, with 1d4 rooms available.   |
| 10 – 12 | a Coaching Inn.  |
| 13+     | An exclusive Coaching Inn for wealthy travelers. <i>Note: only possible if Village is on a major road. There will also be a separate Tavern, where ordinary villagers go to drink and socialize.</i> |

**Table 7 Modifiers:**

*+3 to the roll if the village lies directly on a major road. -3 if village if off a major road.*



**Table 8a: Most Important Produce of an Upland Village**

| d100    | <i>This upland village is best known for its...</i> | Middle Class Tradesmen:   | Lower-Class Occupations:   |
|---------|---|---|--|
| 1 – 4   | butter and cheese.                                  | Baker. Blacksmith. Cheese Maker. Cheese-monger. Inn or Tavern Keeper. Manure Monger. Miller. Shoemaker.               | Carter. Cowherd. Farmer (unspecialized). Farmhand. Manure Collector. Milkmaid. |
| 5 – 9   | cattle (and hides).                                 | Baker. Blacksmith. Butcher. Cattle-monger. Inn or Tavern Keeper. Manure Monger. Miller. Shoemaker.                    | Carter. Cowherd. Farmer (unspecialized). Farmhand. Manure Collector. Skinner.  |
| 10 – 13 | charcoal.   | Baker. Blacksmith. Charcoal-monger. Inn or Tavern Keeper. Miller.   | Carter. Charcoal-burner. Farmer (unspecialized). Farmhand.                     |
| 14 – 17 | coal.   | Baker. Blacksmith. Clerk. Coal-monger. Inn or Tavern Keeper. Miller. Shoemaker.                                       | Carter. Collier (coal miner). Farmer (unspecialized). Farmhand.                |
| 18 – 21 | copper.   | Baker. Blacksmith. Carpenter. Clerk. Inn or Tavern Keeper. Miller. Shoemaker.   | Carter. Farmer (unspecialized). Farmhand. Miner. Smelter.                      |
| 22 – 25 | distilled liquors.                                  | Baker. Blacksmith. Cooper. Clerk. Distiller. Inn or Tavern Keeper. Miller. Shoemaker.                                 | Carter. Distillery Worker. Farmer (unspecialized). Farmhand. Grain Farmer.     |
| 26 – 29 | gemstones (or mineral pigments).                    | Baker. Blacksmith. Carpenter. Clerk. Gem (or pigment) Monger. Inn or Tavern Keeper. Miller. Shoemaker.                | Carter. Farmer (unspecialized). Farmhand. Guard. Miner.                        |
| 30 – 33 | gunsmiths.  | Baker. Blacksmith. Carpenter. Clerk. Engraver/Jeweler. Gun Dealer. Gunsmith. Inn or Tavern Keeper. Miller. Shoemaker. | Carter. Farmer (unspecialized). Farmhand. Guard.                               |
| 34 – 37 | gypsum.   | Baker. Blacksmith. Clerk. Carpenter. Gypsum-monger. Inn or Tavern Keeper. Miller. Shoemaker.                          | Carter. Farmer (unspecialized). Farmhand. Miner.                               |
| 38 – 41 | iron.   | Baker. Blacksmith. Clerk. Carpenter. Inn or Tavern Keeper. Iron-monger. Miller. Shoemaker.                            | Carter. Farmer (unspecialized). Farmhand. Miner. Smelter.                      |
| 42 – 46 | lead.   | Baker. Blacksmith. Clerk. Carpenter. Inn or Tavern Keeper. Lead-monger. Miller. Shoemaker.                            | Carter. Farmer (unspecialized). Farmhand. Miner. Smelter.                      |
| 47 – 50 | lime (mineral).                                     | Baker. Blacksmith. Clerk. Carpenter. Inn or Tavern Keeper. Lime-monger. Miller. Shoemaker.                            | Carter. Farmer (unspecialized). Farmhand. Miner.                               |

| d100     | <i>This upland village is best known for its...</i> | Middle Class Tradesmen:  | Lower-Class Occupations:  |
|----------|---|--|---|
| 51 – 56  | lumber and firewood.                                | Baker. Blacksmith. Carpenter. Inn or Tavern Keeper. Shoemaker. Miller. Wood-monger.              | Carter. Farmer (unspecialized). Farmhand. Woodcutter.                 |
| 57 – 61  | medicinal plants.                                   | Baker. Blacksmith. Apothecary. Doctor. Inn or Tavern Keeper. Miller. Shoemaker.                  | Carter. Farmer (unspecialized). Farmhand. Mushroom Picker.            |
| 62 – 70  | mutton.   | Baker. Blacksmith. Butcher. Inn or Tavern Keeper. Miller. Sheep-monger. Shoemaker.               | Carter. Farmer (unspecialized). Farmhand. Manure Collector. Shepherd. |
| 71 – 80  | quarried stone.                                     | Baker. Blacksmith. Carpenter. Inn or Tavern Keeper. Miller. Stone-monger. Roughmason. Shoemaker. | Carter. Farmer (unspecialized). Farmhand. Rock Splitter.              |
| 81 – 84  | salt (mined).*                                      | Baker. Blacksmith. Clerk. Carpenter. Inn or Tavern Keeper. Miller. Salt-monger. Shoemaker.       | Carter. Farmer (unspecialized). Farmhand. Guard. Salt Miner.          |
| 85 – 88  | tin.  | Baker. Blacksmith. Clerk. Carpenter. Inn or Tavern Keeper. Miller. Tin-monger. Shoemaker.        | Carter. Farmer (unspecialized). Farmhand. Miner. Smelter.             |
| 89 – 92  | hard cider.   | Baker. Blacksmith. Cooper. Cider-monger. Inn or Tavern Keeper. Miller. Shoemaker.                | Carter. Farmer (unspecialized). Farmhand. Orchard Worker.             |
| 93 – 96  | wine and/or beer.                                   | Baker. Blacksmith. Brewer (of beer). Cooper. Inn or Tavern Keeper. Miller. Shoemaker. Vintner.   | Carter. Farmer (unspecialized). Farmhand. Vineyard Laborer.           |
| 97 – 100 | wool.   | Baker. Blacksmith. Inn or Tavern Keeper. Manure Monger. Miller. Shoemaker. Wool-monger.          | Carter. Farmer (unspecialized). Farmhand. Manure Collector. Shepherd. |

*10% cumulative chance per 100 residents that there is a **Village Doctor (or Doctress)**.  
50% chance of a **Grocer** if the population is over 600.*

***\*In France especially the production of salt is heavily regulated, with ordinary people being required to purchase a minimum amount of heavily taxed salt a year.***

**Table 8b: Most Important Produce of a Lowland Village**

| droo    | <i>This lowland village is best known for its...</i>                | Middle Class Tradesmen:   | Lower-Class Occupations:  |
|---------|---|---|---|
| 1 – 3   | apiary products. <i>Wax and honey.</i>                              | Baker. Blacksmith. Chandler. Inn or Tavern Keeper. Miller. Shoemaker.   | Candle Maker. Carter. Beekeeper. Farmer (unspecialized). Farmhand.                            |
| 4 – 6   | butter and cheese.  | Baker. Blacksmith. Cheese Maker. Cheese-monger. Cooper. Inn or Tavern Keeper. Manure Monger. Miller. Shoemaker.               | Carter. Cowherd. Farmer (unspecialized). Farmhand. Milkmaid.                                  |
| 7 – 9   | cattle (and hides).   | Baker. Blacksmith. Butcher. Cattle-monger. Inn or Tavern Keeper. Manure Monger. Miller. Shoemaker.                            | Carter. Cowherd. Farmer (unspecialized). Farmhand. Manure Collector. Skinner.                 |
| 10 – 12 | ceramics. <i>Tiles, pots, etc.</i>                                  | Baker. Blacksmith. Inn or Tavern Keeper. Monger (of the village's ceramics). Miller. Shoemaker.                               | Carter. Charcoal-burner. Clay Miner. Farmer (unspecialized). Farmhand. Kiln Operator. Potter. |
| 13 – 15 | cloth.  | Baker. Blacksmith. Draper. Inn or Tavern Keeper. Miller. Shoemaker.   | Carter. Farmer (unspecialized). Farmhand. Spinner. Weaver.                                    |
| 16 – 18 | cutlery.  | Baker. Blacksmith. Cutler. Inn or Tavern Keeper. Knife Maker. Miller. Shoemaker.  | Carter. Farmer (unspecialized). Farmhand. Charcoal-burner.                                    |
| 19 – 21 | distilled liquors.  | Baker. Blacksmith. Clerk. Cooper. Distiller. Inn or Tavern Keeper. Miller. Shoemaker.   | Carter. Distillery Worker. Farmer (unspecialized). Farmhand. Grain Farmer.                    |
| 22 – 23 | dyestuffs. <i>Indigo, etc.</i>                                      | Baker. Blacksmith. Dye-monger. Inn or Tavern Keeper. Miller. Shoemaker.   | Carter. Farmer (unspecialized). Farmhand. Dyestuff Farmer.                                    |
| 24 – 26 | eggs.   | Baker. Blacksmith. Egg-monger. Inn or Tavern Keeper. Manure Monger. Miller. Shoemaker.  | Carter. Chicken Farmer. Farmer (unspecialized). Manure Collector. Farmhand.                   |
| 27 – 29 | flax.   | Baker. Blacksmith. Flax-monger. Inn or Tavern Keeper. Miller. Shoemaker.  | Carter. Farmer (unspecialized). Farmhand. Flax Farmer.  |
| 30 – 32 | flowers.  | Baker. Blacksmith. Flower-monger. Inn or Tavern Keeper. Miller. Shoemaker.  | Carter. Farmer (unspecialized). Farmhand. Flower Farmer (unspecialized).                      |
| 33 – 35 | freshwater fish. <i>Village must be near a river or large lake.</i> | Baker. Blacksmith. Cooper. Fishmonger. Inn or Tavern Keeper. Miller. Shoemaker.   | Carter. Farmer (unspecialized). Farmhand. Fisherman.  |
| 36 – 38 | grain. <i>Wheat, rye, barley, rice, oats, etc.</i>                  | Baker. Blacksmith. Grain Dealer. Granary Keeper. Inn or Tavern Keeper. Miller. Shoemaker.                                     | Carter. Farmer (unspecialized). Farmhand. Grain Farmer.                                       |
| 39 – 40 | gunpowder.  | Baker. Blacksmith. Clerk. Cooper. Gunpowder Dealer. Inn or Tavern Keeper. Miller. Shoemaker.                                  | Carter. Farmer (unspecialized). Farmhand. Gunpowder Mill Worker.                              |
| 41      | gunsmiths.  | Baker. Blacksmith. Carpenter. Clerk. Cooper. Engraver/Jeweler. Gun Dealer. Gunsmith. Inn or Tavern Keeper. Miller. Shoemaker. | Carter. Charcoal-burner. Farmer (unspecialized). Farmhand. Guard.                             |
| 42 – 43 | gypsum.   | Baker. Blacksmith. Gypsum-monger. Inn or Tavern Keeper. Miller. Shoemaker.  | Carter. Farmer (unspecialized). Farmhand. Miner.  |
| 44 – 46 | hops.   | Baker. Blacksmith. Hops-monger. Inn or Tavern Keeper. Miller. Shoemaker.  | Carter. Farmer (unspecialized). Farmhand. Hops Farmer.  |



| droo     | <i>This lowland village is best known for its...</i>  | Middle Class Tradesmen:  | Lower-Class Occupations:   |
|----------|---|--|--|
| 47 – 50  | horses.   | Baker. Blacksmith. Farrier. Horse Dealer. Inn or Tavern Keeper. Manure Monger. Miller. Shoemaker.                  | Carter. Farmer (unspecialized). Farmhand. Hay Farmer. Manure Collector. Stable Hand. |
| 51       | leeches.  | Baker. Blacksmith. Inn or Tavern Keeper. Leech-monger. Shoemaker. Miller.  | Carter. Farmer (unspecialized). Farmhand. Leech Gatherer.                            |
| 52 – 55  | lumber and firewood.  | Baker. Blacksmith. Carpenter. Inn or Tavern Keeper. Shoemaker. Miller. Wood-monger.                                | Carter. Farmer (unspecialized). Farmhand. Woodcutter.                                |
| 56       | medicinal plants.   | Baker. Blacksmith. Apothecary. Doctor. Inn or Tavern Keeper. Miller. Shoemaker.                                    | Carter. Farmer (unspecialized). Farmhand. Herb Gleaner. Mushroom Picker.             |
| 57 – 60  | mutton.   | Baker. Blacksmith. Inn or Tavern Keeper. Miller. Sheep-monger. Shoemaker.  | Carter. Farmer (unspecialized). Farmhand. Shepherd.                                  |
| 61 – 65  | pigs (and/or hams).   | Blacksmith. Inn or Tavern Keeper. Manure Monger. Miller. Pork-monger. Shoemaker.                                   | Carter. Farmer (unspecialized). Farmhand. Manure Collector. Swineherd.               |
| 66 – 70  | poultry. <i>Chickens, ducks, geese, guineafowl, turkeys.</i>  | Baker. Blacksmith. Chicken-monger. Inn or Tavern Keeper. Miller. Shoemaker.  | Carter. Farmer (unspecialized). Farmhand. Manure Collector. Poultry Farmer.          |
| 71 – 72  | quarried stone.   | Baker. Blacksmith. Carpenter. Inn or Tavern Keeper. Miller. Roughmason. Stone-monger. Shoemaker.                   | Carter. Farmer (unspecialized). Farmhand. Rock Splitter.                             |
| 73 – 75  | region-specific crops. <i>Almonds, olives, oranges, saffron, etc.</i>   | Baker. Blacksmith. Cooper. Inn or Tavern Keeper. Miller. Monger (of the town's produce). Shoemaker.                | Carter. Farmer (unspecialized). Farmhand. Orchard Laborer (if tree crops).           |
| 76 – 80  | salt (mined). <i>Heavily taxed and regulated.</i>   | Baker. Blacksmith. Clerk. Carpenter. Inn or Tavern Keeper. Miller. Salt-monger. Shoemaker.                         | Carter. Farmer (unspecialized). Farmhand. Guard. Miner.                              |
| 81 – 83  | smithing.   | Baker. Blacksmith. Inn or Tavern Keeper. Iron-monger. Miller. Shoemaker.   | Carter. Charcoal-burner. Farmer (unspecialized). Farmhand.                           |
| 84 – 88  | tanned leather. <i>Due to the horrific odor around it, the actual tannery will be on the outskirts, never in the central cluster.</i> | Baker. Blacksmith. Butcher. Fellmonger (dealer in skins). Inn or Tavern Keeper. Miller. Shoemaker.                 | Carter. Farmer (unspecialized). Farmhand. Tanner. Urine Collector.                   |
| 89 – 90  | tree fruit. <i>Apples, pears, apricots, etc..</i>   | Baker. Blacksmith. Cooper. Fruit Monger. Inn or Tavern Keeper. Miller. Shoemaker.                                  | Carter. Farmer (unspecialized). Farmhand. Orchard Laborer.                           |
| 91 – 96  | wine /beer /hard cider.   | Baker. Blacksmith. Brewer (of beer or cider). Cooper. Inn or Tavern Keeper. Miller. Shoemaker. Vintner (for wine). | Carter. Farmer (unspecialized). Farmhand. Vineyard Laborer.                          |
| 97 – 100 | wool.   | Baker. Blacksmith. Inn or Tavern Keeper. Manure Monger. Miller. Shoemaker. Wool-monger.                            | Carter. Farmer (unspecialized). Farmhand. Manure Collector. Shepherd.                |

*10% cumulative chance per 100 residents that there is a **Village Doctor (or Doctress)**.  
65% chance of a **Grocer** if the population is over 600.*

**Table 8c: Most Important Produce of a Maritime Village**

| droo    | <i>This maritime village is best known for its...</i>                              | Middle Class Tradesmen:  | Lower-Class Occupations:   |
|---------|--|--|--|
| 1 – 5   | apiary products. <i>Wax and honey.</i>   | Baker. Blacksmith. Chandler. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                           | Candle Maker. Carter. Farmer (unspecialized). Farmhand. Fisherman.                                       |
| 6 – 10  | boats.   | Baker. Blacksmith. Boat Dealer. Carpenter. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.             | Carter. Farmer (unspecialized). Farmhand. Fisherman.   |
| 11 – 15 | ceramics. <i>Tiles, pots, etc.</i>   | Baker. Blacksmith. Ship Chandler. Inn or Tavern Keeper. Miller. Monger (of the village's ceramics). Shoemaker. | Carter. Charcoal-burner. Clay Miner. Farmer (unspecialized). Farmhand. Fisherman. Kiln Operator. Potter. |
| 16 – 20 | cloth.   | Baker. Blacksmith. Draper. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                             | Carter. Farmer (unspecialized). Farmhand. Fisherman. Spinner. Weaver.                                    |
| 21 – 25 | cutlery.   | Baker. Blacksmith. Cutler. Inn or Tavern Keeper. Knifemaker. Miller. Ship Chandler. Shoemaker.                 | Carter. Charcoal-burner. Farmer (unspecialized). Carter. Farmhand. Fisherman.                            |
| 22 – 30 | distilled liquors.   | Baker. Blacksmith. Clerk. Cooper. Distiller. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.           | Carter. Distillery Worker. Farmer (unspecialized). Farmhand. Fisherman.                                  |
| 31 – 35 | flowers.   | Baker. Blacksmith. Flower-monger. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                      | Carter. Farmer (unspecialized). Farmhand. Fisherman.   |
| 36 – 40 | fresh fish.  | Baker. Blacksmith. Cooper. Fishmonger. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                 | Carter. Farmer (unspecialized). Farmhand. Fisherman.   |
| 41 – 45 | glassware.   | Baker. Blacksmith. Glassblower. Glass-monger. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.          | Carter. Charcoal-burner. Farmer (unspecialized). Farmhand. Fisherman.                                    |
| 46 – 50 | medicinal plants.  | Baker. Blacksmith. Apothecary. Doctor. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                 | Carter. Farmer (unspecialized). Farmhand. Fisherman.   |
| 51 – 55 | oysters (or other shellfish).  | Baker. Blacksmith. Cooper. Fishmonger. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                 | Carter. Farmer (unspecialized). Farmhand. Fisherman.   |
| 56      | pebbles ( <i>used for rocaille decorations</i> ) and/or sand ( <i>for glass</i> ). | Baker. Blacksmith. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker. Stone-monger.                       | Carter. Farmer (unspecialized). Farmhand. Fisherman. Pebble Gleaner. Sand Collector.                     |

| d100     | <i>This maritime village is best known for its...</i>                         | Middle Class Tradesmen:   | Lower-Class Occupations:   |
|----------|---|---|--|
| 57 – 61  | quarried stone.   | Baker. Blacksmith. Carpenter. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker. Stone-monger.                     | Carter. Farmer (unspecialized). Farmhand. Fisherman. Rock Splitter.    |
| 62 – 66  | rope.   | Baker. Blacksmith. Inn or Tavern Keeper. Miller. Ship Chandler. Rope-monger. Shoemaker.                                 | Carter. Farmer (unspecialized). Farmhand. Fisherman. Ropemaker.        |
| 67 – 71  | sailors. <i>Half the male population will be away at sea at any one time.</i> | Baker. Blacksmith. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.  | Carter. Farmer (unspecialized). Farmhand. Fisherman.                   |
| 72 – 75  | salt. *   | Baker. Blacksmith. Clerk. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                                       | Carter. Farmer (unspecialized). Farmhand. Fisherman. Salt Panner.      |
| 76 – 80  | salted fish.  | Baker. Blacksmith. Cooper. Fishmonger. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                          | Carter. Farmer (unspecialized). Farmhand. Fisherman.                   |
| 81 – 83  | seashells. <i>Used for rocaille decorations.</i>                              | Baker. Blacksmith. Ship Chandler. Inn or Tavern Keeper. Miller. Shell-monger. Shoemaker.                                | Carter. Farmer (unspecialized). Farmhand. Fisherman. Seashell Gleaner. |
| 84 – 88  | shellfish.  | Baker. Blacksmith. Cooper. Fishmonger. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                          | Carter. Farmer (unspecialized). Farmhand. Fisherman.                   |
| 89 – 94  | smoked fish.  | Baker. Blacksmith. Cooper. Fishmonger. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                          | Carter. Farmer (unspecialized). Farmhand. Fisherman.                   |
| 91 – 95  | stockfish.  | Baker. Blacksmith. Cooper. Fishmonger. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker.                          | Carter. Farmer (unspecialized). Farmhand. Fisherman.                   |
| 96 – 97  | whale products.   | Baker. Blacksmith. Butcher. Chandler. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker. Whalebone Dealer.         | Carter. Farmer (unspecialized). Farmhand. Fisherman. Whaler.           |
| 98 – 100 | wine /beer /hard cider.   | Baker. Blacksmith. Brewer (of beer). Cooper. Inn or Tavern Keeper. Miller. Ship Chandler. Shoemaker. Vintner (of wine). | Carter. Farmer (unspecialized). Farmhand. Fisherman.                   |

*10% cumulative chance per 100 residents that there is a **Village Doctor (or Doctress)**.  
65% chance of a **Grocer** if the population is over 600.*

*A Maritime Village with a lighthouse or beacon will also have **1 or 2 lighthouse keepers**, either or both or which may also have families.*



There will be **few (if any) shops** in an eighteenth century village. Villagers make their own clothing, make most of their own food, repair their own houses, and often make their own beer (or wine). Cutlery and worked iron can be **commissioned from the blacksmith**. A local woman may be willing to sew (or repair) clothing for visitors. There might be a doctor and/or apothecary in a larger village. Except in those parts of Britain which are already industrializing, **most finished goods a village produces (such as cloth or ceramics) are made by its inhabitants in their homes**, and then collected by an agent of the landlord (or commissioning merchant). Such commodities may be available for legal purchase – with several days notice. It is entirely possible that one cannot legally purchase a commodity for which a village is famous inside the village itself! **Goods and services that villagers cannot provide themselves must usually be obtained from the market in the nearest town, or from itinerant merchants** (who might pass through the village once a week or so, from spring to autumn). Such visiting merchants might work directly for the landlord, or pay him a fee (unless they are Gypsies who visit irregularly, and sell illegally).

**Table 9: Class Relations**

| d4    | <i>Overall, relations between the social classes are...</i>  |
|-------|--|
| 1     | <b>Good.</b> The local landlord is charitable, rents are reasonable, and the average villager is content with their lot. The landlord does not enforce any onerous feudal obligations. There is no crime or violence to speak of. <i>Re-roll results of 13 or above on Table 10.</i>   |
| 2 – 3 | <b>Average.</b> The rents are a little higher than the villagers would like (but not impossible to pay), the tradesmen usually charge fair prices, and the landlord occasionally takes an interest in the welfare of the villagers. All ancient feudal obligations are enforced, but exceptions are made in cases of extreme hardship. There is some domestic violence, and the occasional drunken fight between villagers.  |
| 4     | <b>Poor.</b> The rents are outrageously expensive. The landlord and his family zealously enforce any feudal obligations, and are completely disinterested in the misery they cause. 50% chance the tradesmen price-gouge (if not, they too oppose the landlord). The ordinary villagers generally support and aid the local bandits. There is a significant black market. Many villagers support radical political ideas. Significant crime and violence occurs. <i>Re-roll results of 7 or below on Table 10.</i> |

Examples of **ancient feudal obligations** that may still be in effect include:

- Having to pay a fine to the landlord for each young woman who gets **married**.
- Having to **labor for free** in the landlord's fields (in addition to the rent one pays for one's own field).
- Handing over **a portion of all crops** grown in one's rented field.
- Unpaid labor on the local **roads**.
- Unpaid labor at the **landlord's house** or castle.
- Having to pay to use the landlord's **mills and presses**, and not being able to use any other.
- Having to pay a toll to the landlord each time one crosses a **bridge**, and not being allowed to use any route that avoids that bridge.

Few (if any) feudal obligations would still be in effect in a British village, while all of the above might be suffered by a French peasant before the Revolution.

**Table 10: Disposition of Villagers**

| d20   | <i>The general disposition of the villagers seems to be...</i>  |
|-------|---|
| 1     | virtuous.   |
| 2     | honest.   |
| 3 – 6 | friendly.   |
| 7     | polite.   |
| 8     | amorous.  |
| 9     | hot-tempered.   |
| 10    | fanatically pious.  |
| 11    | impious.  |
| 12    | crude.  |
| 13    | unfriendly.   |
| 14    | dishonest.  |
| 15    | frightened.   |
| 16    | menacing.   |
| 17    | gloomy.   |
| 18    | envious / resentful.  |
| 19    | fatalistic.   |
| 20    | criminal. <i>If Class Relations are good, the villagers simply flout needlessly repressive laws, and the village landlord ignore their otherwise harmless behavior whenever possible.</i> |

**Table 11: The Unofficial Village Leader**

| d10   | <i>The average person in the village looks for leadership from...</i>   |
|-------|---|
| 1     | a wealthy farmer who owns a substantial tract of land. <i>Roll again if Class Relations are poor. If rolled again, the farmer is the enemy and rival of the main local landlord.</i>  |
| 2     | a tradesman involved in the village's primary produce.  |
| 3 – 4 | the priest/parson.  |
| 5     | the blacksmith.   |
| 6     | the owner of the local tavern or inn. <i>Roll again if there is no such establishment.</i>  |
| 7     | a retired military officer.   |
| 8     | a retired sea captain.  |
| 9     | a retired professor.  |
| 10    | the local highwayman (or pirate), who only targets the rich, and gives to the poor. <i>Roll again if Class Relations are good. If rolled again, the local highwayman (or pirate) is secretly a member of the main land-owning family!</i> |

Remember, this an **unofficial leader** – as a rule an 18<sup>th</sup> century village does not have any formal government of its own, but is administered by the landlord who owns most of the property.

**Table 12: The Wealthiest Villager**

| d12   | <i>Besides the local landlord, the wealthiest person in the village is...</i>  |
|-------|--|
| 1 – 3 | a farmer who owns a substantial tract of land. <i>Some villagers might actually be renting land and/or a cottage from this person, rather than the community's primary landlord. Where serfdom persist, the wealthy farmer might even own their own serfs. The village's primary landlord, however, will still be the legal authority over the village as a whole.</i> |
| 4 – 5 | a shrewd tradesman involved in the village's primary produce.  |
| 6     | the priest/parson  |
| 7     | a wealthy dowager.   |
| 8     | the miller.  |
| 9     | the blacksmith.  |
| 10    | a retired military officer.  |
| 11    | a retired sea captain.   |
| 12    | a Mad Scientist whose laboratory is here.  |

**Table 13: The Village Scapegoat**

| d8 | <i>The first person who will get blamed for any catastrophe is...</i> |
|----|---|
| 1  | a mentally-challenged vagrant.  |
| 2  | the local "freak", who suffers from a congenital birth defect.        |
| 3  | a Gypsy who who has settled on the outskirts.                         |
| 4  | an old spinster who lives alone.                                      |
| 5  | the "foreigner" who recently settled in the village.                  |
| 6  | the local prostitute.   |
| 7  | the most recently arrived stranger – and that means the PCs!.         |
| 8  | the Mad Scientist whose laboratory is here.                           |

**Table 14: The Most Beloved Villager**

| d20     | <i>The most beloved person in the village is...</i>  |
|---------|--|
| 1 – 2   | the priest / vicar / parson.   |
| 3       | the landlord. <i>Roll again if Class Relations are poor.</i>   |
| 4       | the landlord's spouse. <i>Roll again if Class Relations are poor. If rolled a second time, it indicates the spouse is secretly working against their husband (or wife).</i>                              |
| 5       | the mistress / lover of the landlord (or their spouse).  |
| 6       | the daughter of the landlord. <i>Roll again if Class Relations are poor. If rolled a second time, it indicates the daughter is secretly working against her parent(s).</i>                               |
| 7       | the son of the landlord. <i>Roll again if Class Relations are poor. If rolled a second time, it indicates the son is secretly working against his parent(s).</i>   |
| 8       | the beautiful young daughter of a villager.  |
| 9       | the handsome young son of a villager.  |
| 10      | the local midwife.   |
| 11      | a generous dowager.  |
| 12      | the blacksmith.  |
| 13      | the blacksmith's wife.   |
| 14 – 15 | the proprietor of the local tavern/inn/rooming house. <i>Roll again if there is no such establishment.</i>   |
| 16      | the local prostitute, known for her charity and kindheartedness.   |
| 17      | a retired soldier.   |
| 18      | its wealthiest inhabitant (other than the landlord). <i>Roll again if Class Relations are poor. If rolled gain it indicates the wealthy person is actually an ancestral enemy of the local landlord.</i> |
| 19 – 20 | the local highwayman (or pirate), who only targets the rich. <i>Roll again if Class Relations are good. If rolled gain, it indicate the highwayman (or pirate) only targets wealthy outsiders.</i>       |



**Table 15: Current Events**

| d100     | <i>Besides events in the landlord's Estate House, everyone is also talking about...</i>   |
|----------|---|
| I – 10   | an upcoming wedding – and wedding feast!  |
| 11 – 14  | a pair of young lovers whose love has been forbidden by their parents.  |
| 15 – 17  | the death of a beloved villager.  |
| 18 – 20  | the recent arrival of Gypsies.  |
| 21 – 23  | the upcoming religious festival / procession.   |
| 24 – 26  | the upcoming village fair and dance.  |
| 27 – 29  | the discovery of an adulterous affair.  |
| 30 – 31  | the upcoming pig slaughter. <i>Late autumn/early winter only.</i>   |
| 33 – 35  | a puzzling and mysterious death.  |
| 36 – 38  | a rabid dog.  |
| 39 – 41  | the disease that is sweeping through the village.   |
| 42 – 44  | the recent death of a whole family from spoiled food.   |
| 45 – 47  | the abduction of a child.   |
| 48 – 50  | the recent increase in rents.   |
| 51 – 52  | a puzzling <i>decrease</i> in rents!  |
| 53 – 54  | a recent boxing match.  |
| 55 – 56  | a charlatan who recently breezed through the village.   |
| 57 – 58  | the strange, localized weather event that recently occurred.<br><i>See <b>Twenty Ominous Weather Events</b> in “<u>A Ghastly Potpourri</u>”.</i>      |
| 59 – 60  | the recent birth of a strangely deformed child.   |
| 61 – 62  | the child who was recently discovered to be a Fairy changeling.   |
| 63 – 64  | the miraculous healing that recently occurred in the church.  |
| 65 – 66  | the sighting of a diabolical figure dancing atop the roof of the church.  |
| 67 – 68  | the exposure and arrest of someone for “crimes against nature”.   |
| 69 – 70  | the theft of a domestic animal.   |
| 71 – 72  | the recent attacks on livestock by predators.   |
| 73 – 74  | a haunting that has recently begun.   |
| 75 – 76  | the desecration of graves in the churchyard.  |
| 77 – 78  | an apparently unbeatable fighting cock (or dog).  |
| 79 – 80  | the statue of a saint that has begun bleeding / exuding oil / crying holy water.  |
| 81 – 82  | the villager who just experienced a vision of the Virgin Mary. <i>Roll again in Protestant countries.</i>   |
| 83 – 84  | the “foreigner” who has decided to settle in the village. <i>Note: a “foreigner” could be anyone from a place more than a day's journey distant).</i> |
| 85 – 86  | the mysterious stranger who recently came into town.  |
| 87 – 88  | the group of soldiers (or Gendarmes) that recently passed through and bullied everyone.   |
| 89 – 90  | someone's recent encounter with an Immortal Wanderer.   |
| 91 – 92  | a recent visit by someone whom the villagers believe to be a member of the Royal Family in disguise.  |
| 93 – 94  | the recent visit by a demagogue preaching subversive politics.  |
| 95 – 96  | a recent visit by an artist searching for picturesque landscapes to paint.  |
| 97 – 98  | the poet that has taken up residence in a cottage.  |
| 99 – 100 | a monstrous corpse that has been unearthed (or washed ashore).  |

**Table 16: The Immediate Danger**

| d20 | <i>Villagers would welcome help with...</i>  |
|-----|--|
| 1   | a pack of wolves.  |
| 2   | a bear.  |
| 3   | a rabid dog.   |
| 4   | a gang of bandits.   |
| 5   | normally non-aggressive animals that have suddenly turned vicious.                                       |
| 6   | a Ghoulish Revenant.   |
| 7   | a wandering Mindless Revenant.   |
| 8   | a Vampyre.   |
| 9   | a Werewolf.  |
| 10  | a Ghost.   |
| 11  | a family of Cannibals lurking in a nearby cave.  |
| 12  | a monster lurking in the woods (or offshore).  |
| 13  | a person suspected of being a witch (or warlock).  |
| 14  | a Demoniac.  |
| 15  | children who have gone missing.  |
| 16  | the local Mad Scientist – pitchforks and torches are ready!  |
| 17  | a press gang that has targeted the men of the community.   |
| 18  | crimes committed by soldiers recently billeted in the village.   |
| 19  | Ruffians employed by the local landlord to collect rents. <i>Roll again if Class Relations are good.</i> |
| 20  | a Fairy who who has abducted someone.  |

**Table 17: The Village’s Dark Secret**

| d100     | <i>The villagers don’t want outsiders to know about...</i>  |
|----------|---|
| 1 – 4    | a terrible crime committed there in the past, for which no one was ever brought to justice.   |
| 5 – 8    | a recent crime committed by one or more respected members of the community.   |
| 9 – 11   | all the inbreeding. See <b>Appendix L: Inherited Peculiarities of Inbred Noble Families</b> in “ <i>A Ghastly Companion to Castles, Mansions, &amp; Estates</i> ” to determine the distinguishing characteristic of native villagers. Only roll once – even the most inbred villagers are nowhere near as inbred as the nobility! |
| 12 – 14  | the Vampyre that they secretly serve.   |
| 15 – 17  | the many werwolves who inhabit the place.   |
| 18 – 20  | the nearby caves that shelter monsters.   |
| 21 – 23  | the evil that lurks in an abandoned mine.   |
| 24 – 26  | the ancient temple complex the village is built atop.   |
| 27 – 29  | the Pagan worship that persists in the Village.   |
| 30 – 32  | the human sacrifices they make to preserve the fertility of the fields.   |
| 33 – 35  | their devotion to Satan (or another diabolical figure).   |
| 36 – 38  | their highly unorthodox Christian worship.  |
| 39 – 40  | their secret practice of Judaism. <i>Openly Jewish villages exist in Poland, western Russia, and the Kingdom of Hungary. Elsewhere, the openly Jewish population tends to be urban.</i>   |
| 41       | their secret practice of Islam.   |
| 42 – 45  | their reverence towards a local Fairy.  |
| 46 – 48  | their hunger for human flesh!   |
| 49 – 51  | their practice of swapping spouses.   |
| 52 – 54  | the fate of the travelers that recently disappeared after visiting the village.   |
| 55 – 57  | the purpose of the talismans hung everywhere.   |
| 58 – 60  | the local gang of bandits (or wreckers).  |
| 61 – 63  | the coven of witches who meets nearby.  |
| 64 – 66  | the reason their church was abandoned.  |
| 67 – 69  | an abandoned house, and the awful people who once dwelt there.  |
| 70 – 72  | the ruined castle nearby.   |
| 73 – 75  | the buried treasure that was recently unearthed.  |
| 76 – 78  | the local haunting. See <b>Appendix O</b> in “ <i>A Ghastly Companion to Castles, Mansions, &amp; Estates</i> ”.  |
| 79 – 81  | the village Demoniac.   |
| 82 – 84  | the desecrated graves in the churchyard.  |
| 85 – 87  | the revolutionary who is hiding out there.  |
| 88 – 90  | the young aristocrat who is hiding there with their lower-class spouse (or lover).  |
| 91 – 93  | the powerful magician who lives here.   |
| 94 – 95  | the dragon that must be placated with the sacrifice of a virgin girl every 10 years.  |
| 96 – 97  | their interbreeding with Fairies, or something monstrous.   |
| 98       | the upcoming wedding of a young woman to Satan.   |
| 99 – 100 | the landlord’s shocking practice of <i>jus primae noctis</i> .  |

# Appendices





## Appendix I: Random Titles for 18<sup>th</sup> Century Gothic Romances

The following tables will create the wonderfully florid, two-part titles characteristic of late 18<sup>th</sup> and early 19<sup>th</sup> century Gothic Romances. The kind that followed the general format of “*Something Something*; or, *The Something Something of the Something Something*”. Use them to define the “horrid novel” hidden under a young lady’s pillow, or even to title your next Gothic gaming scenario!

| d20, twice | <i>This book is entitled...</i> |            |
|------------|---------------------------------|------------|
| 1          | “The Cursed...                  | Monk;      |
| 2          | “The Haunted...                 | Castle;    |
| 3          | “The Curious...                 | Abbey;     |
| 4          | “The Spectral...                | Count;     |
| 5          | “The Lost...                    | Maiden;    |
| 6          | “The Uncanny...                 | Prisoner;  |
| 7          | “The Hidden...                  | Steed;     |
| 8          | “The Ruined...                  | Seat;      |
| 9          | “The Disputed...                | Manor;     |
| 10         | “The Stolen (or Abducted)...    | Heir(ess); |
| 11         | “The Secret...                  | Tomb;      |
| 12         | “The Infamous...                | Turk;      |
| 13         | “The Terrible...                | Staircase; |
| 14         | “The Mysterious...              | Vault;     |
| 15         | “The Bewitched...               | Image;     |
| 16         | “The Deadly...                  | Idol;      |
| 17         | “The Fateful...                 | Book;      |
| 18         | “The Ancient...                 | Chamber;   |
| 19         | “The Disappearing...            | Cavern;    |
| 20         | “The Miserable...               | Bandit;    |

| d12, five times | <i>or, ...</i> |              |               |                   |                   |
|-----------------|----------------|--------------|---------------|-------------------|-------------------|
| 1               | The...         | Thrilling... | Tale...       | of the...         | Fortress”.        |
| 2               | A(n)...        | Dolorous...  | Novel...      | of the Horrid...  | Tower”.           |
| 3               | A Most...      | Forbidden... | Story...      | of the Damned...  | Cloister”.        |
| 4               | Another...     | Wondrous...  | Account...    | of the Blessed... | Lovers of Italy”. |
| 5               | The First...   | Sworn...     | Recounting... | of the Doomed ... | Forest”.          |
| 6               | The Second...  | Gothic...    | Fable...      | of the Fated...   | Mountains”.       |

| dir, five times | <i>or, ...</i>        |                 |              |                        |            |
|-----------------|-----------------------|-----------------|--------------|------------------------|------------|
| 7               | The Celebrated and... | Terrifying...   | Poem...      | of the Forbidden...    | Orient”.   |
| 8               | A Terrible and...     | Sublime...      | Epic...      | of the Mysterious...   | Family”.   |
| 9               | The Collected and...  | Entire...       | Testament... | of the Mad...          | Sodality”. |
| 10              | A Queer and...        | Philosophical.. | Romance...   | of the Strange...      | Crypt”.    |
| 11              | The Famous and...     | Shocking...     | Relation...  | of the Weird...        | Chapel”.   |
| 12              | The Whole and...      | Curious...      | Dialogue...  | of the Disreputable... | Spaniard”. |

| dir00   | <i>As you page through the book, you notice...</i>   |
|---------|--|
| 1 – 2   | it promotes itself as an account of true events.   |
| 3 – 4   | the shocking illustrations, unfit for the eyes of “respectable” women.   |
| 5 – 6   | its strong moral voice that upholds virtue at every turn.  |
| 7 – 8   | the author’s apparent sympathy with the ostensible villain of the story.                                       |
| 9 – 10  | the author’s ability to inspire genuine fright.  |
| 11 – 12 | that the title seems to have nothing at all to do with the plot.   |
| 13 – 14 | it’s an obvious rewrite of a better-known book.  |
| 15 – 16 | the author has plagiarized whole sections from other novels, and strung them together with a flimsy narrative. |
| 17 – 18 | its blasphemous and impious nature.  |
| 19 – 20 | its graphic depiction of sex acts.   |
| 21 – 22 | its subversive political stance.   |
| 23 – 24 | the scenes are beautifully described, but the characters are completely unconvincing.                          |
| 25 – 26 | the plot meanders aimlessly.   |
| 27 – 28 | the thrilling and masterfully-structured plot.   |
| 29 – 30 | the plot is completely predictable.  |
| 31 – 32 | the story is full of contradictory episodes.   |
| 33 – 34 | it appears to be little more than a catalog of horrors suffered by its heroine.                                |
| 35 – 36 | the numerous poems inserted into the story.  |
| 37 – 38 | the characters are obvious stand-ins for well-known people.  |
| 39 – 40 | the whole book is an extended allegory.  |
| 41 – 42 | it takes every opportunity to defame the Roman Catholic church.  |
| 43 – 44 | it is extremely antisemitic.   |
| 45 – 46 | it is filled with slanders against Muslims.  |
| 47 – 48 | it ascribes every possible crime to the Romany.  |

| d100     | <i>As you page through the book, you notice...</i>   |
|----------|--|
| 49 – 50  | every aristocrat is portrayed as a depraved monster, <i>except</i> the virtuous heroine (of course).                           |
| 51 – 52  | it actually promotes tolerance of widely-disliked groups.  |
| 53 – 54  | it constantly belittles the minds and morals of women.   |
| 55 – 56  | the author’s obvious support for the education and emancipation of women.  |
| 57 – 58  | it actually <i>supports</i> the institution of slavery.  |
| 59 – 60  | the author’s obvious support for the abolition of slavery.   |
| 61 – 62  | the author has obviously never been to any of the real-world locations described.  |
| 63 – 64  | the inclusion of authentic details about the places and kinds of people described.   |
| 65 – 66  | the depictions of witchcraft seem a little too authentic.  |
| 67 – 68  | the author’s obsession with blood.   |
| 69 – 70  | the author’s obsession with torture.   |
| 71 – 72  | the author’s obsession with incest.  |
| 73 – 74  | the author’s obsession with death and decay.   |
| 75 – 76  | the author’s obsession with <i>outré</i> sexual practices.   |
| 77 – 78  | the heroine seems to endure an amount of abuse that should have killed her in the first chapter!                               |
| 79 – 80  | its strong opposition to arranged marriages.   |
| 81 – 82  | its surprising sympathy with arranged marriages.   |
| 83 – 84  | the plot focuses on the “romantic friendship” between two people of the same sex.  |
| 85 – 86  | it was carelessly typeset, and whole pages seem to be missing.   |
| 87 – 88  | the credited author appears to be a pseudonym for a well-known writer who perhaps didn’t want to be associated with this book. |
| 89 – 90  | you can’t shake the feeling that there is another text somehow encoded within this one.  |
| 91 – 92  | the surprising weakness of the male characters in the face of danger.  |
| 93 – 94  | the absurdly high number of times the heroine faints.  |
| 95 – 96  | there are several recipes included in the text!  |
| 97 – 98  | it reads like a primer for budding young criminals!  |
| 99 – 100 | it shamelessly glorifies suicide.  |

*The Seven Stages of Reading Matthew Lewis' "The Monk"*

- 1: “Old Gothic novels were subtle and tame by modern standards, so nothing too bad could possibly happen in this book.”
- 2: “OK, I’m reading a historical romance novel.”
- 3: “So, that was a little disturbing.”
- 4: “Obviously, this is really a swashbuckling, picaresque story. With poems.”
- 5: “Well, that was pretty messed up.”
- 6: “Now I’ve got it. This is a comedy of manners.”
- 7: “Wait, what did I just read? What kind of sick f\*\*k wrote this?”

## Appendix II: Using Ghastly Affair Creatures in Other OSR Games

---

Ghastly Affair uses Old-School-style rules, but when it comes to the stat-blocks of creatures it does some things differently than most other OSR games. The creatures detailed in the Ghastly Affair Presenter's Manual (and their stat-blocks) are optimized for Gothic scenarios, which tend to emphasize mystery and intrigue more than direct combat. However, Ghastly Affair creatures can be converted for use in other OSR systems in a fairly straight-forward manner. Experienced GMs might be able to make such conversions on-the-fly using common-sense judgments. However, the following method will give you a set of clear guidelines for bringing the horrors of Ghastly Affair to your OSR game. Obviously, you can also work the system backwards to translate creatures you've created for other systems into the Ghastly Affair format.

For comparison, here's the stat-block of a **Ghastly Affair** creature:

### Reanimated Wretch (Ghastly Affair Version)

---

**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:** 18 **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:** Resistant to Cold

**Afflictions:** None

**Preternatural Powers:** None

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

**Level:** 5

And here's the same creature reformatted for **other OSR games**:

### Reanimated Wretch (for Other OSR Games)

---

**Number Appearing:** 1

**Size:** Large (7 – 8' tall)

**Alignment:** Chaotic (or Chaotic Neutral)

**Morale:** 9 (High)

**Intelligence:** 10

**Move:** 150' (1.25 x Human speed)

**Armor Class:** 3 (6 points better than unarmored)

**Hit Dice:** 5

**Attacks & Damage :**

1 punch or weapon (2d8)

**Special:**

\* Strong as a Hill Giant.

\* 18 Dexterity.

\* Attempts to Magically charm or otherwise control the creature will result in it behaving randomly (as per a *Confusion* spell).

\* Learns twice as fast as an ordinary person.

\* +3 on Saving Throws against Cold.

\* Highly emotional, easily angered, and prone to murderous outbursts.

**Saves:** As Fighter 5

**Challenge:** Four 4<sup>th</sup> Level characters.



## Doing Conversions, Line-by-Line

**Creature Class:** can be translated in a common-sense way where needed. It makes little mechanical difference in most OSR games, and doesn't usually need to be indicated on the stat-block.

**Number Appearing** needs no translation.

**Initial Impression** is likewise purely descriptive.

**Size** is self-explanatory, and translates directly for OSR systems where weapon damage varies by the size of the opponent.

**Perversity** can be converted to “**Alignment**” with the following tables:

| GA Perversity | Alignment (3 choices) |
|---------------|-----------------------|
| 1 – 6         | Lawful                |
| 7 – 12        | Neutral               |
| 13 – 20       | Chaotic               |

| GA Perversity | Alignment (5 choices) |
|---------------|-----------------------|
| 1 – 6         | Good                  |
| 7 – 8         | Lawful                |
| 9 – 12        | Neutral               |
| 13 – 14       | Chaotic               |
| 15 – 20       | Evil                  |

| GA Perversity | Alignment (9 choices) |
|---------------|-----------------------|
| 1 – 3         | Lawful Good           |
| 4 – 6         | Neutral Good          |
| 7 – 8         | Lawful Neutral        |
| 9 – 10        | Neutral               |
| 11 – 12       | Chaotic Good          |
| 13 – 14       | Chaotic Neutral       |
| 15 – 16       | Lawful Evil           |
| 17 – 18       | Neutral Evil          |
| 19 – 20       | Chaotic Evil          |

*Some Ghastly Affair creatures, such as Demons and Devils, should simply be assigned their appropriate Alignment in the system being used.*

**Disposition** can be used to assign “**Morale**” as follows:

| GA Disposition | Morale (range: 2 – 12) | Morale (range: 2 – 20) | Relative Value |
|----------------|------------------------|------------------------|----------------|
| Determined     | 12                     | 20                     | Prodigious     |
| Aggressive     | 11                     | 17                     | Exceptional    |
| Goadng         | 10                     | 14                     | High           |
| Curious        | 9                      | 12                     | Above Average  |
| Friendly       | 7 – 8                  | 11                     | Average        |
| Scheming       | 6                      | 7                      | Below Average  |
| Cautious       | 5                      | 6                      | Low            |
| Shy            | 3                      | 4                      | Very Low       |
| Cowardly       | 2                      | 2                      | Negligible     |

Disposition may also interact with certain spells and abilities (such as those which target “aggressive” beings, etc.) Note: under the Ghastly Affair rules, a Morale Check is made by rolling under Charisma.

**Charisma, Intelligence, Wisdom, Strength, Dexterity, and Constitution** generally translate directly to most other OSR systems, when necessary. However, a Ghastly Affair Intelligence of **9** (average human) should be **translated as a 10**. Also, Ghastly Affair handles super-normal strength differently than most other OSR rules. Use the following table to figure the equivalent Strength for your system from the GA score:

| GA Strength | Standard OSR Strength               |
|-------------|-------------------------------------|
| 19          | 18 (50)                             |
| 20          | 18 (00) (or equivalent to an Ogre)  |
| 21 – 50     | 19 (or equivalent to a Hill Giant)  |
| 51 – 100    | 20 (or equivalent to a Stone Giant) |
| 101 – 200   | 21 (or equivalent to a Frost Giant) |
| 201 – 300   | 22 (or equivalent to a Fire Giant)  |
| 301 – 400   | 23 (or equivalent to a Cloud Giant) |
| 401 – 500   | 24 (or equivalent to a Storm Giant) |
| 501+        | 25 (Godlike strength)               |

*If a GA creature's Dexterity score is 15 or above, it can be noted in the creature's description as a “**Special**” characteristic.*

**Speed** can be converted to your system's "Move" or "Speed" by using the following table, based on the speed of an unencumbered human being.

| GA Speed | Base: 120' | Base: 12" | Base: 30' ft. | Relative Measure    |
|----------|------------|-----------|---------------|---------------------|
| 1 - 2    | 10'        | 1"        | 10 ft.        | 1/12 human speed    |
| 3 - 4    | 30'        | 3"        | 15 ft.        | 1/4 human speed     |
| 5 - 6    | 60'        | 6"        | 20 ft.        | 1/2 human speed     |
| 7 - 8    | 90'        | 9"        | 25 ft.        | 3/4 human speed     |
| 9        | 120'       | 12"       | 30 ft.        | Human speed         |
| 10       | 150'       | 15"       | 35 ft.        | 1.25 × human speed  |
| 11       | 180'       | 18"       | 45 ft.        | 1.5 × human speed   |
| 12       | 210'       | 21"       | 55 ft.        | 1.75 × human speed  |
| 13       | 240'       | 24"       | 60 ft.        | 2 × human speed     |
| 14       | 270'       | 27"       | 65 ft.        | 2.25 × human speed  |
| 15       | 300'       | 30"       | 75 ft.        | 2.5 × human speed   |
| 16       | 330'       | 33"       | 80 ft.        | 2.75 × human speed  |
| 17       | 360'       | 36"       | 90 ft.        | 3 × human speed     |
| 18       | 390'       | 39"       | 95 ft.        | 3.25 × human speed  |
| 19       | 420'       | 42"       | 105 ft.       | 3.5 × human speed   |
| 20       | 450'       | 45"       | 115 ft.       | 3.75 × human speed. |
| 21       | 480'       | 48"       | 120 ft.       | 4 × human speed     |
| 22       | 510'       | 51"       | 125 ft.       | 4.25 × human speed  |

*Note that there is a slight irregularity of conversion between the Base 120' and Base 12" systems on the one hand, and the Base 30' system on the other.*

---

**Armor Class** is easy to translate.

In *descending* AC systems, subtract the Ghastly Affair Armor Class from the base of 9 (or 10).  
In *ascending* AC systems, add the Ghastly Affair Armor Class value to 10.

Remember that even the most powerful Ghastly Affair creatures only have 10 points of Armor Class (generally corresponding to an OSR Armor Class of 0, or 19.) You may want to give translated monsters a few additional points of AC, if you are playing in a fantasy campaign world that assumes powerful adventurers wielding magic weapons.

---

**Hit Dice** work the same as in most other OSR systems, but note that Ghastly Affair creatures *aren't* assigned additional Hit Points in addition to their Hit Die (for example: 1+1, or 5+5). Add such additional Hit Points where appropriate. Also, Ghastly Affair generally only uses d6 to determine Hit Points, so use the appropriate Hit Die size (d8, d12, etc.) for your chosen system.

---

**Attacks** made by creatures are handled slightly differently in Ghastly Affair than in most other OSR systems. Most **Ghastly Affair creatures only roll *once*** to represent all their attacks in a Round, doing damage equal to 1d6 + the number of their Hit Dice. If the description indicates that the creature's attack is actually composed of several different elements (such as a bite and 2 claws), translate the separate **attacks of a Small creature** as inflicting 1d4 points of damage each, those of a **Human-sized creature** as inflicting 1d6 points each, and those of a **Large creature** as inflicting 1d8 points each. The attacks of **particularly large creatures** (over 20 feet) might do 1d10, or 1d12 each. Creatures with a humanoid shape who have **Strength equal to a Giant's** can inflict the same damage per attack as the corresponding giant type.

---

**Special Abilities** will generally translate directly to the “**Special**”, “**Special Attacks**” and “**Special Defenses**” sections of other OSR monster stat-blocks.

---

**Weaknesses** are an important element of Ghastly Affair creatures, but don't generally correspond to anything on the monster stat-blocks of most other OSR systems. They can be indicated on the “**Special**” line, if present.

---

**Assets** don't directly translate to most OSR systems, but can be interpreted as “**Specials**” granting +3 bonuses on related Saving Throws, skill checks, proficiency checks, or Ability checks.

---

**Afflictions** likewise don't directly translate to most OSR systems, but can be interpreted as “**Specials**” inflicting -3 penalties on related Saving Throws, skill checks, proficiency checks, or Ability checks.

---

**Preternatural Powers** correspond directly to “**Spell-like Abilities**”, and can be indicated in the “**Special**” or “**Special Attacks**” section.

---

**Natural Habitat** is largely self-explanatory.



**Level** most directly translates to systems where dungeons have Levels rated from I to X. It can be used to figure how challenging an individual creature would be to the average adventuring party of four in the following way:

- An “**Animal**” would challenge a party whose average character Level is equal to  $\frac{1}{2}$  its own.
- An individual Human “**Antagonist**” would challenge a party whose average character Level is equal to  $\frac{1}{2}$  their own Level, except for Magicians and Mad Scientists, who could individually challenge a adventuring party of their own Level.
- A “**Fairy**” would challenge a party whose average character Level is one higher than its own.
- A “**Monster**” would challenge a party whose average character Level is one lower than its own.
- A “**Revenant**” would challenge a party whose average character Level is equal to its own.
- A “**Spirit**” would challenge a party whose average character Level is one higher than its own.

Each **additional Creature** in a group past the first generally raises the Level of adventurers need to handle them by one (if Animals, Adversaries, Monsters or Revenants), or by two (if Fairies or Spirits). A single Ghastly Affair Goblin (a Fairy with Preternatural Powers) can challenge four 2<sup>nd</sup> Level OSR adventurers, but 2 GA Goblins can challenge four 4<sup>th</sup> Level OSR adventurers.

*Note that a Ghastly Affair creature’s listed Level is not rated on an absolute scale, but relative to other creatures of its own Class.*

## Further Notes on Conversions:

In systems where Monster Savings throws can vary, a Ghastly Affair creature has the “**Save As**” value of a Fighter of its own Level, or else as a Magic User (if it has Preternatural Powers).

Ghastly Affair doesn’t use “**Magic Resistance**”. If your chosen system does, simply assign appropriate creatures (Fairies, Angels, Devils, and Demons) 5% Magic Resistance per point of Wisdom, or else a Bonus to Savings Throws versus Spells equal to half their Wisdom (rounded down). Neither Magic Resistance, nor the Saving Throw Bonus, should apply to spells that specifically target Planar creatures.

Lastly, Ghastly Affair creatures have no listed **XP** values, because characters in Ghastly Affair do not receive Experience Points for defeating creatures. Figure the XP values in whatever method your chosen rules-set suggests.

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# The Nine Gothic Maxims

**ONE:** Beauty and horror are inseparably linked.

**TWO:** Places are characters.

**THREE:** The past is present, and inescapable.

**FOUR:** Innocents shall suffer.

**FIVE:** Evil is a compulsion to do wrong.

**SIX:** The evidence of decay is everywhere.

**SEVEN:** One shall inevitably be in darkness.

**EIGHT:** That which is rejected always returns.

**NINE:** Desire drives all things, and will not be denied.

