THE GOTHIC GAME *of* ROMANTIC HORROR

GHASTLY *Affair*

PLAYER'S MANUAL
(ILLUSTRATED PDF VERSION)

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*Intended for
Mature Audiences*

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(Illustrated PDF Version)

DISCLAIMER

Ghastly Affair

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

Also, vampires and werewolves do not exist.

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

Everything that follows is intended for entertainment purposes only.

WELCOME

Ghastly Affair is a Role Playing Game where players assume the roles of characters in a Gothic story, in the style of classic works such as Mary Shelley's "Frankenstein" or John Polidori's "The Vampyre". Together the players create a plot involving their characters, much like an ongoing television series or soap opera. Unlike reading a novel or watching a show, however, the Players can actually change the course of the story. They are not spectators to the action; rather, the plot revolves around the characters they play.

The world of Ghastly Affair is characterized by monsters and madness, desperate love and implacable hate. Innocent damsels are imperiled by the desires of wicked men, while creatures of nightmare lurk in the dark corners of the world. Lovers are torn apart by twisted customs and pitiless laws. Dark castles hide the horrible secrets of ancient noble families. Obsessed men of science create abominable new forms of life. Brutal brigands lurk in dark forests. Grave robbers despoil churchyards for profit. Worst of all, the dead are said to walk by night, and certain men are cursed to wander the moors as wolves.

A character might engage in a forbidden romance with a brooding poet, battle an infestation of Vampyres in a lonely graveyard, or play cards with Death in a secluded coffeehouse. Characters could wield dark sorcery atop a bare mountain, sell their soul for wealth, or run from a forced marriage to the freedom of banditry. The game can feature as much thrilling action and dramatic role-playing as the players want. Dark dreams impossible in the real world can be lived in Ghastly Affair.

Like all games, **Ghastly Affair** has some rules. These rules are designed to provide structure and suspense to your stories. They are not designed as examples of mathematically perfect models of mundane reality, nor do they exist to be argued over for their own sake. If a rule impedes enjoyment of the game, rather than facilitates it, the rule should be ignored.

Ghastly Affair utilizes the Open Game License. Many of the terms and concepts of the game will therefore be familiar to those who have prior experience with Role-Playing Games. On the other hand, Ghastly Affair is definitely its own system, and is not intended to be directly compatible with any other game.

Above all, Ghastly Affair is not a game to be "won". The point of the game is chronicling the outrageous catastrophes experienced by a circle of characters. Players get the thrill of vicariously experiencing tragic deaths, unsolvable romantic tangles,and irrevocably shattered lives. There are unspeakable horrors to experienced, and foul curses to be suffered. Horrific deaths and madness are more common than happy endings. Unlike real life, however, the Players can walk away unharmed at the end of the game.

If nothing terrible ever happens to a character, there is no story!

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CHAPTER 1: *The Basic Game*

S.A. Kaelin

A GOTHIC GAME *OF* ROMANTIC HORROR

Ghastly Affair takes place in the macabre world of classic **Gothic** fiction. It is a world where dark castles shelter cursed noble families, innocent maidens are imprisoned by wicked men, and dead lovers return from the grave. The relics of ancient times are juxtaposed against the innovations of a society undergoing rapid change. Decay, social, physical, and mental, is endemic. The specter of death hangs heavy over even the brightest days. Corruption lurks everywhere – most of all among the supposed defenders of law and virtue. Goodness may prevail, but is often overcome by evil.

The game thrives on **Romantic** occurrences and behaviors. Characters will frequently find themselves in outrageous situations, where the bounds of reason have broken down. Players are encouraged to explore strong, even excessive emotions, such as passionate love, implacable hatred, or overwhelming fear. The game creates a safe space where Players can vicariously experience the thrill of extreme feelings without suffering their real-world consequences.

Ghastly Affair is also a game of **Horror**. Sometimes the monsters faced will be supernatural creatures, such as ghosts or demons. Other times, the monsters will be otherwise ordinary people consumed with unspeakable desires. Sometimes, the horrors will be obvious – a horribly contorted demoniac, a corpse shredded by the claws of a werewolf, or the remnants of a cannibal's feast. Other times the horror will be subtle and suggested – a dark shadow that falls over a vase of flowers, an unexplained chill in the air, or an unblinking gaze that lingers far too long.

The first Gothic novel, Horace Walpole's "The Castle of Otranto", contains no vampires or werewolves. It begins with a man being killed by a giant helmet falling from the sky.

Examples of books, artwork, poetry and movies that evoke the Gothic, Romantic, and Horrifying atmosphere of Ghastly Affair can be found in **Appendix II: Inspirational Materials**.

THE GHASTLY AGE

The default setting for Ghastly Affair is the **Ghastly Age,** corresponding to the historical period between 1765 and 1820. In that span of time the Gothic novel became the dominant form of popular literature. Ghastly Affair presupposes a world where Gothic genre conventions, such as ghosts and witches, are real. While the game assumes a society that corresponds to Europe at a particular time, there is no reason it cannot be set in an imaginary place instead. Games can take place in a fictitious city or region in an actual country, or even a wholly imaginary world similar to Earth, but unburdened by the strictures of actual historical facts. Likewise, the basic rules are adaptable for use in settings that range from medieval landscapes dominated by cruel robber barons, to the haunted plantations of the American South.

History and the Ghastly Age

The Ghastly Age setting is divided into two Eras: the **Decadent Era**, and the later **Bloody Era.**

The Decadent Era is the period from 1765 to 1789, which included the waning years of the Enlightenment, the flowering of classical music in Vienna, and the last years of the Ancien Régime in France. The Decadent Era is characterized by extreme injustice, social decay, and the shocking immorality of a noble class clinging to power long past their time. A typical theme for games set in the Decadent Era would be the clash of filth and beauty.

The Bloody Era is the period from 1789 to 1820, which was dominated by the terror of the French Revolution, and its aftermath in the Napoleonic Wars of the Empire and Regency periods. The Bloody Era is characterized by persistent, brutal, and ultimately pointless conflicts between equally hypocritical groups. A typical theme for games set in the Bloody Era would be the clash of idealism and corruption.

A detailed chronology of the Ghastly Age in Europe will be found in the **"Ghastly Affair Presenter's Manual"**.

GAME SESSIONS, AFFAIRS, *AND* SAGAS

Ghastly Affair is played in **Game Sessions**.
- A Game Session refers to all the game play that occurs at a single place on a single occasion.
- If you play the game at Maria's apartment on a Friday from 8 PM to 1 AM, that period of time constitutes one Game Session.
- A Game Session includes any brief breaks or pauses in game play.

A group of related Game Sessions that together form a complete story is called an **Affair**.
- A good Affair will have a mix of action sequences and role-playing situations that allow each character to shine in their own way.
- An Affair could in fact be only a single Game Session long, or might be played out over the course of months!

A series of Affairs linked by characters, place, time, or location is called a **Saga**.
- A Saga usually follows a certain group of characters through their trials and travails.
- Alternately, a Saga could revolve around a particular place (such as a manor house) and the sordid relationships of those who pass through it.

Ghastly Affair can be played either as stand-alone Affairs that do not relate to each other, or with an overarching Saga. Its up to the members of the game group to decide the style that works best for their temperaments and schedules.

More information about conducting Game Sessions and creating Affairs is found in the "**Ghastly Affair Presenter's Manual**".

PLAYER *AND* PRESENTER

Although *technically* everyone who participates in the game is a player, Ghastly Affair distinguishes between a **Player** *proper* and the **Presenter.**

- Player refers to someone who portrays a protagonist character in game's "story".
- Presenter refers to the person who arbitrates the results of the Players' decisions, decides what happens in the environment around the characters, and portrays all of the other characters who are not controlled by Players.
- **As a Player, you will only need this book.**
- Sometimes an **Assistant Presenter** will aid the main presenter in various ways. For example, an Assistant Presenter may portray a character while the main Presenter narrates, or the Assistant Presenter might handle all actual die rolls so the Presenter can concentrate on role-playing instead.
- The Presenter may be the person who creates the scenario that is being played out, or he may present a scenario written by another person.
- A Player is only responsible for creating and running their own character, but the Presenter is responsible for running the game as a whole.
- **The Presenter should also have a copy of the "Ghastly Affair Presenter's Manual".**

THE BASIC PROCEDURE

The basic way in which Ghastly Affair (or any Role Playing Game) is played is:

- The Presenter describes a situation.
- The Players declare how their characters react to that situation.
- The Presenter determines if the Players need to roll any dice to determine the outcome of their actions.
- The Players roll whatever dice are required.
- The Presenter determines the result of the characters' actions.
- The Presenter describes the new situation, and the Players react to it.

All the rules of the game are really just suggested procedures for how to define the abilities of characters, and determine the results of actions.

ROLE PLAYING

Ghastly Affair gives you the opportunity to assume the role of a character in a Gothic story. The Player can speak as if they were actually their character, interacting with various people and creatures.

- The Player is free to play their character however they want, keeping in mind that the goal is to create a suitably Gothic plot.
- Sometimes Players will prefer to speak as their characters, in the first person. For example, when meeting a bandit on the road, a Player might actually say "Stay back, you scum! I am not afraid to defend myself!"
- Other times Players may be more comfortable indicating what their characters say or do in the third person, or with a paraphrase. For example, a Player might tell the Presenter "Armando tells the banker that he has already seduced the hapless man's wife."

Before play the Players and Presenter agree upon a Safe-Word that can be used to stop Role-Playing if it veers into subjects and situations that are offensive or unpleasantly intense.

THE DICE

Like many other Role Playing games, Ghastly Affair uses an array of differently-shaped dice. These special dice, called Polyhedral Dice, are widely available through game stores.

The most commonly used dice are called the **d20** and the **d6,** and these are the only two that a Player actually needs to own.
- The d6 is the cubical die familiar to most people.
- The d20 is a twenty-sided die with triangular faces.

There are four other Polyhedral Dice in addition to the d20 and the d6, but generally only the Presenter needs to own them.
- The four-sided die is designated the **d4**. It looks like a pyramid with triangular sides, and is read by taking the number that is upright after the die is rolled.
- The eight-sided die is designated the **d8**. It is an octahedron, and its faces are triangles.
- The ten-sided die is designated the **d10**. It looks like a diamond with four-sided facets, usually numbered from 1 to 0. The "0" is read as a "10".
- The twelve-sided die is designated the **d12**. It is a dodecahedron, and its faces are pentagons.

Also, there are many situations that are resolved by flipping a coin, but it is assumed that everybody has access to one of those!

When a number range is generated by rolling a particular die multiple times, it is indicated by appending the number of time the die is to be rolled to the designation of the die.

- For example, when a six-sided die is to be rolled 3 times, it is indicated by **3d6**.
- Rolling four-sided die 5 times would be **5d4**, and so on.

As a flavorful alternative to using dice, Tarot Cards can be used. A complete discussion of using cards in place of dice can be found in the **"Ghastly Affair Presenter's Manual"**.

CHARACTERS

The primary Characters portrayed by Players are called **Player Characters** (or **PC**s).
- The Player Characters are the protagonists of the game's ongoing "story".
- The choices and actions of the Player Characters propel and determine the course of the plot. They are the essential part of the story.
- Accordingly, a Player's first task is creating their Player Character.
- Usually, the first Game Session will be concerned with generating Player Characters.

Non-Player Characters (or **NPC**s) are all the characters portrayed by the Presenter (and/or Assistant Presenters).
- Non-Player Characters sometimes help, and sometimes oppose, the Player Characters.
- Non-Players Characters often must be dealt with or overcome in order to advance the action.
- **The Presenter will usually create Non-Player Characters in advance of the game session.**

Secondary Player Characters (or SPCs) are characters that are portrayed by Players, but who are incidental to the main action of the story.

- The main purpose of a Secondary Player Character is to give a Player a character to play in scenes where their Player Character is not involved.
- Secondary Player Characters also allow the Presenter to create a vast world full of interesting characters, by relying on the Players' own creativity.
- A Secondary Player Character will usually be created by the Presenter before a game session, and the character sheet handed to a Player interested in portraying a Secondary Player Character that session. The Presenter should always allow the Player to customize a Secondary Player Character in any way that won't create problems in the game.
- Secondary Player Characters can include such characters as butlers, inn patrons, street urchins, and merchants.
- In certain circumstance, the Presenter could even allow a Player to portray a monster or antagonist, and engage in combat against another Player's PC!

Full rules for creating Characters are found in **Chapter 2: Character Creation, Advancement, and Degradation**.

LEVELS

A character's **Level** measures their relative power and importance.

- A 1ˢᵗ **Level character** is completely undistinguished, and just barely competent at their occupation.
- A 5ᵗʰ **Level character** is noteworthy, and considered highly skilled.
- A 10ᵗʰ **Level character** is a paragon of their type, is usually famous, and a may even have a retinue of followers. Such a character has taken their abilities as far as is usually possible.
- As Characters advance in Levels, their characteristics can be improved.

Like characters, **Creatures** and **Preternatural Effects** are also measured in Levels.

- Much like a character, a *Creature's* Level is its strength relative to others of its own type.
- Preternatural Effects (such as magic spells) are rated in Level to indicate their relative power, danger, and difficulty.

More information on the frightful creatures that populate the world of Ghastly Affair can be found in the **"Ghastly Affair Presenter's Manual"**.

Chapter 7: Preternatural Effects details the various things that can be accomplished through magic or weird science.

THE SIX BASIC ABILITIES

All Characters are defined by six **Basic Abilities**:
1. **Charisma** defines the character's social skills and strength of personality.
2. **Intelligence** represents reasoning ability and education.
3. **Wisdom** measures a character's perception, intuition, and spiritual connection.
4. **Strength** represents the character's capability to use their muscles effectively.
5. **Dexterity** defines the character's capacity at tasks that require coordination and agility.
6. **Constitution** measures endurance and resistance to disease or injury.

Each of the Character's Basic Abilities thus represents a mixture of natural capacity and acquired skills in a particular category. Basic Abilities are generally rated between 3 and 18, with 9 representing the human average.

Almost every action in the game is resolved by trying to roll under one of the Basic Abilities on a d20. This is called an Ability Check.

More information on the Basic Abilities is found in **Chapter 2: Character Creation, Advancement, and Degradation**.

CLASSES

Every Character belongs to a **Class,** which represent a type of person typically found in Gothic fiction.
- A Class is a package of characteristics that represent how such a character usually functions in Gothic stories.
- Most people's Class is **Everyman**, which represents an ordinary person. Everymen can be anything from poets to common butchers.
- Other Classes include such archetypes as **Libertine**, **Gypsy**, and **Magician**.
- A characters Class determines what **Special Abilities** and **Weaknesses** they possess, how effectively they can fight when needed, and how likely they are to survive potentially lethal situations.

A full list of Character Classes can be found in **Chapter 3: The Character Classes**.

PERVERSITY

In addition to the six <u>Basic Abilities</u>, characters have another characteristic called **Perversity**.

- Perversity is a measure of a character's propensity to engage in bizarre, evil, and corrupt things.
- Characters with high Perversity are morally and intellectually twisted.
- Perversity is measured on the same scale as the six Basic Abilities.
- The higher a character's Perversity, the closer they are to going completely mad.
- The lower a character's Perversity, the more virtuous they are, but also the less able they are to comprehend the forbidden, strange, and abominable aspects of the world.

ASSETS *AND* AFFLICTIONS

The use of **Assets** and **Afflictions** is optional. They allow Players to customize their characters, but at the cost of some additional complexity.

An Asset is a positive characteristic, personal ability, or even a mastered skill.
- Assets can include such things as "Fast", "Blacksmith", or "Loves the Mountains".
- Whenever a character's Asset relates to the situation at hand, the player has an increased chance of success.

Afflictions are negative characteristics or debilities.
- Typical Afflictions include "Clumsy", "Bad Throwing Arm", or "Socially Awkward".
- Whenever a character's Affliction relates to the situation at hand, the player has an decreased chance of success.

Players and Presenters are encouraged to be creative when defining Assets and Afflictions.
- Some suggested Assets and Afflictions will be found in the descriptions of particular Player Character Classes. More complete lists of suggested Assets and Afflictions can be found in **Appendix III: Suggested Assets & Afflictions**. Those lists are meant to be suggestive rather than exhaustive, however.
- Presenters must use their common sense and best judgment when adjudicating the influence of Assets and Afflictions upon actions.

In certain situations, an Asset or Affliction might be assigned temporarily by the Presenter.
- For example, a character weighted down with equipment might temporarily suffer the Affliction "Slowed", while one hiding behind a tree might gain the Asset "Hidden".

ACTIONS *AND* ABILITY CHECKS

Characters are assumed to be able to perform the basic tasks of life without difficulty.
- Characters will automatically succeed at such things as walking across a room, opening a door, or looking at an ordinary wall.

An **Ability Check** is generally required to determine success when a task is inherently challenging, complicated, or the character is under pressure.
- Examples of actions that require an Ability Check include attacking someone with a saber, shooting a target at 100 yards, or engaging in a chase on horseback.
- Actions during life-or-death situations always require Ability Checks.

Ability Checks are resolved by trying to roll as low as possible on a d20:

1. The Player declares their action, and the Presenter decides whether the action requires an Ability Check.
2. If an Ability Check is required, the Presenter decides which Basic Ability is relevant to the action. The check is thereafter referred to by the name of the associated Basic Ability. For example, an Ability Check involving Constitution is a "Constitution Check".
3. The Presenter determines any **Bonuses and Penalties** that will temporarily modify the character's Basic Ability. (Bonuses and Penalties are explained later.)
4. Penalties are subtracted from the Basic Ability, and Bonuses are added.
5. **The Player rolls a d20.** If the roll of the die is lower than the Modified Ability, the action succeeds.

All temporary modifiers are removed from an Ability after an Ability Check is made. The Basic Ability is restored to its original value.

The purpose of making an Ability Check is to add suspense and excitement to game play.
- If the Presenter imposes too many Ability Checks, especially for common actions, such checks will actually just slow down game play.
- The Presenter should always ask themselves if a particular Ability Check is really necessary to maintain excitement. If not, they should allow the action in question to automatically succeed.

Saves

Sometimes a character can make an Ability Check to avoid the worst effects of a hazard such as poison, or a work of sorcery. Such an Ability Check is called a **Save**, or a **Saving Throw**.
- Saves are designated by the name of an associated Ability, just like regular Ability Checks. Therefore a Save based on Strength is called a Strength Save, or Strength Saving Throw.
- One makes the Save "against" or "versus" a hazard. For example, a Saving Throw to avoid the worst effect of a poison is a "Constitution Save against poison", or else "versus poison."
- Saves are subject to Bonuses, Penalties, Assets and Afflictions, just like other Ability Checks.
- Depending upon the hazard, a successful Saving Throw might half the damage from a harmful effect, or allow a character to avoid a catastrophe altogether.
- Saves against Preternatural Effects are always made using Wisdom, no matter what the effect appears to do. For example, the Saving Throw against a Preternatural *Lightning Bolt* is made by rolling under a character's Wisdom score, not their Dexterity.

Ability Contests

In certain situations a character's action will be simultaneously resisted by another. For example, a Bandit might try to grab someone, but that person will try to break free. Such a situation is resolved with an Ability Contest, which is a special kind of Ability Check.

When an Ability Contest occurs, the Presenter decides which Basic Abilities the two sides are using.
- For example, the Bandit uses her Dexterity to grab, but her target uses his Strength to escape.

The side with the lower rated Basic Ability makes an Ability Check.
- In addition to the normal Bonuses and Penalties, a special **Contest Penalty** is applied to the Ability score before the d20 is rolled. The Contest Penalty is equal to half your opponent's Ability (rounded down).

If the weaker side rolls under their modified Ability on a d20 they win the Contest. Otherwise the stronger side will win.
- If both sides in a Contest have the same ratings in their relevant Basic Abilities, the Presenter can flip a coin to determine which side makes an Ability Check.

If an Ability Contest doesn't involve a Player Character, the Presenter can just assume that the being with the higher relevant Basic Ability will win.

Remember that a Basic Ability is always restored to its original, unmodified value once an Ability Check or Ability Contest is resolved.

A full discussion of typical things a character might attempt in the course of the game can be found in **Chapter 4: Common Situations**.

CONTEST PENALTY

Opponant's Ability Score	Contest Penalty
2	-1
3	-1
4	-2
5	-2
6	-3
7	-3
8	-4
9	-4
10	-5
11	-5
12	-6
13	-6
14	-7
15	-7
16	-8
17	-8
18	-9
19	-9
20	-10
21	-10
22	-11

Two alternative methods for resolving Ability Contests can be found in the "Ghastly Affair Presenter's Manual".

BONUSES *AND* PENALTIES

When a character attempts an Ability Check, Saving Throw, or Ability Contest, the relevant Basic Ability is often increased by one or more **Bonuses**, and/or decreased by one or more **Penalties** before the die is rolled.

Bonuses and Penalties generally range in value from 1 to 3, depending on their origin and nature.
- Usually, a Bonus or Penalty due to a Class's Special Ability or Weakness will be +1 or -1.
- A Bonus or Penalty due to a situational or environmental factor will generally be +2 or -2.
- An Asset or Affliction will usually either grant a +3 Bonus or impose a -3 Penalty.
- A Contest Penalty, however, is equal to half the rating of the stronger Basic Ability involved.
- Preternatural Effects (such as magic spells) can also introduce a broad range of Bonuses or Penalties .

If the group wants a more realistic game, more Bonuses and Penalties due to environmental or situational factors should be accounted for. For a faster game, the Presenter should call for fewer Situational Bonuses and Penalties.

Remember, Bonuses and Penalties are temporarily applied to the Basic Ability score, not the die roll!

TIME: TURNS *AND* ROUNDS

Like many other games, Ghastly Affair is played in **Turns**.
- Players initiate their Turns in order of their characters' Dexterity scores, from highest to lowest.
- In ordinary play, a Turn represents **10 minutes** of game-world time. Therefore, on their Turn a Player can have their character do anything a person could accomplish in 10 minutes.
- Often, character will undertake actions that take place over the course of many Turns. In such a case, the Player loses their subsequent Turns until the task is completed, unless the Player states that their character is abandoning their task to start a new one.
- In situations where the Player Characters are separated from each other, the Presenter should try to spend no more than 10 real-world minutes focusing on any single Player Character or group of Player Characters, before focusing on another.
- **Chapter 4: Common Situations** lists various actions a Player Character might attempt on an ordinary Turn.

In times of Danger such as during chases and fights, in-game time is measured in **Rounds**.

- A Round is **10 seconds** long. There are therefore 60 Rounds within a standard Turn.
- During a suspenseful Round, a character can only perform **1 significant action**, such as running away, attacking, or trying to completely dodge an attack.
- **Chapter 5: Danger!** provides rules for resolving such things as <u>Fights</u> and <u>Chases</u> that can occur during suspenseful Rounds.

Down-Time

The time in-between Affairs is referred to as **Down-Time**.

- During Down-Time, the Presenter may decide that each Turn represents a period of **hours, days, weeks, or even months**.
- On their Turn during Down-Time, each Player states how their character is spending their time. For example, the Player might state that their Libertine character is spending the next week gambling and visiting brothels.
- After every Player has played their Turn, the Presenter will tell the Players what happened to their characters as a result of their actions.
- The Presenter may decide to resolve the character's actions with die rolls, or simply decide based on the circumstances. Often, the results will serve to set up the characters for their next Affair.

Techniques for playing out Down-Time are discussed in **Chapter 4: Common Situations.**
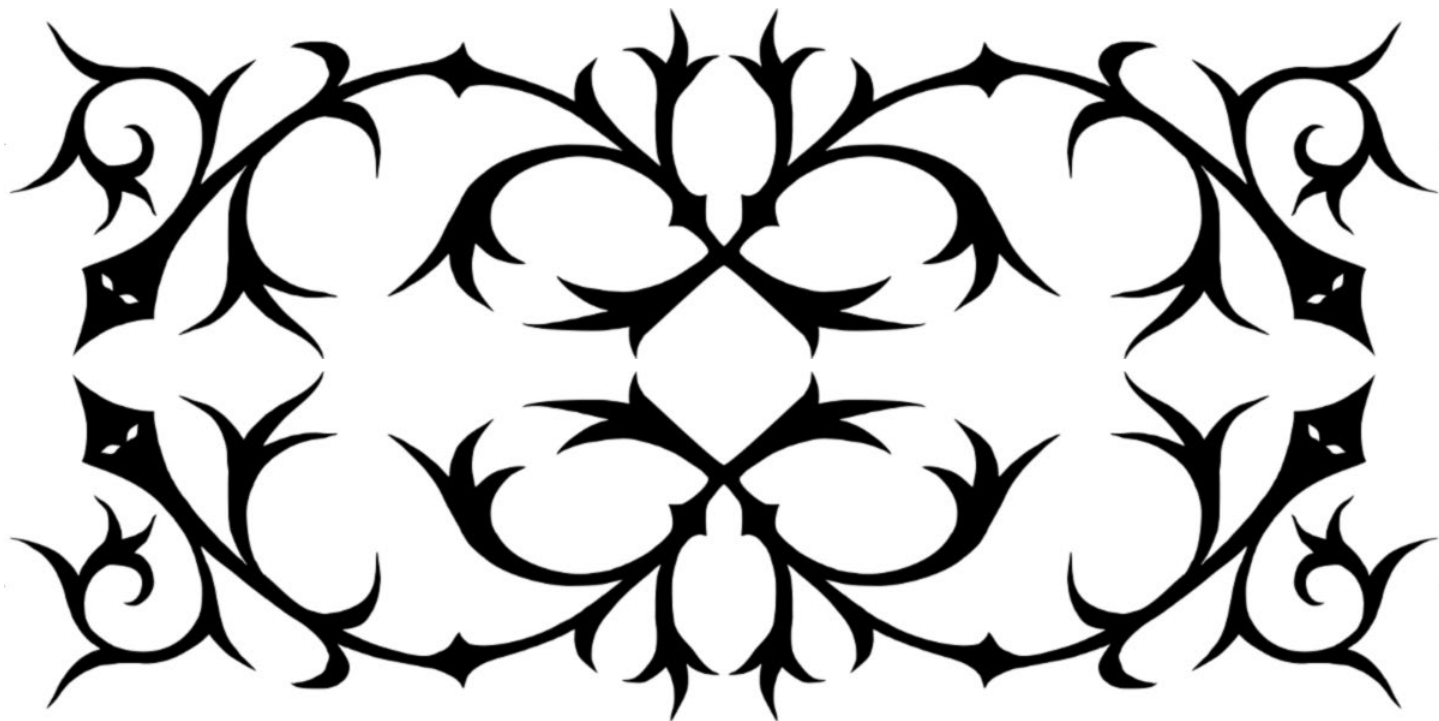
PLAYER ABILITIES VERSUS CHARACTER ABILITIES

It is important that the Presenter always let Players control the actions of their characters, whenever possible and reasonable.

- Generally, a Player's skill and direction can override a character's lack of Ability, unless the results would be absurd. Such consideration are especially important in the case of Intelligence Checks. For example, if a character is confronted with a puzzle that the Player solves, then the character is assumed to have solved the puzzle, without making an Intelligence Check. Likewise in the case of a fiendish trap that can be deactivated through a certain set of actions. If the Player can figure out the needed actions, the character should be allowed to perform them and deactivate the trap, without rolling a die.

- However, an Ability Check can be used to allow the Player to portray a character with Abilities in excess of his own, such as in the aforementioned case of a puzzle that is beyond the *Player's* Intelligence, but not that of the *character*. In such a case, an Intelligence Check would only be made if the *Player* cannot solve the puzzle, and wants to see if the *character* (who might be smarter than the Player) would have solved it. In the case of the fiendish trap, the Player might try to figure it out themselves (and forgo an Intelligence Check), or rely on the character's Abilities by making an Intelligence Check.

- Another case where a player could forgo making an Ability Check or Contest is by role-playing out social interactions. If a Player, in portraying their character, makes a good argument about why a local lady should allow him to hide in her closet, then the character should be assumed to have succeeded without the need for a Charisma Contest. On the other hand, socially awkward Players shouldn't be penalized if they want to portray high-Charisma characters. In their case, they should be allowed to simply state that their character "tries to convince the lady to let him hide in the closet", and make a Charisma Check (or Contest) to see if their character succeeded.

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Only roll dice when there should be doubt
about what might happen!

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SOME SUGGESTED NAMES FOR CHARACTERS

ENGLISH MEN
1. Charles
2. Edward
3. George
4. Harold
5. Horace
6. James
7. John
8. Robert
9. Thomas
10. William

ENGLISH WOMEN
1. Ann
2. Augusta
3. Charlotte
4. Elizabeth
5. Emma
6. Georgiana
7. Jane
8. Mary
9. Rose
10. Sarah

FRENCH MEN
1. Alphonse
2. Claude
3. Étienne
4. François
5. Henri
6. Jacques
7. Louis
8. Marcel
9. Raoul
10. René

FRENCH WOMEN
1. Anne
2. Gabrielle
3. Juliette
4. Justine
5. Madeleine
6. Marie
7. Pauline
8. Rosalie
9. Suzanne
10. Thérèse

GERMAN MEN
1. Friedrich
2. Gebhard
3. Hieronymus
4. Karl
5. Ludwig
6. Peter
7. Udo
8. Viktor
9. Wilhelm
10. Wolfgang

GERMAN WOMEN
1. Elisabeth (or Ilse)
2. Wilhelmina
3. Mathilde
4. Sofie
5. Gertrude
6. Adele
7. Dagmar
8. Adeleheid (or Heidi)
9. Marlene
10. Ursula (or Uschi)

ITALIAN MEN
1. Antonio
2. Fabrizio
3. Fernando
4. Filippo
5. Giovanni
6. Giuseppe
7. Gregorio
8. Manfredo
9. Michele
10. Orlando

ITALIAN WOMEN
1. Agnese
2. Antonia
3. Ellena
4. Giovanna
5. Isabella
6. Lucia
7. Lucrezia
8. Maria
9. Rosalba
10. Susanna

RUSSIAN MEN
1. Aleksey (Alyosha)
2. Anatoly (Tolya)
3. Dmitry (Dima)
4. Fyodor (Fedya)
5. Ivan (Vanya)
6. Mikhail (Misha)
7. Nikolai (Kolya)
8. Pyotr (Petya)
9. Stanislav (Stas)
10. Vladamir (Vova)

RUSSIAN WOMEN
1. Aleksandra (Sasha)
2. Anastasya (Nastya)
3. Darya (Dasha)
4. Ekaterina (Katya)
5. Natalya (Natasha)
6. Olga (Olya)
7. Polina (Polya)
8. Sofiya (Sonya)
9. Yelena (Lena)
10. Yelizaveta (Liza)

SPANISH MEN
1. Ambrosio
2. Carlos
3. Diego
4. Fernando
5. Javier
6. José
7. Juan
8. Lorenzo
9. Mario
10. Salvador

SPANISH WOMEN
1. Antonia
2. Bianca
3. Elvira
4. Flavia
5. Inez
6. Isabel
7. Luisa
8. Maria
9. Paloma
10. Raquel

French names are often hyphenated combinations of two names, such as Claude-René or Marie-Thérèse.
It is common for French people to have several given names, and only use one in most circumstances.
A man named "Marcel Henri Antoine Martin" would usually simply go by the name "Antoine Martin".

The dominance of French as the international language of culture means that wealthy people anywhere in Europe might have (or assume) a French name. The forms "Marie-Anne" and "Anne-Marie" are particularly popular for women.

People will often publish under the French form of their name. In Russian, the full form of the name is used in formal contexts, and the half-name (in parenthesis) is used when addressing someone informally. Russian second (or patronymic) names are formed by taking the father's name, and adding the suffix "-ovich" (sometimes "-yevich") for a man, or "-ovna" (sometimes "-yevna") for a woman. The family name then follows. A woman named "Anastasya", whose father's name was Ivan, would be "Anastasya Ivanovna", and be called "Nastya" by friends.

A Gypsy's name is usually one from the surrounding culture. A Gypsy born in England, for example, will probably have an English name. English Gypsies are sometimes named for a locale or geographical feature, such as "London" or "Forest".

CHAPTER 2: *Character Creation, Advancement, and Degradation*
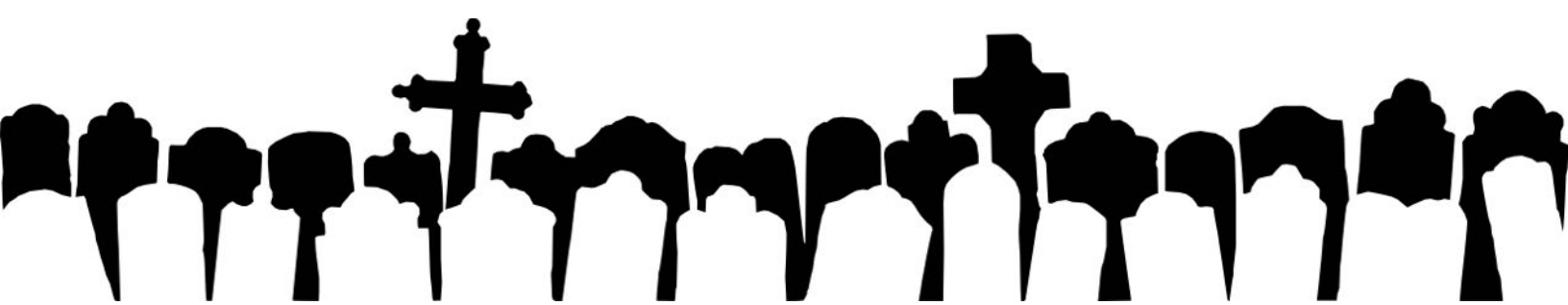
THE PROCESS *OF* CHARACTER CREATION

Step One: Character Inspiration

First, think of the type of character you want to create.

- It may help to model your character on one from a book, movie, or work of art that you like.
- Perhaps there is a song which evokes a particular character in your mind.
- Whatever your **Character Inspiration** is, write it on your character sheet. Let it guide all of your subsequent choices in character creation, and even game play.
- If your Character Inspiration is a preexisting character from literature or cinema, don't slavishly imitate it, but make it your own.
- You may find many of the works cited in **Appendix II: Inspirational Materials** to be helpful in conceptualizing your character.

Step Two: Character Class

Guided by your Character Inspiration, choose your character's Class.

- A Character's Class defines their occupation, skill set, and place in the ongoing story.
- The Class of the average person is **Everyman** (or **Everywoman**). Everymen include everybody from seamstresses, to blacksmiths, to most soldiers and common thieves.
- Everyman characters advance in Levels much faster than other Classes, but lack the powerful Special Abilities of other Classes.
- Some characters distinguish themselves by belonging to one of the exceptional Classes, such as Libertine, True Innocent, or Magician. Such Classes improve their capacities more slowly than Everymen, but have powerful Special Abilities.
- Look over the list of Classes, and decide upon on that fits your concept for the character. You may even decide to revise your Character Concept in light of your choice of Class.

Character Classes include:
- **Bandit**: *A lurking Footpad, flamboyant Highwaymen, or snarling Pirate*
- **Demon Hunter**: *Someone who studies and hunts the horrors of the darkness*
- **Everyman**: *Just an ordinary person, facing extraordinary circumstances*
- **Grave Robber**: *An opportunist who robs burial sites for profit*
- **Gypsy**: *A restless wanderer who lives by their wits*
- **Libertine**: *A social adventurer who flouts conventional morality*

William Douglas, the 4th Duke of Queensberry (better known as "Old Q"), was the archetypal "dirty old man". Until his death in 1810 at the age of 85, he was notorious for gambling, whoring, and propositioning every passing woman in London. A contemporary cartoon depicts "Old Q" sitting the front row at the ballet, so he could look up the dancer's dress.

- **Mad Scientist**: *An individual who would master the laws of nature, at any price*
- **Magician**: *One who works wonders with strange incantations, bizarre ceremonies, enchanted talismans, and secret pacts*
- **True Innocent**: *A person of inspiring virtue*

Some games may include **Vampyres** and **Werewolves** as playable Classes, if the Presenter approves. Generally, however, a character will become a Vampyre or Werewolf in the course of game play, rather than start the game as one. If you want your character to become a Vampyre or Werewolf, let your Presenter know so they can work it into the Affair. Rules for Vampyre and Werewolf characters are found in **Appendix I: Vampyres & Werewolves**.

Step Three: Background

Think about the basics of your character's **Background**. Factors to consider include:
- What social class is the character?
- Does the character have any brothers or sisters, and how large is their extended family?
- Has the character ever been in trouble with the law?

Work out a basic back-story for the character, even if its only a few words long (such as "orphaned and adopted by a blacksmith"). Make sure the character's Background is consistent with their Class, although seemingly incongruous Backgrounds (such as a female Libertine raised in a convent) can make for very interesting characters.

Step Four: Perversity

Determine your character's **Perversity,** which defines the extent of their mental and moral corruption.

- Human Perversity is rated from 1 to 20.
- The more Perverse a character is, the more likely they are to commit an atrocity or morally outrageous act *simply because they can.*
- Characters with high Perversity feel compelled to transgress social and moral norms, and usually experience no guilt about doing so. In contrast, characters with low Perversity tend to adhere to social norms, and follow conventional modes of thought.
- Normal human Perversity is rated at 9. Scores below 3 or above 18 are extraordinarily rare.
- A person with Perversity of 6 or below is considered **Virtuous** or **Good**, while those with scores of 15 or above are **Perverse** or **Evil**.
- The Player can choose their character's initial Perversity score, or determine it randomly. The higher a character's Perversity the closer they are to going mad, but the better they are able to comprehend bizarre and strange events.
- If the Player wants to determine their Perversity score randomly instead, they can simply roll 3d6. Players of True Innocents however, would roll a 1d6, and Libertines would roll a 1d6+11.
- A True Innocent's Perversity must never rise above 6, while a Libertine's must never fall lower than 12.

Step Five: Personality

Decide upon a **Personality** for your character.

- Write notes to yourself about how you want to play the character.
- For example, consider if your character generally Happy, Melancholy, Paranoid, Angry, or anything else.
- Consider the character's Inspiration, Class, Background, and Perversity. A Bandit, for example, may be "Scheming and manipulative", while a True Innocent may be "Kind, charitable, and loves animals".
- If you can't think of a your character's Personality at first, let it develop over the course of play, and define it later.

The Palais-Royal was central to Parisian social life from 1784 on. Formerly the residence of the House of Orléans, it was opened to the public by Duke Louis Philippe II. The palace contained shops, gambling halls, cafes, small museums, theaters, and public gardens. Apartments could be rented on the upper floors, and the place was notorious for its prostitutes.

Step Six: Appearance and Most Memorable Characteristic

Think of your character's **Appearance** and **Most Memorable Characteristic**.
- Consider the characters height, weight, eye color, and anything else that will help you to form a firm mental image of the character in your mind.
- Think of something apparently distinctive or otherwise unusual about the character, and record it as the character's Most Memorable Characteristic. Most Memorable Characteristics might include such things as:
  - Always wears a monocle
  - Flaming red hair
  - Unusually large and bony hands
  - Piercing stare
  - Always dresses in green
  - Very tall
  - Extremely short

Since Ghastly Affair is meant to replicate the world of Gothic fiction, try to make your character's Most Memorable Characteristic as extreme, startling, unusual, lurid, grotesque, or bizarre as possible. Don't make a Player Character just moderately good looking or somewhat homely – they should be shockingly beautiful or frighteningly ugly!

Step Seven: Basic Abilities

Determine the base scores of your Character's six **Basic Abilities**.
- A character's Basic Abilities represent combinations of their natural capacities and education, measured in six areas.
- Remember that most challenges in the game are resolved by the player rolling a 20-sided die, and trying to roll a number lower than the relevant Basic Ability as modified by any Bonuses and Penalties.
- The Basic Abilities of humans are rated from 3 to 20, with 9 representing an absolute human average.
- Human beings can never have any Basic Ability rated higher than 20 (before any temporary Bonuses are applied for Ability Checks). A human being with any Basic Ability that is damaged to a rating of less than 3 (temporary Penalties for Ability Checks do not count) becomes incapacitated. If any Basic Ability is ever reduced to 0 the character will either die or become permanently insane (depending upon the Basic Ability).
- Remember that during the course of play Basic Abilities will often be temporarily modified by various Bonuses and Penalties.

Charisma represents how well the character performs in social situations, their leadership ability, and the ability to persuade others. It also indicates the character's self-confidence, and their resistance to social persuasion. Physical beauty can be a factor in Charisma, but it is easily possible to be good-looking and yet have a low Charisma (and vise-verse).

- A Character with a low Charisma might be constantly angry, be socially awkward, or have difficulty expressing themselves correctly. They may lack normal emotional responses.
- High Charisma characters are great leaders, are invited to all the best parties, and have their pick of lovers. They can easily get what they want without threats, and tend to dominate conversations.
- High Charisma also helps a character resist sliding into madness.

Intelligence includes the characters education, their reasoning ability, and their conscious recollection.

- A character with a low Intelligence isn't necessarily stupid; perhaps they are simply uneducated, or have an awful memory for facts.
- High Intelligence, on the other hand, can represent an extraordinary education, a superb memory, and strong powers of reason.

Wisdom defines the character's intuition, and connection to the spiritual world.

- Characters with low Wisdom scores are poor judges of character, and apt to blunder into danger. They may be completely unable to perceive the spiritual dimension of life.
- Characters with high Wisdom will notice many things that others don't, and may have an almost prophetic insight into the unfolding of events.
- Wisdom is used to resist Preternatural Effects of all kinds, including those from Mad Scientists.

Strength is used whenever the character must lift heavy objects, bend strong materials, or otherwise perform difficult tasks that require muscle power.

- Low Strength can be the result of underdeveloped muscles, but could also represent lack of familiarity with manual labor, or bodily damage that causes pain upon exertion.
- High Strength, of course, comes from constant training and work, as well as familiarity with the proper methods of moving heavy objects.
- A Character can generally lift up to 20 times their own Strength score in pounds.

Dexterity measures the character's speed, hand-eye coordination, grace, and overall agility.

- A low Dexterity can represent clumsiness, poor balance, or stiffness due to injury. It could even indicate the loss of a limb.
- A High Dexterity score can represent superb natural coordination, but can also be the result of such things as dance lessons, training in combat techniques, and regular archery practice.

Constitution defines the character's resistance to disease and fatigue. The life-force that animates bodies also factors into a character's Constitution score.

- Low Constitution might be the result of chronic illness, loss of blood, or even a supernatural affliction.
- High Constitution represents both natural resistance, and that acquired through training. Characters with high Constitution are often physically attractive due to their obvious good health.

To determine your character's Basic Abilities:

- For each Basic Ability, *either* record a rating of **9**, *or else* gamble by rolling **3d6** and taking the result, **whatever it is**.
- Then, adjust the character's Basic Abilities in the way appropriate for their Class.
  - **Bandit**: Dexterity +2
  - **Demon Hunter**: Dexterity +2
  - **Everyman**: +2 to any desired Ability
  - **Grave Robber**: +1 Strength, +1 Dexterity, +1 Constitution, -1 Charisma
  - **Gypsy**: +2 Wisdom
  - **Libertine**: +2 Charisma
  - **Mad Scientist**: +2 Intelligence
  - **Magician**: +2 Wisdom
  - **True Innocent**: +2 Charisma

If you prefer to conceptualize character Abilities with adjectives rather than numbers, use the following scale of equivalencies:

1 – 2:	*Negligible*
3 – 4:	*Very Low / Very Bad*
5 – 6:	*Low / Bad*
7 – 8:	*Below Average*
9 – 10:	*Average*
11 – 12:	*Above Average*
13 – 14:	*High / Good*
15 – 16:	*Very High / Very Good*
17 – 18:	*Exceptional*
19 – 20:	*Prodigious*
21+:	*Superhuman*

Remember that your character's Basic Abilities will be improved over the course of play, representing the additional competence that comes with experience.
With each level they gain, your character will be able to increase one of the their Basic Abilities by one point.

Step Eight: Special Abilities and Weaknesses

Record your character's five **Special Abilities** and two **Weaknesses**.
- The descriptions of the Classes include complete lists of the Special Abilities and Weaknesses that make each one unique.
- Special Abilities allow characters of particular Classes to perform actions that other cannot, or to perform them better than others would.
- Weaknesses impose unique limitations upon certain characters, and are designed to help create interesting situations for role-playing.

Step Nine: Hit Points and Damage Bonus

Determine your Character's **Hit Points,** and record their **Damage Bonus.** You'll need to know these if your character encounters life-threatening danger.
- Hit Points represent how hard your character is to kill. The abbreviation "hp" is sometimes used to indicate Hit Points.
- To determine your character's Hit Points, roll the appropriate Hit Die (as found in the **Advancement Table** for your character's Class). Optionally, the Presenter can allow a character to simply have the maximum amount of hit points for their Hit Die.
- A Character's current Damage Bonus (also found by consulting the appropriate Advancement Table) is added to the usual 1-6 points of Lethal Damage done by most successful physical attacks.
- Damage Bonus does *not* add to the damage done by Preternatural Effects.
- With each Level past 1st, a Player Character will roll another Hit Die and add the result to their current Hit Points. The first 6 Hit Points represent how tough your character is physically. All Hit Points above 6 represent a mixture of luck, skill and supernatural favor that keeps potentially lethal attacks from being fully effective.

Step Ten: Assets and Afflictions (Optional)

Decide upon any **Assets** and **Afflictions** to customize your character.
- An Asset grants a +3 Bonus when it relates to the situation at hand.
- For example, a if the player chooses "Incredible Shot" as an Asset for her character, then the player gets a +3 Bonus when firing a gun.
- Conversely, an Affliction imposes a -3 Penalty.
- A character with an Affliction of "Afraid of Spiders" suffers a -3 Penalty on all Ability Checks when dealing with spiders.
- A Player does *not* have to define any Assets or Afflictions for their character.
- For every Asset a character possesses, however, they must also suffer an Affliction.
- No two characters in a group should have the same Asset or Affliction.
- Players are encouraged to use Assets and Afflictions to create interesting characters, not to try and make one character "better" than another.
- The descriptions of the Classes include suggested Assets and Afflictions appropriate to each character type. A compiled list of possible Assets and Afflictions can also be found in **Appendix III: Suggested Assets & Afflictions**. Players and Presenters are encouraged to use their creativity to come up with unique Assets and Afflictions, however.

Step Eleven: Wealth and Equipment Carried

Determine your character's **Wealth** and **Equipment Carried.**
- When considering the character's Wealth, it is actually enough to consider the character's Background, and write down a descriptor such as "poor" or "middle class".
- Wealth can also be tracked with currency units, if you prefer more detail. For convenience, all monetary values in Ghastly Affair are expressed in Pennies, or Pence. 1 Penny was the price of a small loaf of basic bread in late 18th Century England, and is therefore the standard to which all other values are compared. In the Ghastly Age, a lower class laborer is paid 50 to 200 pence per week, middle class people make up to 5,000 pence per week, and upper class people enjoy incomes in excess of 5,000 pence a week.
- Using the characters Wealth and the **Typical Equipment** listed under the character's Class, choose the character's Equipment Carried. See **Chapter 6: Money and Possessions** for a discussion of the objects a person might possess in the Ghastly Age.
- Assume the character has the Equipment necessary and appropriate to his Class and Background. It is not necessary to obsess over every single item a character would possibly possess or use. Only include those that are characteristic, important, and likely to figure in a story. For example, always record what weapons, if any, the character carries. It is not necessary to detail the kinds of chamber pots in the character's home, for example.
- Only in certain dramatically important situations (such as when characters are lost in the wilderness) should Presenters care about the exact makeup of a character's Equipment list.

Step Twelve: Speed and Armor Class

Record your character's **Speed** and **Armor Class**. You may also need to know these numbers if your character's life is endangered.

Speed is a measure of your character's maximum movement rate.
- Speed is generally only relevant during chases, to determine who will outpace who.
- Speed is rated in a manner similar to the basic Abilities, except that the scale is different.
- A Speed of 1 represents the speed of a turtle, while a 20 is the air speed of a hawk.
- All characters start with a basic Speed rating of **9** (except for Bandit Footpads, who move at Speed 10).
- Wearing restrictive clothing can reduce Speed by 2 or 3 points.
- Likewise, bearing a heavy load can effectively reduce Speed.

Armor Class (or **AC**) represents how hard your character is to hurt.
- A defender's Armor Class is inflicted as a Penalty to the Dexterity Check made by an attacker.
- A Character's basic Armor Class is 0, or None.
- Thick clothing can add a +1, or even +2, to Armor Class.
- Women wearing whale-boned stays receive a +1 Bonus on their Armor Class against slashing attacks only.

Step Thirteen: Name

Give your character a **Name.**
- It is the Player's responsibility to name their character appropriately, and not something offensive, silly, or otherwise disruptive (unless the game is meant to be humorous).
- If the tone of a story is mean to be darkly foreboding, and your fellow Players can't say your character's Name without laughing, you've chosen the wrong name!
- Although the step of naming your character is listed thirteenth, very often a Player will actually come up with the Name for the character first, using it as the inspiration for the whole character.

After the fall of Robespierre in 1794, there was a fashion among certain Parisian women for dressing "à la victime": with a red ribbon around the neck, their hair cut short in the back (like the haircut given to those about to be guillotined), and wearing the simple white dresses of female prisoners. Riotous parties called "bals des victimes" were held – you needed to be related to someone who had been guillotined to attend.

Last Step: Forbidden Topics and Safe Words

The last step in character creation doesn't concern the character, but the whole group of Players and Presenter. The Presenter should ask each Player for a list of topics and scenes they would find personally offensive. Ghastly Affair is meant to deal with mature and horrific subject matter, but it is important that the Presenter not go too far and offend the Players. Therefore a list of **Forbidden Topics** gives the Presenter guidelines regarding what subjects the Players do not want inflicted on them.

Also, the group should agree to a **Safe Word.** If the Presenter's description of a situation ever becomes too disturbing for a Player, the subject matter becomes distasteful, or the role-playing becomes too intense, a Player can say the Safe Word to immediately stop the game. The Player should then explain to the Presenter what they found excessively disturbing. Play should then continue, with the Presenter glossing over the disturbing situation and proceeding to the next situation.

Ghastly Affair can be a safe and enjoyable way to explore extreme and terrifying topics, but Players must never be forced to confront anything they do not want to. The game is meant as an enjoyable pastime, and nothing more.

CHARACTER ADVANCEMENT

Characters who feature in more than one Affair will gradually improve their characteristics.

Experience Points

Player Character advancement in Ghastly Affair is tracked by means of **Experience Points,** or **XP.**

- A Player Character receives **2** Experience Points for every Game Session that a Player attends.
- If a Player cannot attend a Game Session for some reason, their Player Character still receives **1** Experience Point.
- Experience Points are given only at the end of a Game Session.
- A Player Character receives their Experience Points regardless of their actions in the game. If a Player spends the majority of a Game Session playing Secondary Player Characters their Player Character still gets full Experience Points for the Session.

Gaining Levels

If a Character's Experience Points equal or exceed the amount indicated for a new Level on their Class's Advancement table, the Character will advance a Level.

- The actual advancement in Levels will occur the next time a Character awakens from sleep.
- Awakening from Magically-induced Sleep counts.

When a character gains a Level, the Player should review the appropriate Advancement Table and Class Description.

- The Player selects one Basic Ability, and *increases* it by 1 Point.
- Alternately, the Player can *reduce* their Player Character's Perversity by 1 point, instead of the Ability score increase.
- A Player cannot both increase a Basic Ability and decrease Perversity.
- If the new Level gained is 10th or lower, the Player rolls new hit die and adds the result to his current and maximum Hit Points.
- The Player should Review the description for their character's Class to see if any new Special Abilities are gained with the new Level.

Adding a New Character Class, or Multi-Classing

A character may **Multi-Class** (add another character Class) if:

- During the course of game play the character performed actions or suffered experiences normally associated with the other Class
- The character qualifies for a new Level in their current Class.
- The character has fulfilled all other conditions to to become a member of the new Class. For example, to become a Magician one needs to be initiated by either a spirit or another Magician.

To Multi-Class, the character forgoes advancement in their current class.

- The character must first qualify for advancement to the next Level in their current Class.
- The character loses any Experience Points past the minimum required for their current Level in their old Class. For example, a 5th Level Bandit with 22 Experience Points (enough to make him 6th Level) loses all but 18 (the minimum to be 5th Level) if they decide to also become a 1st Level Magician.
- The character becomes a Level 1 member of the new Class, while also retaining their abilities in the old Class at the same Level.
- The character will still be able to thereafter advance in the old Class, but has temporarily forgone it in order to concentrate on acquiring new skills.
- The more advanced a character is in their main Class, the harder it is to gain new skills.
- The only exception to the usual method of multi-classing is when a character is cursed to become a Vampyre or Werewolf. In that case, the character simply adds the Vampyre or Werewolf Class at Level 1, without paying for it with Experience Points.

Mary Godwin lost her virginity to to her future husband Percy Shelley at the grave of her mother, Mary Wollstonecraft!

Multi-Classed characters advance in the following way.

- The Player must designate and separately track each Class's share of earned Experience Points. For example, the Player could assign both Experience Points for a Session to the new Class and none to the old one, both to the old one, or assign one point each to each Class.

- When a character has gained enough Experience Points to qualify for a new Level in any Class, the character advances in that Class. As usual, the character must wait until they sleep and wake up to gain a Level.

- The character gains Hit Points appropriate to the Class that increased in Level.

- The character increases 1 Ability by 1 point when they advance in any Class, or else reduces Perversity by 1 point.

- A multi-class character adds together the Damage Bonuses from all their Classes to determine their total Damage Bonus.

- A multi-class character can freely use all of the Special Abilities of any of their Classes, but also suffers all of the Weaknesses of all of their Classes.

- In cases where one Special Ability seems like a weaker version of the other, the character enjoys the benefits of the stronger Special Ability.

- In cases where one Weakness may seem to negate, contradict, or conflict with another, the character suffers the more debilitating of the two Weaknesses.

- All Assets and Afflictions remain. It can happen that a prior Affliction completely counteracts one or more benefits of a new Class.

- Once a character reaches 10th Level in any Class they cease gaining new Hit Points, even if if they gain Levels in another Class.

When the Character is using a Special Ability that changes power according to their Character Level, only the Levels of the Class that allows the use of the Special Ability count towards determining its power.

- For example, a 5th Level Demon Hunter/5th Level Gypsy can use his Feat of Strength twice a day, not four times, because only his 5 Levels of Demon Hunter count.

When the multi-class Character is trying to resist a Special Ability, Preternatural Effect, or similar power from another being, the multi-class character's effective Level is the sum of all their Levels.

- For example, a 5th Level Bandit/1st Level Magician is immune to the effects of a *Scare* spell, because their total Level is 6 (5th Level + 1st Level).

Remember that a True Innocent character can never willingly multi-class (although they can be cursed to become a Werewolf).

CHARACTER DEGRADATION

Characters in Ghastly Affair can degrade, as well as advance. Such degradation can occur in a number of ways.

Degradation From Attacks

The attacks of certain **Ghosts** and **Revenants** drain Experience Points or Basic Abilities from victims, representing a sapping away of a living body's vital energy.

- If a character loses so many Experience Points that they no longer qualify for a Level according to their Class's Advancement Table, they are reduced in Level.
- Character who lose a Level must subtract a Hit Die's worth of Hit Points from their maximum Hit Points, and subtract 1 point from an Ability.
- Losing a Level is considered a disturbing event, so the victim must also make a Charisma Check, or gain a point of Perversity.

Increasing Perversity

A character's Perversity can increase not only through deliberate actions, but also when they are subjected to certain horrible events.

- At the end of every Game Session where a character committed a corrupt act, or experienced a disturbing event for the first time, they must Save versus their Charisma or gain another point of Perversity.
- If a character's Perversity ever reaches 20 their mind has become completely corrupted. The Player should consult with the Presenter to design a suitable expression for the character's degradation. The character might succumb to debilitating madness, or even change into a monster such as an Ogre or Bzou! At very least, the character's hair may turn completely white overnight. Such effects will last unless some way is found to reduce the character's Perversity (such as association with a True Innocent).
- If a character with a 20 Perversity dies, they will probably rise again as a Vampyre, or other such Revenant.

Wolfgang Amadeus Mozart was extremely fond of scatological humor. Among his lesser known compositions is a little ditty entitled "Leck mich im Arsch" - "Lick Me in the Ass".

The number of possible Perversity increases, and the events that trigger them, should be consistent with the overall tone of the Saga. If it is a picaresque story of amoral Bandits, Libertines, and Grave Robbers, then a character's Perversity should possibly increase only when the most extreme and outrageous events occur. A dark romance in the style of Ann Radcliffe, on the other hand, requires a clearly demarcated sense of right and wrong (and the resultant danger of corruption). Just remember that Perversity is meant as a fun game mechanic to emulate a Gothic genre convention, and not as an excuse for Presenters to inflict their own personal morality on Players.

Disturbing Events

The following are some events that might cause a character to become more Perverse, depending on the overall tone of the Saga:

- Becoming a Vampyre or Werewolf
- Being Cursed
- Being drunk (first time)
- Being fed on by a Vampyre
- Being imprisoned
- Being trapped in a completely dark space
- Being the victim of a crime (each new crime)
- Being enslaved
- Being tortured
- Burial alive (if one survives!)
- Buying a slave
- Committing a crime (each new crime)
- Contracting a serious disease
- Creating obscene art
- Drinking human blood (unless already a Vampyre)
- Eating human flesh (any circumstances)
- Encouraging another to commit a moral transgression (each new kind of transgression)
- Gaining a fortune (especially if inherited or undeserved)
- Gaining undeserved fame or flattery
- Hearing a disembodied voice
- Hearing a forbidden philosophy
- Hearing a piece of bizarre, discordant music.
- Learning a terrible secret
- Observing a Werewolf's transformation (first time)
- Participating in an extreme religious ritual
- Performing an unconventional sex act
- Seeing a bizarre work of art
- Seeing a monster
- Seeing a rotted human (first time)
- Seeing a skeleton walk
- Seeing a spirit (each new type)
- Using a Talisman or magical item (each new item)
- Using a psychoactive drug
- Using a spell for the first time (each new spell)
- Watching a loved one die

Other Disturbing Events will suggest themselves in the course of play.

Some Example Perversities

0	Angelic Innocence
1	Saint Francis of Assisi
2	Joan of Arc
3	Socrates
4	Cyrus the Great
5	Marcus Aurelius
6	Abraham Lincoln
7	George Washington
8	Cato the Elder
9	Normal Human Perversity
10	Mary Shelley
11	Benjamin Franklin
12	Percy Bysshe Shelley
13	Casanova, Lady Emma Hamilton
14	Julie d'Aubigny, John Wilmot, Cagliostro, Lord Byron, Sir Francis Dashwood
15	Cleopatra, Valeria Messalina
16	Ivan the Terrible, Lucrezia Borgia
17	Roderic Borgia (Pope Alexander VI)
18	Marquis de Sade
19	Vlad Tepes
20	Countess Elizabeth Bathory, Caligula
21+	Infernal Perversity

CHAPTER 3: *The Character Classes*
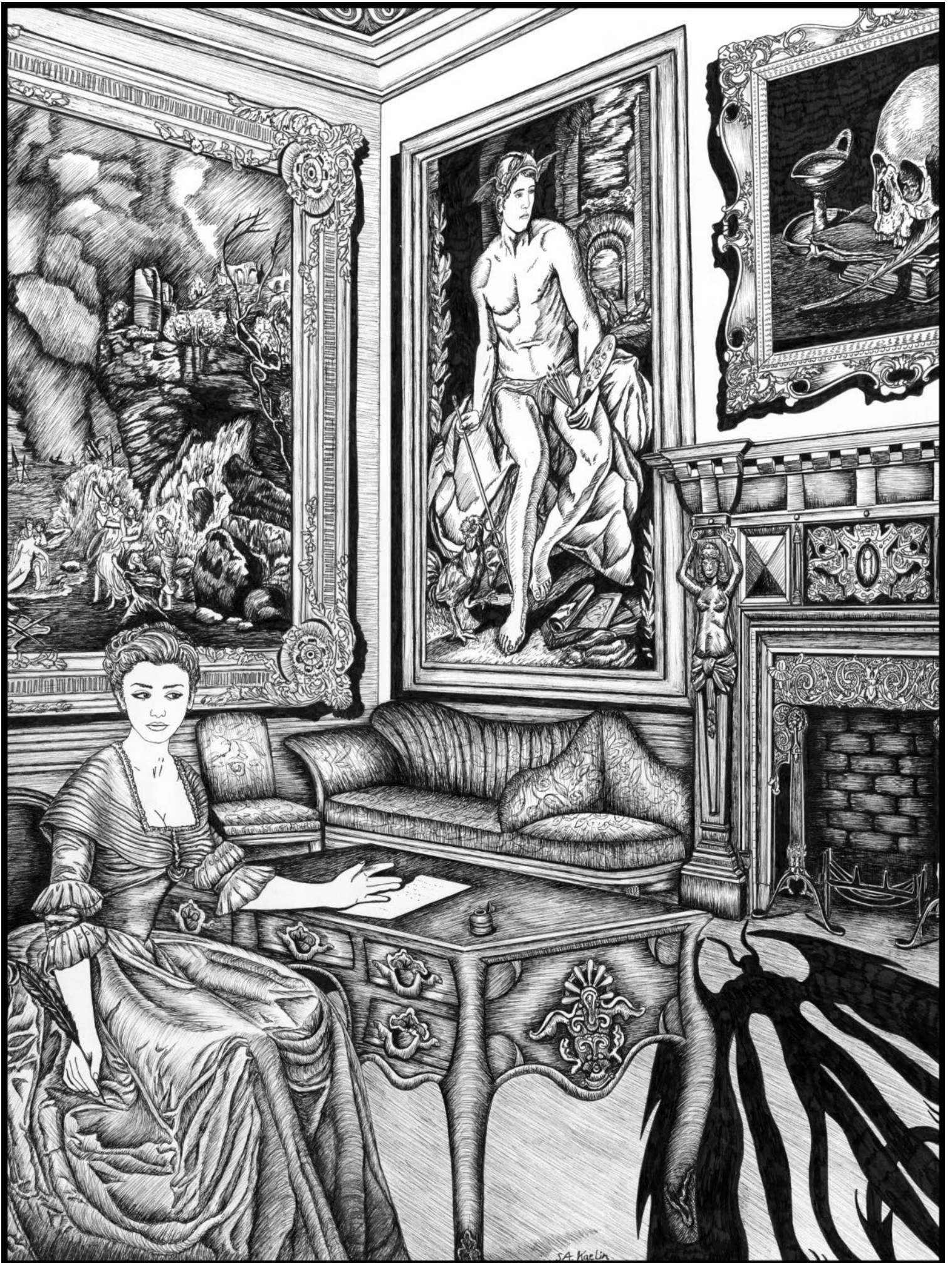
SA Kaelin

CONCERNING CLASSES

The character Classes of Ghastly Affair are meant to aid Players and Presenters in creating the kind of characters who would be found in a Gothic story. Each represents a common Gothic trope, and the Special Abilities and Weaknesses of the Classes encourage the type of action characteristic of Gothic tales.

Think of a Class as a recipe for creating a typical Gothic character. The recipe can be customized with Assets and Afflictions if you wish, or left as is. Most character types that don't have their own Class can be replicated through the Everyman Class. For example, there is no separate Pickpocket Class, but such a character can be represented as an Everyman with "Pickpocket" as his Profession.

Players who are new to Role Playing Games may find is easier to start with the Everyman Class for their first character.

Since not every Presenter will allow Vampyres and Werewolves as Player Characters, those Classes are presented separately in **Appendix I: Vampyres and Werewolves**.

EXPLANATION *OF* CLASS CHARACTERISTICS

ABILITY ADJUSTMENT: Each Class has one or more Basic Abilities that it tends to rely upon most.
- A character's **Ability Adjustments** are applied during character creation.
- A Class gained by multi-classing generally does not modify a character's Basic Abilities. The exceptions are the special Vampyre and Werewolf classes, if the Presenter allows them.

SPECIAL ABILITIES: Every Class has five Special Abilities, or skills at which the Class tends to exceed.
- Special Abilities are meant to be interpreted *broadly and creatively* by the Presenter. The descriptions of Special Abilities simply present *standard and suggested* techniques for adjudicating them.
- If the title of a Special Ability implies that it would be useful in a way not explicitly described in the rules, the Presenter can rule that it confers a Bonus to an Ability Check.
- If a Special Ability is meant to primarily confer a Bonus to one or more Ability Checks (or sometimes a character's Damage Bonus), the value of the Bonus is indicated on parentheses. If the the Special Ability does not specify a number as its usual Bonus, assume a +1.

WEAKNESSES: Every class has two unique restrictions or debilities.

- Like special Special Abilities, **Weaknesses** are meant to be interpreted *broadly and creatively* by the Presenter. If the title of a Weakness implies that it would be detrimental in a way not explicitly described in the rules, the Presenter can rule that it nonetheless imposes a Penalty. If the the Weakness does not specify a number as its usual Penalty, assume a -1.

HIT DICE: The type of <u>die</u> that a character of a given Class rolls to determine how many <u>Hit Points</u> are gained at each Level.

- Rather than roll the dice, it is suggested that Player Characters be allowed to simply have their maximum possible amount of Hit Points at 1st Level.
- Only the first 6 Hit Points represent actual resistance to physical damage. All Hit Points past 6 represent the tendency of the protagonist in a story to escape potentially lethal situation through a combination of luck and skill.
- Increased Hit Points do not mean that a character can takes multiple shots to the chest, for example, but that shots that would hit a lesser character in the chest tend to miss a more important character. Eventually, however, everyone's luck runs out.
- **Characters stop gaining additional Hit Points after 10th Level.**

TYPICAL EQUIPMENT: The <u>equipment</u> that a member of the Class would typically carry.

- The list is is meant as a general and suggestive guide to what the character should own and have with them when game play starts.
- The list does not included any <u>properties</u> or household items, which are assumed to be whatever is appropriate to the character's background and social class.
- Tracking every penny spent is usually not important, unless the Presenter wants to emphasize the looming threat of starvation and poverty. In most circumstances, however, a character is assumed to be able to purchase anything <u>within the means of a typical member of their social class</u> and background.

CLASS ADVANCEMENT TABLE: Shows the type of die rolled to determine the Class's Hit Points, the Class's Damage Bonus, and the Experience Points needed to <u>achieve each Level</u>. Remember that Damage Bonus only applies to physical attacks, and does not add to the damage done by <u>Preternatural Effects</u>.

SUGGESTED ASSETS (Optional): The types of Assets typical for a character of a given Class.

- An Asset gives the character a +3 Bonus on appropriate Ability Checks in situations where it might be useful.
- Remember that the use of Assets is *optional* for Player Characters, and Players *do not* need to select any Assets for their character.
- No two Player Characters should have the same Asset. Assets that are phrased differently, but would have identical effects in play, count as the same Asset. For example, "Good Shot" and "Expert Marksman" are really the same Asset.
- An Asset can give a character a particular talent for one of their Special Abilities. For example, a Libertine who has the Asset "Talent for Disguise" would gain a total +4 Bonus on all her attempts to look like someone else.
- Any Asset selected *must* be balanced with an Affliction.

SUGGESTED AFFLICTIONS (Optional): The types of Afflictions typical for a character of a given Class.

- An Affliction imposes a -3 Penalty on Ability Checks in situations where it might be a factor
- Remember that the use of Afflictions is *optional* for Player Characters, and Players *do not* need to select any Afflictions for their character.
- No two Player Characters should have the same Affliction. Afflictions that are phrased differently, but would have identical effects in play, count as the same Affliction. For example, Afflictions like "Clumsy" and "Ill-Coordinated" are really the same.
- Any Affliction selected for a character allows the Player to also select an Asset.

BANDIT
A lurking Footpad, flamboyant Highwaymen, or snarling Pirate.

ABILITY ADJUSTMENT: Dexterity +2 (A Bandit needs to be quick and agile.)
SPECIAL ABILITIES: Capturing (+1), Danger Bonus (+1), Concealment (+1), Fame, Running/Equestrianism/Sailing (+1)
WEAKNESSES: Hard Luck, Infamy
HIT DICE: d8
TYPICAL EQUIPMENT: 2 weapons (such as a blunderbuss, brass knuckles, cutlass, dagger, garotte, hand axe, musket, pistol, rapier, rifle, or saber); a bandolier (with wadding, powder, and bullets); a haversack; a pet (such as a parrot or crow); 1 set of flamboyant clothes; 1 set of rugged clothes; a mask; a torch; a bottle of gin, wine, or rum; a loaf of bread; a piece of dried sausage; a piece of stolen jewelry; an eye-patch; letters from admirers; warrant for own arrest; 100-500p in stolen coins and bank notes.

The arm of the law may be long, but the reach of crime is even greater. Desperate Bandits haunt the lonely roads, dark forests, and murky seas. Try as they might to eradicate them, the authorities always seem to be fighting a losing battle against Bandits. For every one apprehended, another lawless person takes up the mantle of banditry.

The most common type of Bandit is known as a **Footpad**, or less poetically, a Mugger. As suggested by the name, a Footpad is a Bandit who prowls on foot, whether she haunts a wild woods, or skulks along dirty alleys. Footpads are considered the lowest kind of Bandit, since any person with a knife and desperation can become one.

The most esteemed type of Bandit is the masked **Highwayman**, who rides the roads in search of his victims. Highwaymen are often actual aristocrats, since most common people cannot afford to own a horse in the first place. In some places, "Robber Barons" from the local nobility will pillage their subject populations quite openly. Highwaymen may even buy into their own legend, developing distinctive costumes and signature phrases. If "Stand and deliver" sounds too common, the Highwayman may continue "your money or your *wife*!". Many romantic stories are told about particularly gallant Highwaymen, who will take dances from noble ladies in lieu of gold, or who whisk women away from cruel husbands and into a life of adventure. The fact that the intentions of most turn out to be quite unsavory doesn't stop the stories of chivalrous Highwaymen, only driven to a life of banditry by injustice or forbidden love.

Pirates are the Bandits of the seas, lawless men and women who survive by plundering ships and selling the cargoes to unscrupulous merchants. Sometimes, Pirates are pressed into their criminal careers. The squalor and social injustice that exists in most port cities means that Pirate ships generally have an easy time filling their crews, however. Pirates sometimes operate under legal

documents called Letters of Marque, which empower them to raid the shipping of one nation on behalf of another. Such semi-legal Pirates are called Privateers, Buccaneers, or Corsairs. Privateers are seen by many nations as a cheap and effective means of waging war, one that pays for itself and exposes only the worst elements of society to actual danger. Privateers hope that their Letters of Marque will raise their status to that of actual prisoners of war, should they ever be captured by their enemies. That hope is usually unfounded.

Men and women turn to banditry for a variety of reasons besides simple poverty. Some are outlaws, people who have been punished for some crime by the loss of all legal status and protections. Since anyone can cheat, rob, or kill an outlaw with impunity, such people take up a life of crime by necessity. Heavily armed Bandits with some military training are often called Brigands. Many such Brigands are deserters from invading forces, or the remains of units cut off from the main body of troops. They survive by pillaging the countryside. Sometimes Bandits are actually freedom fighters, committed to throwing off the yoke of foreign occupation. Other gangs capture and sell slaves, whether as the opportunity arises, or as a regular source of income. Popular stories also tell of noble Bandits who have been dispossessed by usurpers, and commit themselves to righting injustices. There are even those who become Bandits for no other reason that a thirst for adventure, and an inability to follow the rules of society.

Bandits often gain reputations as heroes of the common man, even when they have done nothing to deserve it. Peasants will often delude themselves into believing a local Bandit "robs from the rich and gives to the poor", even though he may only rob the rich because *the rich have the money*. During military occupations, oppressed people may rightly or wrongly see the local Bandits as a resistance against illegitimate authority. More than one noble family was founded by a Bandit who helped rid his country of invaders, or purchased his title with stolen gold. Bandits often find themselves the objects of romantic fantasies, which the more clever among them exploit ruthlessly.

Bandit Special Abilities

CAPTURING (+1): Bandits frequently hold people for ransom, and become skilled at quickly subduing victims.
- Bandits receive a +1 Bonus on all attempts to grab and hold someone or something.
- When appropriate, a Bandit may even add his Capturing Bonus and Danger Bonus together.

DANGER BONUS (+1): Bandits enjoy a +1 Bonus on all Ability Checks and Contests in times of Danger, including chases, fights, and escapes. This Bonus starts as soon as Game Time turns to Rounds, and is in addition to any others that benefit the Bandit.

CONCEALMENT (+1): Bandits learn to effectively hide both themselves, and objects.

- A Bandit gets a +1 Bonus on Dexterity Checks to successfully <u>hide</u> himself in the shadows, or behind objects such as pillars or trees. A Bandit does not get the Bonus to conceal themselves if weighed down with heavy equipment.

- A Bandit can hide any item up to the size and weight of a dagger on their body. A person examining the Bandit must then succeed at a Wisdom Check in order to find the Concealed item. Bandits are quite creative in hiding objects, often utilizing clothing and bodily orifices in unexpected ways.

- A Bandit can make also an Intelligence Check to make a larger object, one not on their person, go unnoticed by casual observers. If the Check succeeds, the Bandit has successfully camouflaged the object. The obfuscation is accomplished by such means as covering the object, positioning it behind other objects, and even by putting it in such an obvious place that nobody would think to look for it there. The maximum size of object a Bandit can hide in the environment is equal to 1 cubic foot per Level. Finding an object a Bandit has hidden in the environment requires a successful Wisdom Check.

Regency fashion icon George "Beau" Brummell astounded his contemporaries by bathing and scrubbing daily.
He also pioneered the modern idea that men should wear simple but smartly tailored clothes in somber and restrained colors.

FAME: Bandits often achieve a measure of fame, sometimes becoming folk heroes. In fact, upper class ladies may even argue amongst themselves regarding who has the right to be <u>abducted</u> by a particularly handsome and dashing Highwayman!

- The Player of a Bandit can declare that any <u>Non-Player Character</u> encountered has already heard of the Bandit.

- The declaration can be made a number of times equal to the Bandit's Level, per Affair.

- The Bandit makes a Charisma Check, with a -2 Penalty if the NPC is higher Level than the Bandit.

- If the Bandit succeeds, the other character knows her by reputation, regards her favorably, and is willing to help her. The Bandit may discover that her drinks are free, that she has a place to hide out from pursuing authorities, that a subject has already composed love poems about her, or many other possibly useful situations.

- If the Bandit fails the Charisma Check, the other character is instead aware of the Bandit's **Infamy**, and will try to run away, warn the authorities, or apprehend the Bandit himself. In the case of a chartered Privateer, a failed Charisma Check means that the NPC disapproves of the Privateer on principle, or has heard horrible stories about his low character.

- The Presenter may modify the Penalty based on the social class of the other character, or such factors as whether or not the Bandit has previous stolen from them. Common folk, who have little to steal, often regard Bandits as heroes, as do wealthier women who had read too many romances. Upper class people of the same gender as a Bandit will almost always be ill-disposed to him or her, and it should be extremely unlikely that magistrates or sovereign nobility will ever regard a Bandit favorably.

RUNNING / EQUESTRIANISM / SAILING (+1): Depending on whether a Bandit is a Footpad, Highwayman, or Pirate, he will be skilled at Running, Riding, or Sailing.

- Unmounted Footpads move at a base <u>Speed</u> of 10; ordinary people cannot outrun them. Furthermore, Footpads can run for twice as long before becoming fatigued, and effectively run and jump even when carrying a heavy load.

- A Highwayman receives a +1 Bonus on all Ability Checks relating to riding and horsemanship. Any horse ridden by a Highwayman receives a +1 Bonus to its <u>Speed</u>. Additionally, a mounted Highwayman can ride over exceptionally rough terrain, fight from horseback, and calm a frightened horse, all without the need for any <u>Ability Check</u>. With a Charisma Check, he can make his mount jump over small pits (up to 5′ wide), or jump over low walls or obstacles (up to 4′ high).

- Pirates can sail or row any watercraft, and maintain it in good working condition, without the need for any Ability Check. With a Dexterity Check, they can repair a craft, modify a ship, or even construct a boat. With a Wisdom Check, they can effectively navigate a craft in open seas. A Pirate receives a +1 Bonus on all Ability Checks relating to sailing.

Bandit Weaknesses

HARD LUCK: Bandits are fated to always be criminals.
- Any legitimate business started by a Bandit is doomed to failure, unless it is merely a front for criminal activity.
- Likewise, any legitimate investment or other money-making venture that a Bandit participates in will automatically fail, unless it includes an illegal element.

INFAMY: Although often loved by the common people, Bandits are constantly pursued by the law. Even those few Bandits who are legally chartered are often regarded as scum by the very people who employ them. In addition, Bandits must expect that they will become wanted by the law in the area where they operate.
- As previously noted, Bandits who fail their Fame Check will be suffer the ill effects of their Infamy.
- For every month that a Bandit stays in a settled area, he must make a Charisma Check. If he fails, the authorities will learn of the Bandit's presence, and decide to single him out for prosecution. Wanted posters will be posted, bounty hunters may be hired, and the Bandit's known associates will be questioned regarding his whereabouts.
- In the case of licensed Privateers, "prosecution" can mean they will face assassins working for enemy nations, or that some thug decides to prove himself by picking a fight.
- For purposes of determining a Bandit's chance of becoming a target for the authorities, an "area" is assumed to cover 1 day's journey by horse in any direction on land, or one day's journey by sail.

BANDIT ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Damage Bonus
0	1	1d8	+1
8	2	2d8	+2
12	3	3d8	+3
16	4	4d8	+4
20	5	5d8	+5
24	6	6d8	+6
28	7	7d8	+7
32	8	8d8	+8
36	9	9d8	+9
40	10	10d8	+10

SUGGESTED ASSETS: Beautiful/Handsome, Charming, Gift For Languages, Good Liar, Good Sense of Direction, Good Shot, Good Throwing Arm, Intimidating, Loved By Animals, Mechanical Genius, No Fear of ... (something frightening), Resistant to Alcohol, Sharp Eyes, Sneaky, Tracker, Wily

SUGGESTED AFFLICTIONS: Addicted to... (substance), Bad Judge of Character, Bad Reputation, Badly Spoken, Gullible, Horrible Body Odor, Horrible Manners, No Head For... (a common field of knowledge), Satyriasis/Nymphomania, Sleazy, Still a Child, Traumatic Memory, Ugly, Unlucky at Love

DEMON HUNTER
One who studies and hunts the horrors of the dark

ABILITY ADJUSTMENT:
Dexterity +2 (Demon Hunters need superior reflexes and coordination.)
SPECIAL ABILITIES:
Danger Bonus (+1), Demonology (+1), Feat of Strength (or Dexterity), Resist Preternatural Effects (+1), Tracking (+1)
WEAKNESSES: Nemesis, Obsession
HIT DICE: d8
TYPICAL EQUIPMENT: 2 weapons (such as an iron dagger, pistol, rifle, saber, silver bullets, silver dagger, or stake & mallet of ash wood), a bandolier (with wadding, powder, and bullets), a haversack, 1 set of somber clothes, a book on Demonology, a holy book, a keepsake curiosity from a monster (Vampyre's fang, finger of a Werewolf, etc.), a letter of thanks from the father of a rescued child, a letter explaining the strange events in a faraway village, a meal of dried bread and meat, a lantern with oil, a vial of holy water, a necklace of garlic, 100-1000p

The night is filled with terrors. Vicious Werewolves hunt hapless travelers. Vampyres and Revenants rise from their graves to to feed on the innocent. Bizarre abominations from the dark corners of the world pursue incomprehensible schemes. Even hateful Demons come to spread Evil over the earth. Against it all stands the Demon Hunter, ready to put the foul things of darkness to the sword.

Although they are called Demon Hunters, these characters are also dedicated to eradicating lycanthropes, the restless dead, and other monsters. The Demon Hunters fight their favored enemies without mercy. Whether they attack from stealth, or in open combat, the Demon Hunter's job is not finished until his quarry is exterminated.

Like the holy knights of ancient times, Demon Hunters are dedicated to the fight against the supernatural forces of Evil and darkness. Unlike those knights, Demon Hunters are not necessarily also dedicated to the cause of justice and goodness. Demon Hunters pursue their profession for

Real-world books a Demon Hunter might consult include Heinrich Kramer's "Malleus Malificarum"; the "Compendium Maleficarum" of Francesco Maria Guazzo; the works of Athanasius Kircher (particularly "Oedipus Aegypticus" and "Mundus Subterraneus"); "Magia Posthuma" by Karl Ferdinand de Schertz; Dom Augustine Calmet's "Traite sur les Apparition de Espirits, et sur les Vampires" ("Treatise on the Appearance of Spirits, and on Vampires"); and Johann Heinrich Zopfius' "Dissertatio de Vampyris".

reasons ranging from revenge to monetary gain. Many Demon Hunters are perfectly willing to endanger and kill innocent humans in their quest to destroy monsters. Even otherwise virtuous Demon Hunters can be quite willing to bend or break the law to apprehend their quarry.

Demon Hunters are proficient with many different weapons, and are ready to use whatever is required to defeat a particular foe.

Some Demon Hunter charge high fees for their services, and become quite rich as result. Others are little more than vagabonds, living by their wits and improvising what they need. Some Demon Hunters are members of wide-ranging fraternities, with oaths of hospitality and codes of conduct. Others are freelance slayers, who regard each other more as rivals than allies. It is not unknown for two or more Demon Hunters to fight each other over the right to slay monsters in a given territory!

Demon Hunter Special Abilities

DANGER BONUS (+1): Demon Hunters enjoy a +1 Bonus on all Ability Checks and Contests in times of Danger, including chases, fights, and escapes. This Bonus starts as soon as Game Time turns to Rounds, and is in addition to any others that benefit the Demon Hunter.

DEMONOLOGY (+1): Demon Hunters are experts on the monsters they hunt
- Upon encountering (or hearing a detailed account of) any monster or supernatural creature, a Demon Hunter can make an Intelligence Check with a +1 Bonus.
- Success means that the Demon Hunter knows the type of creature he is facing, knows if the creature is higher or lower Level than himself, knows the creature's name if it is famous, and also remembers s information useful to defeating it (such as special weapons needed, etc).
- Demonology can pierce disguises, and even Preternatural Effects such as *Disguise Self* and *Polymorph*.
- A Demon Hunter must intentionally use their Demonology; it is not automatic.
- Demonology requires observation dend thought, so the Demon Hunter cannot otherwise act during a Round that he employs it.

FEAT OF STRENGTH (OR DEXTERITY): Demon Hunters can often call upon hidden reserves of strength and speed.

- A 1st Level Demon Hunter can increase his effective Strength or Dexterity by 3 points once every day.
- A Demon Hunter can increase their effective Strength or Dexterity past 20 in this way.
- The increased Strength or Dexterity lasts for one Round per Level of the Demon Hunter.
- The increase happens instantaneously. The Demon Hunter can use this Special Ability on the same Round that they attack, even if they lost Initiative.
- A Demon Hunter can use this ability twice a day at 5th level, and four times a day at 10th level.

RESIST PRETERNATURAL EFFECTS (+1): Demon Hunters gain a +1 Bonus on Saves to resist Preternatural Effects and Powers.

TRACKING (+1): Demon Hunters know how to spot the traces of their monstrous prey.

- With a successful Wisdom Check, a Demon Hunter can find traces of its favored enemies, and Track them for 6 hours.
- The Demon Hunter will know what type of creature they are Tracking.
- The Demon Hunter can track in any environment.
- Demon Hunters can only track monsters and supernatural creatures.

Demon Hunter Weaknesses

NEMESIS: Every Demon Hunter possesses a Nemesis, a creature of supernatural Evil that is their especial enemy.

- The Demon Hunter can specify their Nemesis at 1st Level.
- The Nemesis is always of a Level at least equal to the Demon Hunter.
- The Nemesis hates the Demon Hunter, and will always try to harm or hinder her.
- If the Demon Hunter slays, or becomes too powerful for a particular Nemesis, she gains a new one of the correct Level. The old Nemesis (if still existing) either loses interest in the Demon Hunter, or is assumed to have been destroyed.

OBSESSION: Demon Hunters are unhealthily obsessed with destroying monsters.

- If a Demon Hunter encounters any creature that his Demonology ability reveals to be:
  1. A Monster, Revenant, or Evil Spirit that is lower Level than himself,
  2. Destroyable by means that the Demon Hunter has at hand (a stake, silver weapons etc.), *and is*
  3. Currently positioned to cause potential harm,

the Demon Hunter must make a Wisdom Check or feel compelled to destroy the creature as quickly as he can.

- It does not matter if the Demon Hunter kills the creature by himself, or with help.
- The Presenter should assign Bonuses and Penalties to the Wisdom Check as is appropriate to the situation. For example, resisting the urge to kill the local Baron (who is an Evil Werewolf) in public, with his guards, should be easy. Resisting the urge to kill a lone Werewolf, in a crypt, when the Demon Hunter has aid, should be difficult.
- If a Demon Hunter who failed his initial Wisdom Check chooses to run away, he must make another Wisdom Check. If he fails, he will become overcome with doubt and fear, losing all his Special Abilities.
- The loss of abilities from cowardice lasts until the creature that made the Demon Hunter flee is destroyed.

DEMON HUNTER ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Damage Bonus
0	1	1d8	None
8	2	2d8	+1
12	3	3d8	+2
16	4	4d8	+3
20	5	5d8	+4
24	6	6d8	+5
28	7	7d8	+6
32	8	8d8	+7
36	9	9d8	+8
40	10	10d8	+9

SUGGESTED ASSETS: Beautiful/Handsome, Expert Equestrian, Fast, Gift For Languages, Good Liar, Good Reputation, Good Shot, Intimidating, Mechanical Genius, Naturally Skeptical, No Fear of ... (something frightening), Resistant to Disease, Sharp Eyes, Sharp Hearing, Shrewd, Sneaky, Special Knowledge (choose field), Strong Will, University Degree (choose field of study)

SUGGESTED AFFLICTIONS: Bad Reputation, Badly Spoken, Creepy Presence, Deaf, Elderly, Horrible Body Odor, Horrible Manners, Insane, Melancholy, Missing Arm, No Head For... (a common field of knowledge), Sleazy, Still a Child, Traumatic Memory, Ugly, Unlucky at Love

EVERYMAN (and Everywoman)
A soldier, a thief, a housewife, an artisan: just an ordinary person.

SPECIAL ABILITIES: Profession (+1), Avocation (+1), Affection(+1), Inheritance, Social Contacts

WEAKNESSES: Phobia (-1), Prejudice

HIT DICE: d6

TYPICAL EQUIPMENT: 1 set of clothes appropriate to social class, a set of tools appropriate to Profession, a set of tools appropriate to Avocation, a meal appropriate to social class and profession, a family heirloom or keepsake, money equal to 1 week's income.

Everymen are the ordinary people of the world, of all social classes. They are the common farmers, artisans, merchants, soldiers, and even most nobility. While most Player Characters are exceptional types who stand apart from society, the Everymen *are* society. Occasionally, however, an Everyman is thrust into greatness by circumstances beyond his control. Thus, the Everyman Class can be used for Player Characters, as well as to create Secondary and Non-Player Characters.

Everymen follow Professions and practice Avocations. It is not unknown for an Everyman to be trapped in a Profession for which he is ill-suited. To reflect that fact, the Player of an Everyman PC can freely choose any Ability to be their strongest, even if the nature of their occupation might indicate otherwise. For example, a Blacksmith might actually have an Intelligence that is higher than his Strength.

When forced to fight, an Everyman uses the weapons used by their Profession and Avocation. A Housewife might only know how to use the club, dagger, knife, and cleaver. A Farmer might also know how to use the hand axe, hatchet, sickle, scythe, and pitchfork. A Soldier, on the other hand, might know how to use the pistol, musket, bayonet, and saber. A Gunsmith would at least know how to shoot. Generally, however, guns, swords and other purely military weapons can used effectively only by those Everymen who have regular access to them.

When used as a Player Character class, the Everyman advances their Hit Points just like other Players.

Most NPC Everymen, do not increase their Hit Points with additional Levels. In the case of combat-oriented NPC Everymen, such as Boxers, the nature of their Profession means that they enjoy an +1 Bonus on Ability Checks in combat. Nonetheless, most such NPC warriors still won't ever have more Hit Points than they possessed at 1st Level.

Most military men are simply Everymen, with "Soldier" as their Profession. They are skilled with their weapons, but lack exceptional abilities. Similarly, common thieves are not Leveled in the Bandit Class; they are Everymen with "Thief" as their Profession. They know how to sneak and steal well, but never gain the Special Abilities of Player Character Bandits. The average clergyman is just an Everyman with "Priest" as his profession. He does not work miracles; he just knows the doctrines of his religion, how to perform its rituals, and maybe how to preach persuasively.

The Presenter may occasionally create Everyman NPCs who function as if they were PCs, with Hit Points commensurate to their Level. Such might be the case for characters such as "The World's Greatest Sculptor", or the "The Most Beautiful Courtesan in the Nation". The additional Hit Points of such characters represents their importance to the plot, and tendency to stay alive.

Everyman Special Abilities

PROFESSION (+1): An Everyman's **Profession** defines their primary vocational training. Every ordinary person has some kind of Profession, even if they are a beggar.

- An Everyman can always perform simple, routine tasks related to their Profession, without the need for any Ability Check. Such tasks include a carpenter building a simple box, a blacksmith making a horseshoe, a soldier keeping his weapons in good working order, or a clergyman competently performing a religious ceremony.
- Difficult or complex tasks related to the character's Profession require an Ability Check against the Ability associated with the Profession. Risky tasks, combat-related actions, or any actions which could have fatal or other unpleasant consequences, always require a Check.
- An Everyman always enjoys a +1 Bonus on Ability Checks involving their Profession, or in any situation where the skills possessed by a member of their Profession might help.
- The Presenter may also impose a Penalty on the Ability Check for a particularly difficult task, or of the task is performed under very bad conditions.
- Note that in all cases, an Everyman's Profession only allows for the making of mundane items, and no supernatural effects can be created.

Thérésa Tallien, who dictated French fashion in the late 1790's, once bet a man at a party that her entire outfit weighed no more than two 6-franc coins. She then stripped naked in front of the attendees to weigh her clothes against the coins on a scale. She won.

AVOCATION (+1): An Everyman's Avocation is a field of endeavor pursued secondarily to the character's actual occupation.

- Avocations can represent hobbies, second jobs, or knowledge acquired through proximity. For example, the Maid of a Clerk may acquire the abilities of a Clerk, but as a secondary Avocation.
- Everymen must always make an <u>Ability Check</u> to determine success of any task related to their Avocation, even for common and routine tasks.
- An Everyman enjoys a +1 Bonus on Ability Checks involving their Avocation.
- The Presenter may impose a Penalty on the Ability Check for a particularly difficult task, or if the task is performed under very bad conditions.
- Sometimes the character's Profession and Avocation are the same. In such a case, the character receives a total Bonus of +3 for related Ability Checks.
- An Everyman's Avocation only allows for the making of mundane items, and no supernatural effects can be created.

AFFECTION (+1) : An Everyman always has a person, place, or thing for which they feel particular Affection. Affections can range from a family dog, to the Everyman's home.

- When acting on behalf of their Affection an Everyman receives a +1 Bonus on all relevant Ability Checks.
- If the Everyman's Affection is also their <u>True Love</u>, they can add the +1 Bonus to the +3 Bonus all character receive for being "In True Love", for a total Bonus of +4 on relevant Ability Checks. Ordinary people can do amazing, seemingly supernatural things when they are in love.

INHERITANCE: An Everyman Player Character always possesses at least one thing passed on through through their family.

- The **Inheritance** could be land or property, or even a strange portrait cameo whose subject is unknown. Even if the Everyman is an orphan they will have an Inheritance, such as a necklace they were wearing when they were found as an infant.
- A mysterious Inheritance can form the basis of an Affair, or even a whole Saga!

SOCIAL CONTACTS: Ordinary people count on each other for help in times of crisis.

- The Everyman's circle of close family and friends is at least equal in number to the character's Charisma. The number increases if the Everyman's Charisma increases.
- The Everyman's Social Contacts will be willing to help in whatever way possible, but will expect to be repaid in favors.
- An Everyman's Social Contacts are always appropriate to their social class, unless the Presenter agrees there is a reason the character would have contacts outside the usual.
- The Player of an Everyman does not need to define all of their character's family and friends at once, but can create them as the game play progresses.
- Unlike what a Bandit character can do, the Everyman cannot declare that a character introduced by the Presenter is already a Social Contact.
- The Presenter should always try to accommodate the Player's choice of Social Contacts, but can deny it if it would be too disruptive of the story, or makes the Player Character inappropriately powerful.

Everyman Weaknesses

PHOBIA: A Phobia is an irrational fear of a person, place, thing, or situation.

- When an Everyman encounters the object of their Phobia, they must make a Charisma Check, or be compelled to look away, break off any contact, and/or flee the area as quickly as possible.
- A successful Check indicate that the character can remain near the object of their Phobia, but will still be very uncomfortable.
- An Everyman always suffers a -1 Penalty to Ability Checks when confronting the object of their Phobia, especially if they are forced to fight or converse with it.

There are as many different Phobias as there are things to fear. Common Phobias include: the color black, blood, cats, corpses, darkness, disease, doctors, enclosed spaces, heights, a specific race, rats, the color red, sex, snakes, and spiders.

PREJUDICE: The character's Prejudice is a class of persons, places, or things for which they feel an irrational dislike.

- If the character has a Prejudice against something, any initial encounter will always engender negative feelings in the character.
- If a Prejudice is against certain objects, the prejudiced character will not be able to employ them. If a Prejudice is against a kind of place, the character will not voluntarily enter any places of that kind. If the Prejudice is against certain people, the prejudiced character will always interpret their actions in the worst possible light, and will be unable to communicate with them in a non-hostile way.
- A character can try to overcome their Prejudice against a specific person, place, or thing with an Intelligence Check. Even if a character overcomes their Prejudice against a specific example of a person, place, or thing, they remain Prejudiced against those people, places, or things in general.
- Unlike a Phobia, the character has no actual fear of what he is Prejudiced against.

Typical Prejudices include those against: a race, a profession, a nationality, a weapon, a name, short people, tall people, a political group, the poor, the rich, the bourgeoisie, a mode of transportation, women, men, a sexual orientation or practice, advanced technology, or a particular religion.

SUGGESTED ASSETS: Artist (choose type), Beautiful/Handsome, Chasing, Climbing, Connoisseur (choose object), Charming, Dancer, Duelist, Evading, First Aid, Forging, Fraud, Gambler, Good Debater, Good Shot, Good Throwing Arm, Investigation, Lucky at Love, Perceptive, Pickpocket, Running, Seductive, Sneaky, Witty.

SUGGESTED AFFLICTIONS: Absent-Minded, Addicted, Awkward, Bad Shot, Blind, Clumsy, Compulsive Gambler, Deaf, Hunchbacked, Just a Child, Lame, Missing Arm, No Head For... (a common subject), One-Eyed, Obvious, Slow, Terrible Debater, Ugly, Unlucky at Love

EVERYMAN ADVANCEMENT TABLE			
Exp. Points	Level	Hit Dice	Damage Bonus
0	1	1d6	None
2	2	2d6 *	+1
6	3	3d6 *	+1
10	4	4d6 *	+1
14	5	5d6 *	+2
18	6	6d6 *	+2
22	7	7d6 *	+2
26	8	8d6 *	+3
30	9	9d6 *	+3
34	10	10d6 *	+3

* Usually only Player Character Everymen advance in Hit Points after First Level.

Some Particularly Gothic Professions and Avocations, with their Associated Abilities:

Actor (Charisma)
Alchemist (Intelligence)
Aristocrat (Charisma)
Artist (Dexterity)
Artist's Model (Constitution)
Assassin (Dexterity)
Ballet Dancer (Dexterity)
Dance Master (Dexterity)
Burglar (Dexterity)
Charlatan (Charisma)
Cicisbeo / Cavalier Servente (Charisma)
Clergy (Wisdom)
Courtesan (Charisma)
Dancer (Dexterity)
Doctor (Intelligence)
Governess (Intelligence)
Journalist (Intelligence)
Lady's Companion (Charisma)
Lady's Maid (Constitution)
Musician (Dexterity)
Novelist (Intelligence)
Occultist (Wisdom)
Poet (Wisdom)
Rat-catcher (Dexterity)
Sailor (Wisdom)
Singer (Constitution)
Soldier (Dexterity)
Quack Doctor (Charisma)
Thief (Dexterity)
Thief-taker (Wisdom)
Valet (Constitution)

Some Other Professions and Avocations, with their Associated Abilities:

Acrobat (Dexterity)
Animal Trainer (Wisdom)
Apothecary (Intelligence)
Archer (Dexterity)
Architect (Intelligence)
Armorer (Strength)
Artilleryman (Dexterity)
Astrologer (Intelligence)
Banker (Intelligence)
Barber (Dexterity)
Barker (Charisma)
Beggar (Charisma)
Blacksmith (Strength)
Bone Setter (Dexterity)
Boxer (Strength)
Bricklayer (Strength)
Bureaucrat (Intelligence)
Butcher (Dexterity)
Butler (Charisma)
Carpenter (Dexterity)
Cartographer (Intelligence)
Cavalryman (Dexterity)
Chemist (Intelligence)
Chimney Sweeper (Constitution)
Clerk (Intelligence)
Clockmaker (Dexterity)
Con Artist (Charisma)
Cook (Dexterity)
Courtier (Charisma)
Cryptographer (Intelligence)
Doctor (Intelligence)
Duelist (Dexterity)
Dyer (Constitution)
Embalmer (Constitution)
Engineer (Intelligence)
Executioner (Constitution)
Farmer (Constitution)
Farrier (Dexterity)
Fisherman (Wisdom)
Fletcher (Dexterity)
Footman (Charisma)
Footman (Constitution)
Forager (Wisdom)
Forger (Dexterity)
Furrier (Dexterity)

Gambler (Wisdom)
Gardener (Wisdom)
Gem-cutter (Dexterity)
Glassblower (Dexterity)
Goldsmith (Dexterity)
Gravedigger (Strength)
Grifter (Charisma)
Guard (Strength)
Guide (Wisdom)
Gunsmith (Dexterity)
Hairdresser (Dexterity)
Herald (Charisma)
Herbalist (Intelligence)
Housewife (Constitution)
Hunter (Dexterity)
Infantryman (Strength)
Janitor (Constitution)
Jeweler (Dexterity)
Judge (Intelligence)
Juggler (Dexterity)
Knitter (Dexterity)
Lady-In-Waiting (Constitution)
Lawyer (Charisma)
Leather-worker (Dexterity)
Leg-breaker (Strength)
Librarian (Intelligence)
Link-boy (Constitution)
Literary Expert (Intelligence)
Long Distance Runner
(Constitution)
Maid (Constitution)
Mason (Dexterity)
Mathematician (Intelligence)
Merchant (Intelligence)
Messenger (Intelligence)
Midwife (Wisdom)
Miner (Strength)
Monk (Wisdom)
Musician (Dexterity)
Nightman (Cesspit Cleaner)
(Constitution)
Nun (Wisdom)
Nurse (Constitution)
Orator (Charisma)
Painter (Dexterity)

Peddler (Charisma)
Pewter-smith (Dexterity)
Philosopher (Intelligence)
Pimp (Charisma)
Plumber (Strength)
Police (Wisdom)
Politician (Charisma)
Porter (Strength)
Priest (Wisdom)
Prose Writer (Intelligence)
Prostitute, Common (Constitution)
Sage (Intelligence)
Scholar (Intelligence)
Scout (Wisdom)
Scribe (Intelligence)
Sculptor (Dexterity)
Sewer Worker (Constitution)
Sexton (Constitution)
Shipwright (Strength)
Silversmith (Dexterity)
Smelter (Constitution)
Stage Magician (Dexterity)
Stagehand (Dexterity)
Storyteller (Charisma)
Student (Intelligence)
Surgeon (Dexterity)
Sweeper (Constitution)
Tailor (Dexterity)
Tanner (Constitution)
Tattooist (Dexterity)
Teacher (Intelligence)
Teamster (Wisdom)
Thatcher (Dexterity)
Theologian (Intelligence)
Thug (Strength)
Tiler (Dexterity)
Torturer (Dexterity)
Town Crier (Charisma)
Tracker (Wisdom)
Watchman (Wisdom)
Weapon-smith (Dexterity)
Weaver (Dexterity)
Wet-nurse (Constitution)

GRAVE ROBBER
An opportunist who steals from burial sites.

ABILITY ADJUSTMENT: Strength +1, Dexterity +1, Constitution +1, Charisma -1 (Physical strength, coordination, and a strong stomach are essential to the Grave Robber's trade. Unfortunately, spending too much time around corpses can erode one's social skills.)

SPECIAL ABILITIES: Appraising, Handle Locks and Traps (+1), Iron Constitution(+1), Fighting the Dead (+1), Night Vision

WEAKNESSES: Criminal Entanglements, Secret Life

HIT DICE: d6

TYPICAL EQUIPMENT: A shovel, a hammer, a dozen coffin nails, a crowbar, a saw, a knife, garotte, 1 set of rugged clothing, a book of anatomy, old rags, a vial of rat poison, 1 set of fine but stained clothing pilfered from a recent grave, a piece of stolen jewelry, a human hand, a wheelbarrow, a loaf of black bread, a bottle of gin, a wooden stake & mallet, 100-500p

Graves are an underdeveloped resource. Of course, most people have irrational prejudices against exploiting the potential wealth to be had by raiding the resting places of the dead. Not so with those intrepid and enterprising people who answer to the name "Grave Robbers". They understand that the stench of decay is really the smell of money, and if the dead really wanted to keep their treasures they would do something about it. Unfortunately, the dead sometimes do.

Often, corpses are worth even more than the objects with which they are buried! In the Ghastly Age, surgeons are prohibited by law and custom from acquiring sufficient bodies to advance anatomical knowledge through the practice of dissection. Fortunately, the brave and selfless Grave Robbers step up, and charitably help medical science. For a reasonable fee, a Grave Robber will provide surgeons with the flesh they need to practice their art. Often, surgeons take up the trade of grave robbing themselves, cutting out the middle man.

It is not only the newly-dead that can be of use to the living. For example mummified corpses from certain ancient cultures are said to become a wonderful panacea when ground to a powder and dispensed by a quality apothecary. Powdered mummy is also used by painters to create certain colors, and as a preservative. Obtaining such "mumia vera" is a major source of income for those Grave Robbers willing to travel to exotic lands, whose populations are only too happy to serve up their ancestors so that some philandering nobleman might be cured of his syphilis.

> *The best dentures of the Ghastly Age were made with actual human teeth. Sometimes, the poor would sell their teeth. Mostly, Grave Robbers simply yanked the teeth from criminals left hanging in public places, dug up fresh corpses, or followed armies for the chance to loot the mouths of the slain.*

It must be noted that, contrary to popular belief, not all Grave Robbers are men of low birth. In fact, many are gentlemen, who realize that when certain ancient and primitives people buried treasures with their dead, they meant for those riches to be later claimed by well-bred men from a superior civilization.

The most wonderful thing about many Grave Robbers is their open-mindedness regarding religion. While others may quibble about whether or not a certain Demon should be worshiped (on account of its predilection for consuming souls), most Grave Robbers will demonstrate their religious tolerance, by providing the Demon's worshipers with the human bones needed to make their temple pretty. Similarly, when a maverick physician needs to sew together corpses for the advancement of science, a Grave Robber is unlikely ask if the local clergy approve. Instead, the industrious Grave Robber puts to work all those dead bodies that would otherwise loaf around, taking up space in graveyards.

Those Grave Robbers who specialize in providing bodies for dissection are known as "Resurrectionists", or simply "Body Snatchers". Grave Robbers who prefer to requisition the treasures buried with the dead are often called "Tomb Robbers", and are colloquially nicknamed "Ghouls". Upper class Grave Robbers prefer such titles as "Antiquarian", "Practical Anatomist", or "Doctor of Corporeal Philosophy". Obviously, a Grave Robber's biggest nemesis is the local sexton – except when the Grave Robber *is* the local sexton!

Grave Robber Special Abilities

APPRAISING (+1): Grave Robbers must often make quick decisions regarding which treasures to take, and which to leave.
- With a successful Intelligence Check, a Grave Robber can accurately Appraise gems, jewelry, trade goods, and other mundane treasures, or estimate the amount of coins in an ancient treasure hoard without needing to actually count them.

FIGHTING THE DEAD (+1): Grave Robbers see and handle rotting corpses constantly, and frequently encounter the restless dead. Familiarity with such terrors steels a Grave Robber's resolve when dealing with Ghosts and Revenants, and provides certain other benefits as well.

- Grave Robbers enjoy an additional +1 Bonus to Ability Checks, Ability Contests, and Damage when fighting Revenants or Ghosts.
- Grave Robbers are immune to Fear-type effects from Revenants or Ghosts.
- Most significantly, Grave Robbers can always make a Constitution Check to resist any Experience or Ability Drain caused by contact with the restless dead.

HANDLE LOCKS AND TRAPS (+1): Sometimes those who bury the dead lock their tombs and lay unkind traps. Consequentially, Grave Robbers learn to find and remove such inconveniences.

- Grave Robbers receive a +1 Bonus to pick locks, or to set and remove simple and mechanical traps. Examples of mechanical traps include such things as collapsing pits, spring-loaded dart traps, falling cages, foot-snares, and tripwire activated traps.

IRON CONSTITUTION (+1): Often exposed to putrescent flesh, Grave Robbers develop a resistance to infectious maladies. Also, since they make their living in constant contact with foul sights and smells, it is impossible to disgust Grave Robbers. Many Grave Robbers are known for their gallows humor, including doing such things as using corpses like puppets, or furtively putting eyeballs in drinks.

- Grave Robbers enjoy a +1 Bonus to Saves against infectious diseases, including diseases caused by sorcery.
- Grave Robbers are always entitled to a Constitution Save against disease effects, even ones that ordinarily would not allow it.
- Grave Robbers are immune to any mundane or magical effect that would make others feel disgusted or nauseous.

NIGHT VISION: Years of furtively exhuming bodies and violating ancient tombs give Grave Robbers the ability to see in dim light.

- All Grave Robbers can see in conditions of dim light as if under bright moonlight. They suffer no Penalties for actions taken in such conditions.
- Grave Robbers still cannot see in *total* darkness without a light source, however.

Grave Robber Weaknesses

CRIMINAL ENTANGLEMENTS: The Grave Robber is inescapably a part of the <u>criminal</u> underworld.

- In every Affair, some member of the criminal underworld will do something to make life difficult for the Grave Robber. Perhaps the Grave Robber's name is given to the authorities during an interrogation. Maybe his gambling debts come due. A favor might be called in, or a dangerous job might be forced upon the Grave robber by someone who cannot be refused.
- Even wealthy Grave Robbers with academic credentials will have Criminal Entanglements, which they naturally need to keep secret from their "respectable" acquaintances.

SECRET LIFE: Grave Robbers cannot be honest about their vocation.

- Outside of their clients, a small circle of friends, and the larger criminal underworld, a Grave Robber must always keep their vocation secret. The penalties for robbing graves are severe, including execution.
- Even upper class "Archeologists" and "Anatomists" must pretend that they always stay within the bounds of law and morality. Otherwise they can find themselves social outcasts.

GRAVE ROBBER ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Damage Bonus
0	1	1d6	None
6	2	2d6	+1
10	3	3d6	+1
14	4	4d6	+2
18	5	5d6	+2
22	6	6d6	+3
26	7	7d6	+3
30	8	8d6	+4
34	9	9d6	+4
38	10	10d6	+5

SUGGESTED ASSETS: <u>Fast</u>, Good Bargainer, Good <u>Liar</u>, Good Sense of Direction, Good Throwing Arm, Intimidating, Mechanical Genius, No Fear of ... (something frightening), Profession (choose one), Resistant to Alcohol, Sharp Eyes, Sharp Hearing, Shrewd, Special Knowledge (choose field), <u>Wealthy Family</u>, Wily

SUGGESTED AFFLICTIONS: Addicted to... (substance), Asthmatic, Bad Reputation, Bad Shot, Badly <u>Spoken</u>, Creepy Presence, Deaf, Gullible, Hated By Animals, Horrible Body Odor, Horrible <u>Manners</u>, Incompetent Equestrian, Insane, Nearsighted, No Head For... (a common field of knowledge), Sleazy, Traumatic Memory, Ugly, Unlucky at <u>Love</u>

Typical Prices For Bodies, Body Parts, and Grave Robber Services

Fresh Body, Common: 20 -120p per foot.
Fresh Body, Unusual: 60 - 600p per foot
Rotted Body, Common: 1p per foot
Rotted Body, Unusual: 4 - 16p per foot
Cleaned Skeleton, Common: 20 -120p per foot
Cleaned Skeleton, Unusual: 60 - 600p per foot.
Skull, Common: 20 -120p
Skull, Unusual: 60 - 600p
Hands: 10 - 40p each.
Hearts: 10 - 60 p each

Mumia Vera: 5,000p per pound
Human Blood, Fresh: 10-60p per pint
Human Hair: 10 - 40p per pound
Human Fat: 10 - 60p per pound
Obtaining A Specific Corpse: 10,000p per Level
   of the Grave Robber
Obtaining An Object or Relic From
   A Burial Site: 2,500-10,000p per Level
   of the Grave Robber
Teeth, healthy: 252p each.

Buyers of corpses and body parts include surgeons, medical schools, artists, alchemists, apothecaries, cosmetics makers, wig makers, Magicians, tanners, specialty book binders, diabolists, demonolaters, Vampyres, and of course, hungry cannibals.

GYPSY
A restless wanderer who lives by their wits.

ABILITY ADJUSTMENT: Wisdom +2 (A Gypsy needs to be cunning, intuitive, and open to omens)
SPECIAL ABILITIES: Animal Husbandry (+1), Boxing (+1), Entertaining (+1), Gypsy Curse, Sleight of Hand (+1)
WEAKNESSES: Desired by the Dead, Social Discrimination
HIT DICE: d6
TYPICAL EQUIPMENT: 1 knife or set of brass knuckles, a set of patchy but flamboyantly colored clothing, a curio from a foreign land, an amulet against the evil eye, several gaudy rings, a deck of cards, a set of dice, a trained pet or pack animal, a semi-precious stone, a cooking pot, 1 day's worth of dried food, a sack full of worthless trinkets, a musical instrument, a head of garlic, a packet of herbal medicine, 50 - 200p

Gypsies are nomads who live amidst settled populations. Often, they are the descendants of people originally forced from their land by war, or other disasters. Wandering from town to town, Gypsies survive by telling fortunes, staging animal shows, holding boxing matches, and presenting performances of music and dance. Often, they will advertise themselves as a traveling circus. Sometimes, they will sell items they may have acquired in their travels, generally at cheaper prices than other merchants. Also, bands of Gypsies are known to encamp just outside of a town, and provide entertainments that are discouraged by the civil authorities. Such practices tend to make Gypsies targets for persecution by the wealthy and powerful.

Gypsies typically travel in bands of 4 – 100 people, with at least as many domestic animals. Rarely, a Gypsy will travel with only his animal companions. Usually, a band of Gypsies is divided into families of 2 – 12 people, each family riding in their own horse-drawn wagon. Other times, the whole band may be mounted on horses, with pack mules carrying tents and personal possessions. Some Gypsies even walk, with their possessions carried on their own backs.

The Gypsy Class represents the typical individual in a traveling Gypsy band. Since bands of Gypsies are essentially mobile villages, the community may include other character Classes. Typically, there will also be Bandits and Magicians traveling with a large group of Gypsies. Most members of the band, however, will be represented by the Gypsy Class. Since the nomadic life is not conducive to extended childhoods, members of the band as young as 13 years of age may have all the abilities of a 1st Level Gypsy.

Gypsies are divided into many different Nations that share bonds of race, culture, and language. Sometimes, Gypsies can be recognized by their foreign looks and strange ways. Other times, Gypsies are practically identical to the people of the towns and villages they traverse, except for their refusal

to settle down in one place. Gypsies of one Nation do not generally recognize any kinship with Gypsies of another Nation. Gypsy Nations have little relationship with the boundaries of settled countries, and Gypsies of different Nations will often coexist within the borders of a single country. Some Gypsy Nations have elaborate social hierarchies, which may be headed by Kings and Queens. Others Gypsy Nations accept no higher authorities than the leaders of the separate bands.

Many Gypsies dress in an exotic manner, either on account of actually having their origin in a foreign land, or else just to distinguish themselves from settled people. There is often an element of showmanship to a Gypsy's dress, particularly if the Gypsy's band makes their living entertaining outsiders.

Because they refuse to participate in settled life, and regard themselves as their own Nations, Gypsies are hated by many governments. It is common for Gypsies to be completely banned from entering a town, or legally restricted to traveling only on certain roads. Likewise, the common people of settled societies tend to harbor many prejudices against Gypsies, although they will also seek out Gypsies for fortune telling and entertainment. A Gypsy character may find himself stereotyped as tricky and thieving, sensual and superstitious, possessed of strange abilities, and likely to consort with Evil spirits. To some, Gypsies are the subject of romantic fantasies, although the same people who may secretly yearn for a Gypsy lover are just as likely to discriminate against any real Gypsies they meet.

Gypsies tend to adopt the religion of the region where they spend the most time, but they are also apt to absorb and mix together disparate spiritual practices encountered in their travels. Their cavalier attitude towards orthodoxy also tends to make Gypsies as unpopular with religious authorities as with civil ones. It is usual even for clergy who otherwise advocate for the downtrodden to look the other way while Gypsies are persecuted.

Gypsies are known to treat members of their own Nation with great respect, politeness, and camaraderie, but may have no such scruples towards outsiders. Many Gypsy Nations are bound by elaborate and strict social customs, which are easily transgressed. Even those Gypsy Nations with looser societies place a premium on family and personal loyalty. Any Gypsy who defrauds, harms, or steals from his own kind can expect to be subjected to extremely harsh punishments. Very few outsiders are ever recognized as an "honorary Gypsy", and then only for such things as placing oneself in extreme danger to save the life of a Gypsy.

Gypsies have a troubling relationship with the abominations of the night. Long travels, often under cover of darkness, have made the Gypsies familiar with the various monsters that infest the hidden corners of the earth. The restless dead have a dangerous attraction to Gypsies, and Gypsies fear such monsters like no others. Vampyres seem to be particularly obsessed with Gypsies, and many Gypsies tell stories of visits from the lustful and hungry dead. Likewise, their nocturnal movements and rural encampments frequently expose Gypsies to attacks from Werewolves.

Each Nation of Gypsies possesses a language that is incomprehensible to outsiders. Different Nations of Gypsies will not understand each others' Cant. Unlike most argots used by Bandits, Gypsy Cants are complete languages that can handle conversation on any topic.

Gypsy Special Abilities

ANIMAL HUSBANDRY (+1) : Gypsies are well-known for their ability to train, handle and ride animals.

- A Gypsy can make a Charisma Check to train an appropriate animal to be a guard, mount, or pack animal. Such training requires a week's time.
- Likewise, a Gypsy can use a Wisdom Check to discern the Hit Points of a mount, guard dog, or pack animal.
- Gypsies can teach animals to perform tricks, in a manner similar to the Preternatural Effect *Animal Friendship*. Each trick taught requires a week's time, and a successful Wisdom Check. Animals who have been taught tricks will often be used to make money, by entertaining outsiders.
- A Gypsy can also attempt to calm frightened domestic animals, drive reluctant and/or stubborn animals, and otherwise make domestic animals behave in desired ways.
- A domestic animal under a Gypsy's care is entitled to a re-roll of any failed Constitution Save to resist or overcome a disease.
- Starting at 6th Level, a Gypsy is able to apply their Animal Husbandry to Monsters.
- A Gypsy character can start the game with a trained animal, such as a dog, horse, or raven.

BOXING (+1): Often deprived of weapons under the law, Gypsies have learned to fight effectively with their bare hands.

- Gypsies increase both their effective Dexterity and Damage Bonus by 1 when fighting with their fists against unarmored opponents.
- A Gypsy may attack *twice* a round if Boxing.
- A Gypsy can also use Brass Knuckles and still receive the Boxing Bonus.
- A Gypsy's unarmed pummeling attack does a base of 1-2 points of Lethal Damage (plus their Damage Bonus), unless the Gypsy wants to do only Nonlethal Damage.

ENTERTAINING (+1): Entertainment is one of the many methods Gypsies use to support themselves. The typical Gypsy learns at least one skill that can be used to entertain outsiders. Typical Gypsy entertainments include fortune telling, animal trick shows, music, singing, and dancing.

- For each hour spent entertaining with an audience, a Gypsy can make a Charisma Check. There is a -2 Penalty if the average Level of the audience is higher than the Gypsy's own, but a +2 Bonus if the Gypsy is higher Level.
- Upon a successful Check, the Gypsy will collect 1d6 pence per Level for that hour's entertainment. Thus, a 6th Level Gypsy can get 6-36 pence for a successful hour's show.
- If many Gypsies cooperate on a performance, they can add their Levels together, and make the Charisma Check as if they were one character. If they fail, however, none of them get paid!

GYPSY CURSE: Forced to contend with constant injustice, and denied legal recourse, Gypsies sometimes invoke supernatural vengeance.

- Once per Affair, a Gypsy can inflict a _Curse_, as the Preternatural Effect.
- At 5th Level, A Gypsy can Curse twice per Affair.
- At 10th Level, a Gypsy can Curse four times per Affair. Additionally, a 10th Level Gypsy can inflict the Preternatural Effects _Create Werewolf_ or _Create Vampyre_ as Gypsy Curses.
- A Gypsy Curse can only be inflicted upon someone who has materially harmed the Gypsy.
- A Gypsy Curse can be removed by the Gypsy who inflicted it, by any Gypsy of a higher Level, or with the Preternatural Effect _Remove Curse_.

SLEIGHT OF HAND (+1): Gypsies master the arts of misdirection.

- A Gypsy can use Sleight of Hand to pick pockets by making a successful Dexterity Check.
- Gypsies can also try to place small objects on another person with a Dexterity Check.
- Gypsies most commonly use their Sleight of Hand for shows of legerdemain.

Gypsy Weaknesses

DESIRED BY THE DEAD: For reasons unknown, Gypsies attract the attention of the restless dead, especially Vampyres.

- Any Revenant or Ghost encountered will direct their attention to the Gypsy character first, for good or ill.
- A Gypsy encampment, or even a mixed camp where a Gypsy is present, will inevitably attract any Revenants or Ghosts in the vicinity. A Presenter should assume that 1 in 4 creatures that wander into a Gypsy camp in the night will be Revenants or Ghosts, if such are present in the environment.
- Vampyres have a particular obsession with Gypsies, as food, servants, and lovers. There are stories of powerful Vampyres who have enslaved entire bands of Gypsies

SOCIAL DISCRIMINATION: Gypsies are often subject to severe Social Discrimination in settled societies. A Gypsy character should expect to be singled out for abuse by town guards, to face unfair and discriminatory laws, and to have many people assume that she is going to cheat them at every opportunity. The Gypsy will continue to face such Social Discrimination even if she is an obvious paragon of virtue.

SUGGESTED ASSETS: Beautiful/Handsome, Charming, Expert Equestrian, Fast, Gift for Languages, Good Bargainer, Good Liar, Good Shot, Good Singing Voice, Good Throwing Arm, Intimidating, Lucky at Love, Musical, No Fear of … (something frightening), Occult Lore, Resistant to Alcohol, Resistant to Disease, Sharp Eyes, Sharp Hearing, Sneaky, Strong Stomach, Tracker, Well Spoken, Wily

SUGGESTED AFFLICTIONS: Afraid of … (something common), Bad Reputation, Badly Spoken, Blind, Chronic Disease (choose one), Creepy Presence, Elderly, Horrible Manners, Missing Arm, No Head For... (a common field of knowledge), Still a Child, Traumatic Memory

GYPSY ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Damage Bonus
0	1	1d6	None
6	2	2d6	+1
10	3	3d6	+1
14	4	4d6	+2
18	5	5d6	+2
22	6	6d6	+3
26	7	7d6	+3
30	8	8d6	+4
34	9	9d6	+4
38	10	10d6	+5

Note: The Gypsy Class is included in the game to reflect the prominence of "The Gypsy" as an archetype in the Gothic genre. It is not meant as an accurate depiction of, or commentary on, any real-world people. The reader should be sensitive to the fact that actual Traveler groups continue to face persecution in many areas. Players are encouraged to use their Gypsy characters to explore issues of survival and freedom in the face of injustice and governmental oppression.

Flamenco dancing and music originated among the gitanos, or gypsies of Andalusia, in late 18th Century Spain. Scholars have noted the similarity between flamenco and certain traditional dances of India.

LIBERTINE
A social adventurer who flouts conventional morality.

ABILITY ADJUSTMENT: Charisma +2 (Libertines must be adept in social situations.)
SPECIAL ABILITIES: Disguise (+1), Dueling (+1/+3), Fraud (+1), Sneak (+1), Seduction (+1)
WEAKNESSES: Faithless Lover, Fascinated By Innocence
HIT DICE: d6
TYPICAL EQUIPMENT: 1 weapon (brass knuckles, bullwhip, cat-o-nine-tails, club, horsewhip, rapier, sap, sword cane, or thin dagger), 1 set of extravagant clothes, a piece of jewelry with a secret compartment (for a miniature erotic picture, or poison), a walking stick or parasol, a journal, pen & ink, a box of condoms, a pipe with hashish, a vial of laudanum, a small book of erotica, love letters, a make-up kit, forged credentials, a lock of hair from a early conquest, 100-1000p (all or part of which may be forged bank-notes)

Whether haunting the filthiest of waterside inns in the company of slovenly harlots, waylaying hapless travelers for illicit thrills, or seducing respectable ladies to commit acts of outrageous lewdness, the Libertine holds himself above all social mores. Motivated by a hatred of conventional morality, the Libertine strives to demonstrate the primacy of individual desire.

Libertines crave adventure and trouble, and are constantly engaged in criminal capers. A Libertine differs from the average criminal in one important respect, however – while a common thief may break the law to enrich himself, the Libertine requires no reward beyond the thrill of criminality itself. Although many Libertines depend upon thefts, fraud, and seduction for their income, they are just as likely to engage in criminal behavior that has no possibility of material gain.

Libertines can come from any social class, and can be of either gender. Wealthy female Libertines in particular are adept at projecting personae of respectability, all the while indulging in acts of extreme immorality. Upper class male Libertines, commonly called Rakes (or Rakehells), are to be found in every gambling hall and pricey brothel. Demimondaines are the female equivalent to Rakes, hedonistic women who indulge their every desire, while their numerous lovers pay the bills. Lower and middle class Libertines often combine a streak of political radicalism with their moral transgressions, making a particular point of undermining the social order by corrupting the daughters of the upper classes.

All Libertines have Perversity scores of at least 12. Some Libertines are relatively benign, seeing the constraints of conventional morality as fetters to human happiness. Most Libertines are dedicated to nothing but the satisfaction of their own desires, however. Worst of all are those Libertines who take positive glee in the obliteration of innocence, and the infliction of pain.

Libertines generally disdain religion, regarding it as a foolish pursuit for those too weak follow their own desires. While some Libertines may publicly masquerade as holy men and women, any apparent miracles they perform are nothing but trickery. There do exist some Libertines who recognize Spiritual powers sympathetic to their immoral proclivities. Even then, the Libertine's attitude towards such powers will always be that of an equal, who expects services in return for sacrifices.

Libertine Special Abilities

DISGUISE (+1): Gaining access to lovers, defrauding naive villagers, and fooling nosy magistrates often require the Libertine to adopt and maintain a Disguise.
- A Libertine can make a Dexterity Check to make themselves look significantly heavier or lighter, appear to be of a different ethnicity, look like the opposite gender, or otherwise obscure their true identity.
- See the section on **Sneaking and Subterfuge** in **Chapter 4: Common Situations** for a discussion of Disguise.

DUELING (+1/+3): Libertines often find themselves engaged in <u>duels</u>, either with outraged spouses, or simply to impress a desired lover.

- Libertines receive a +1 Bonus on all Ability Checks when engaged in single <u>combat</u>.
- The Bonus increases to a +3 Asset when the Libertine is in the presence of someone he or she is interested in having as a lover.
- In order to receive either Bonus, the Libertine must be the only Player Character fighting a particular opponent in a given round.
- At the Presenter's discretion the Libertine can also enjoy their Dueling Bonus when engaged in <u>debates</u>, or "<u>social combat</u>".

FRAUD (+1): Libertines love to <u>lie and deceive</u>, doing so for both fun and profit.

- With a successful Contest of the Libertine's Charisma versus a listener's Wisdom, the Libertine can convince someone that the Libertine (or his companion) is actually another kind of person, such as a doctor, nobleman, or guard. The Libertine enjoys a +1 Bonus if they must make the Ability Check.
- Libertines can tell outrageous lies with such confidence that they will fool even the wisest men.
- At the Presenter's discretion, a Player who role-plays a convincing Fraud could be allowed to automatically win the <u>Ability Contest</u>.
- At 10th Level, a successful Fraud will fool even Preternatural Effects that <u>detect lies</u>, <u>Perversity</u>, or <u>thoughts</u>.

SNEAK (+1): Libertines frequently need to <u>Sneak</u> around.

- A Libertine gets a +1 Bonus on Dexterity Checks to move silently or remain unseen.

SEDUCTION (+1): Libertines are extremely persuasive in love. Whenever a Libertine is engaged in conversation with someone who is attracted to her gender, the Libertine can try to effectively <u>Charm</u> that person.

- To Seduce another, the Libertine must win a Charisma Contest against that character.
- The Libertine enjoys a +1 Bonus if they make the Check.
- If the Libertine wins, the victim will thereafter regard everything the Libertine does in the most favorable light, will agree to all reasonable requests, and will desire the Libertine as a lover.
- The effect lasts for a month, unless the Libertine renews it by re-seducing the same person.
- If a Seduction attempt fails, the intended victim will thereafter regard the Libertine with antipathy.
- A Libertine can only attempt to Seduce a *particular* subject once per day, although there is no daily limit regarding how many *different* people the Libertine may try to Seduce.
- The Libertine cannot Seduce other Player Characters.

Libertine Weaknesses

FAITHLESS LOVER: Libertines have many lovers, but never know the blessings of True Love.
- Libertines can never enjoy the +3 Bonus that other characters get for being "In True Love"
- Libertines always receive a +3 Bonus when Dueling in front of a potential sex partner, however.

FASCINATED BY INNOCENCE: Libertines can't keep themselves away from those who are both beautiful and innocent.
- Whenever a Libertine encounters a romantically desirable adult with a Perversity of 6 or below, who is either above 1st Level, or possesses a Charisma over 12, the Libertine will become obsessed with corrupting them.
- The Libertine will desire to be near the person, and will feel a compulsion to sully their virtue.
- They might try to Seduce the innocent, or encourage them to engage in criminal behavior.
- Some Libertines will simply try to show the other person how free and happy they would be, if only they followed their desires and discarded conventional morality.
- Evil Libertines, on the other hand, will try to engage innocents in the most disgusting and depraved acts imaginable.

Note: The Presenter might forbid Players from running Libertines with initial Perversity scores exceeding 16, relegating such characters to being NPC villains. Likewise, playing a Libertine character is not an excuse for disruptive, abusive, or harassing behavior towards other Players or their characters. It is the responsibility of Players and Presenters to portray their Libertines in a way which increases enjoyment of the game, and not in an offensive manner.

LIBERTINE ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Damage Bonus
0	1	1d6	None
8	2	2d6	+1
12	3	3d6	+1
16	4	4d6	+1
20	5	5d6	+2
24	6	6d6	+2
28	7	7d6	+2
32	8	8d6	+3
36	9	9d6	+3
40	10	10d6	+3

SUGGESTED ASSETS: Artistic Ability (choose medium), Beautiful/Handsome, Charming, Dancer, Escape Artist, Expert Equestrian, Fast, Gift For Languages, Good Manners, Good Reputation, Great Singing Voice, Loved By Animals, Musician, Naturally Skeptical, No Fear of … (something frightening), Resistant to Alcohol, Resistant to Disease, Sharp Eyes, Sharp Hearing, Shrewd, Strong Stomach, Wealthy Family, Well Spoken

SUGGESTED AFFLICTIONS: Addicted to… (substance), Afraid of … (something common), Bad Memory, Bad Reputation, Bad Sense of Direction, Chronic Disease (choose one), Hated By Animals, Incompetent Equestrian, Insane, Lame, Nearsighted, Sleazy, Traumatic Memory

MAD SCIENTIST
A creator of Mad Inventions, and commander of Monstrous Servants.

ABILITY ADJUSTMENT:
Intelligence +2 (Mad Scientists must be well-educated.)
SPECIAL ABILITIES: Academic Credentials, Mad Inventions, Monstrous Servants, Laboratory, Scientific Knowledge (+1)
WEAKNESSES: Attracts Angry Mobs, Incurable Madness
HIT DICE: d4
TYPICAL EQUIPMENT: 1 pistol, 1 set of clothes for laboratory, 1 set of rugged clothes, a book of archaic philosophy, a blank journal, pen & ink, a letter from another scientist that rejects or dismisses the Mad Scientist's monumental discoveries, letters from angry creditors, diplomas, a locket with a picture of a lost love, a vial with unusual tissue sample preserved in alcohol, a vial of a strange powder with unknown properties, a cane or walking stick, a whip (for Monstrous Servant), a Mad Invention, 200 – 1,200p

The Mad Scientist is a master of nature's dark corners, a transgressor of boundaries, and a relentless pursuer of his own bizarre truth. Heedless of the consequences feared by the timid, he boldly investigates the fabric of reality itself. With such knowledge he creates inventions unknown to the common folk. He even claims as his servants the abominations that haunt the nightmares of ordinary men. He is unconcerned that other think him mad and dangerous. He considers the scorn of the common man as proof of his own greatness.

Mad Scientists never refer to themselves by that name, instead using the terms "Doctor", "Natural Philosopher" or "Natural Historian". Some few may continue to use the term "Alchemist", but that title is largely a thing of the past.

The science employed by Mad Science is highly idiosyncratic. Others who try to study the Mad Scientist's notes and journals will often find them incomprehensible. Each Mad Scientist is convinced that he has uncovered great unknown truths. Mad Scientists go beyond simply studying nature – they twist the laws of nature until they break

Mad Scientists are known for the Mad Inventions they create, and the Monstrous Servants they command. Sometimes, their servants are deformed people, and wild beasts they have bent to their wills. Often, such servants are actually hybrid abominations created in the laboratory. In fact, it is the creation of new life forms that often brings the greatest anger down upon the head of a Mad Scientist. He will often find himself the target of vicious persecution for daring to "play god".

Mad Scientists and Magicians have much in common, although each considers the world-view of the other to be fundamentally flawed. Grave Robbers are often in the employ of Mad Scientists, willingly or not. Demon Hunters frequently target Mad Scientists and their Monstrous Servants.

Mad Scientist Special Abilities

ACADEMIC CREDENTIALS: Despite their madness and outrageous ideas, Mad Scientists are still part of Academia. A Mad Scientist will usually have a University Degree, and will always be able to find work, allies, and informants in Universities, Libraries, and other places of learning.
- For example, a Mad Scientists' Academic Credentials will entitle him to peruse the Forbidden Books that other characters are denied access to, or use a library without having to pay.
- A Mad Scientists may even have a job as a Professor, and have his Laboratory inside a University.

LABORATORY: It is assumed that a Mad Scientist either owns, or has access to, a proper Laboratory. The Mad Scientist's Laboratory may also be his lair. Even if the facilities don't have actual living quarters, Mad Scientists are known to sleep and eat in their Laboratories.
- Unless the Player specifies otherwise, a Mad Scientist is assumed to spend the time in-between Affairs in his Laboratory, conducting bizarre experiments.
- If a Mad Scientist loses access to a proper Laboratory, he will be unable to create or recharge Mad Inventions, or acquire new Monstrous Servants.
- Establishing an adequate new Laboratory costs 1,000p per Level of the Mad Scientist.
- Mad Scientists often prefer a Laboratory in a suitably dramatic setting, such as in the forbidden tower of a dark castle, in a secret part of the sewers, behind a false wall of his mansion, deep inside a cavern, within the caldera of a dormant volcano, or surrounded by primeval jungle.

MAD INVENTIONS: A Mad Invention is an item of strange science, similar in many respects to the talismans created by Magicians. Every Level (including 1st), a Mad Scientist chooses to gain *either* a new Mad Invention, or a new Monstrous Servant, *but not both*.

- Mad Inventions create Preternatural Effects which are rated in Levels and similar to the Spells of Magicians, but the Mad Scientist can only employ the effect through the Mad Invention.
- The maximum Level of Preternatural Effect that can be bound into a Mad Invention is shown on the Mad Scientist Advancement Table
- The Player must specify what form a Mad Invention takes – a gun, a box filled with strange gear-work, a drug, a helmet, etc. The form should be appropriate to the effect. For example, *Lightning Bolts* are best shot from a gun, while a white powder might have an *Alter-Ego* effect.
- A Mad Invention can be used as many times during an Affair as its creator's current Level, before it breaks, is discharged, or is otherwise used up.
- A Mad Invention only functions for the users specified by the Mad Scientist. Nobody else will ever be able to make one work. Mad Inventions continue to function for their intended recipients even if such people are under the influence of magic such as *Polymorph* or *Alter-Ego*.
- Mad Inventions do *not* have magical auras, although if they are weapons they can harm creatures usually only harmed by magic.
- The total value in Levels of Mad Inventions possessed by a Mad Scientist cannot exceed the Mad Scientist's own Class Level. If the Mad Scientist wants to create a new Invention, but isn't high enough Level to own it in addition to the ones he already has, he can destroy old Inventions in order to make owning the new one possible. Such action can be justified as the Mad Scientist cannibalizing parts from the old invention in order to use them in the new one.
- The Mad Scientist is assumed to create his Mad Inventions between Affairs. The invention process can be role-played if desired, but does not need to be. The Player and Presenter should collaborate to come up with a Mad Invention that will be suitable both for the character, and the story as a whole.
- All Mad Inventions are assumed to be recreated or re-charged between Affairs, provided the Mad Scientist can revisit his Laboratory.
- The complete list of Mad Inventions that can be created by Mad Scientists can be found in **Chapter 7: Preternatural Effects**

MONSTROUS SERVANTS: A Monstrous Servant is a creature that serves the Mad Scientist, as a henchmen, pet, or slave. Every Level (including 1st), a Mad Scientist can choose to gain *either* a new Monstrous Servant, or a new Mad Invention, *but never both*. The Monstrous Servant can be of any Intelligence inferior to the Mad Scientist's, but cannot be a Fairy or Spirit (such as a Devil, Demon, Angel, or Ghost).

- Mad Scientists acquire their Monstrous Servants in a variety of ways. Some are creatures who have been captured and trained. Others are human freaks who have been lured with the promise of shelter, acceptance and protection. Often, the Mad Scientist's Monstrous Servant is created in a lab, through unnatural cross-breeding, outrageous chemical processes, or even blasphemous experimentation in the reanimation of the dead! Many of the monsters that infect the world are said to have been created by Mad Scientists, but later escaped into the wild and bred.

- A Monstrous Servant will respond to commands from the Mad Scientist, to the limits of its Intelligence. However, if the Servant is commanded to do something obviously suicidal or completely against its nature, the Mad Scientist must engage in a Charisma Contest to stop it from Rebelling and breaking free.

- A Monstrous Servant serves until it is killed, or goes into Rebellion. Non-intelligent Servants never rebel, but neither can they be truly controlled - the Mad Scientist simply knows how to avoid having them attack himself.

- A Mad Scientist still retains power over all his living Monstrous Servants when he gains a new one.

- The total Levels of Monstrous Servants possessed by a Mad Scientist cannot exceed the Mad Scientist's own Level. If the Mad Scientist wants to acquire a new Servant, but isn't high enough Level to add the one he wants to his stable, he can dismiss or destroy old Servants until it is possible for him to control the new slave he wants.

- The Mad Scientist is assumed to acquire his Monstrous Servants between Affairs. The acquisition process can be role-played if desired, but does not need to be. The Player and Presenter should collaborate to come up with a Monstrous Servant that will be suitable both for the character, and the Saga as a whole.

- The technique used by a Mad Scientist to create and control a monster cannot be replicated by other characters – or even often by himself!

- A Mad Scientist does *not* possess immunity to the attacks of his own Monstrous Servants.

- Naturally, Mad Scientists who command bizarre monsters in sight of ordinary people are likely to be later visited by a mob of peasants armed with pitchforks and torches. Additionally, traveling with a monster can be problematic at best. Many types of Monstrous Servants are best employed in defense of the Mad Scientist's lair.

- **Appendix IV: Creatures by Level** lists many creatures that may be appropriate for use as Monstrous Servants.

SCIENTIFIC KNOWLEDGE: Although they are insane, Mad Scientists still possess vast knowledge in many fields, including Mathematics, Medicine, Biology, Astronomy, Geology, Optics, Metallurgy, and Physics.

- Whenever the mad Scientist encounters a problem where Scientific Knowledge might be of use, he can make an Intelligence Check (with a +1 Bonus) to remember something relevant.
- Likewise, the Mad Scientist can attempt to solve complex mathematical problems with an Intelligence Check.
- A Mad Scientist can also use his Scientific Knowledge to properly identify natural substances and materials.
- The Presenter should keep in mind the general technological development the world when adjudicating the limits of the Mad Scientist's Scientific Knowledge. For example, a Mad Scientist in the Ghastly Age will "know" that disease is caused by an imbalance of the four natural "humors" in the body, and that it needs to be cured with bloodletting!
- The Mad Scientist's Scholarly Knowledge extends only to the *natural* world. Unlike a Demon Hunter, he has no special knowledge of *supernatural* creatures or substances.

Mad Scientist Weaknesses

ATTRACTS ANGRY MOBS: The Mad Scientist's tinkering with Nature will outrage common people, and even some of their fellow academics.

- For every month that a Mad Scientist is actively working in a location, there is a 1 in 20 chance that an Angry Mob will form to either kill him, or force him into exile.
- The Level of the Angry Mob will be equal to the Mad Scientist's own Level, and it will likewise be led by a Demagogue or Clergyman equal in Level to the Mad Scientist.
- The Angry Mob will naturally not be interested in hearing the Mad Scientists' explanations about his work.
- Rules for Mobs and Demagogues can be found in the **"Ghastly Affair Presenter's Manual"** in the section titled <u>Antagonists</u>.

James Tilly Matthews was committed to London's Bethlehem Hospital (better known as "Bedlam") in 1797, while under the delusion that he was being assaulted by a gang of criminals employing an intricate machine called the "Air Loom" The device supposedly transmitted magnetic rays that could control minds and disrupt the functioning of the human body.

INCURABLE MADNESS: As indicated by their name, all Mad Scientists suffer from some kind of mental disorder. This Incurable Madness inflicts them regardless of their Perversity. The insanity is both a debility, and a likely source of the Mad Scientist's genius.

- The Player must specify what form of insanity the Mad Scientist suffers from. He can specify a real-world disorder, such as Obsessive Compulsive Disorder or Bipolar Disorder, or create an entirely new and flavorful form of Incurable Madness.

- Mad Scientists are often haunted by memories of deceased loved ones, are convinced they can somehow "perfect" humanity, or are plagued by unhealthy obsessions with specific bodily functions. The Player should pick a disorder that she is prepared to role-play properly. The Presenter should never try to force the character into actions against the Player's wishes, however.

- Of course, if the Mad Scientist hears voices, it's the Presenter's job to speak as those voices!

SUGGESTED ASSETS: Gift For Languages, Good Judge of Character, Good Liar, Intimidating, Mechanical Genius, Musical, Naturally Skeptical, No Fear of ... (something frightening), Resistant to Disease, Sharp Eyes, Sharp Hearing, Sneaky, Strong Stomach, Wealthy Family, Well Spoken

SUGGESTED AFFLICTIONS: Absent Minded, Addicted to... (substance), Afraid of ... (something common), Asthmatic, Bad Reputation, Badly Spoken, Chronic Disease (choose one), Creepy Presence, Elderly, Hated By Animals, Lame, Melancholy, Missing Arm, Morbidly Obese, Nearsighted, No Head For... (a common field of knowledge), Traumatic Memory, Unlucky at Love

MAD SCIENTIST ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Max. Mad Invention Level	Damage Bonus
0	1	1d4	1	None
10	2	2d4	1	+1
14	3	3d4	2	+1
18	4	4d4	2	+1
22	5	5d4	3	+1
26	6	6d4	3	+2
30	7	7d4	4	+2
34	8	8d4	4	+2
38	9	9d4	5	+2
42	10	10d4	5	+3

MAGICIAN

One who works wonders with strange Incantations,
bizarre Ceremonies, enchanted Talismans, and secret Pacts.

ABILITY ADJUSTMENT: Wisdom +2
(The Magician must be in tune with spiritual powers)
SPECIAL ABILITIES: Esoteric Knowledge (+1), Use Incantation, Perform Ceremony, Create Talismans, Employ Pact
WEAKNESSES: Magical Implement, Power Object
HIT DICE: d4
TYPICAL EQUIPMENT: 1 dagger, 1 set of ordinary clothes, a haversack, ceremonial clothes, 1 Talisman, 1 Magical Implement (such as a wand, sword, or pentacle), 1 Power Object (such as a ring or parchment inscribed with a diabolical pact), a book of magic spells and theory, a dried root or herb, blank journal, pen & ink, salt, candles, chalk, a skin of wine, 100-1000p

Standing aloof from the mundane crowd, the mighty Magician twists reality itself to suit his will. Wielding strange powers gained by stranger means, he is alternately a figure of admiration, fear, wonder, and disgust to ordinary men. Through his arcane arts, the Magician can do such things as:

- Gain <u>wealth</u>, power, and <u>love</u>
- <u>Curse</u> his enemies
- <u>Destroy armies</u>
- <u>Cure</u> and <u>cause</u> wounds and <u>diseases</u>
- Create <u>illusions</u>
- <u>Divine hidden knowledge</u>
- <u>Transform</u> into other shapes

Some Magicians work to improve the world through arcane means. Many more, however, pursue private schemes that range from merely insane, to terrifyingly malevolent.

An ordinary person cannot simply decide to become a Magician. Rather, the aspiring Magician must be *initiated*, either by another Magician, or by a spiritual entity. Often, the aspirant enters into an apprentice-master relationship with a single, experienced Magician. Other times, the neophyte becomes a member of a secret society or coven. If the Magician was initiated by a Spirit being (such as a Demon, or Fairy), he or she must have located and performed a <u>summoning Ritual</u> that attracted the attention of the initiating entity. Some such Rituals are well known and relatively simple (such as that which attracts a Black Man of the Crossroads), while others are far rarer and more complex (such as that which contacts a holy Guardian Angel). Some covens and secret societies actually summon entities to their induction ceremonies, to serve as the actual initiators of new Magicians. Under no circumstances can an initiation ever be coerced – in order to be efficacious, it must be voluntarily conferred.

Some tension exists between those Magicians who are members of groups, or have mortal masters, and those who answer only to the Spirits. Many secret societies and covens are not above attacking or causing legal trouble for those renegade Magicians who refuse to submit to their group's authority.

The Preternatural Effects created by Magicians, and the four different techniques used to create them, are collectively called Spells. The acquisition of new Spells is a constant concern of the Magician. These can be gained in a number of ways. Those Magicians who have personal masters, or are members of magical orders, are usually taught such Spells as their superiors deem fit. Spells can also be learned from the Spirits themselves, who are generally able to teach the ones that correspond to their own Preternatural Powers. Magicians also constantly experiment with magic, often creating new Spells through their own research. Finally, Spells can be gleaned from ancient texts, or even stolen from other Magicians!

Due to their love of secrets, ability to uncover information by strange means, and facility with codes and ciphers, Magicians are often involved in espionage. Many are even triple and quadruple agents!

Whatever a Magician's actual Perversity, frequent contact with arcane forces and strange entities eventually serve to disconnect her from the concerns of ordinary people. Even Magicians with relatively low Perversity may seem unsympathetic and inscrutable.

Magician Special Abilities

ESOTERIC KNOWLEDGE (+1): In the course of their arcane studies Magicians learn much strange and occult lore.

- Whenever the Magician is presented with a cipher, a bizarre symbol, a fragment of a dead language, magical runes, or another bit of esoterica, they are entitled to an Intelligence Check (with a +1 Bonus of course) to see whether or not they have some idea of it's meaning.
- At the Presenter's discretion, a Magician could use this ability to read any glyphs inscribed on a Weird Object, thus identifying its powers.

USE INCANTATION: An Incantation is a Spell which creates a Preternatural Effect by means of magically potent words of power, or else spontaneous poetry that states the desired effect. Typically, Incantations are used to do such things as *Charm* victims, cast invisible but deadly *Elf Strokes*, and cast *Lightning Bolts.* Incantations do not utilize hard-to acquire materials, and can be used at any time. They require the use of the Magician's Magical Implement, however, and are physically exhausting.

- Every time a Magician uses an Incantation, he suffers Nonlethal Damage equal to the Level of the Spell. As usual, every 5 points of Nonlethal Damage inflicts a point of Lethal Damage. 0 Level Incantations can thus be used freely, but all others represent a potentially dangerous mental and physical strain.
- A Magician can use any Incantation he knows, at any time. Of course, overuse of Incantations will cause the Magician to fall unconscious.
- Magicians who rely heavily on Incantations are called Incanters, Conjurors, or Sorcerers .

PERFORM CEREMONY: A Ceremony is a Spell that creates a Preternatural Effect through a series of intricate symbolic actions. It differs from a Magical Ritual in that anyone can attempt a Magical Ritual, but only a true Magician can perform a Ceremony. Many Magicians begin their careers with a Ritual that summons an Initiating entity, but thereafter turn to the practice of actual magical Ceremonies.

- Ceremonies are typically used for such things as summoning entities, gaining lovers, changing a social situation, or creating Weird Objects.

- A particular Ceremony can only be performed once a day.

- Ceremonies also take a long time to perform, and require expensive materials. Unlike the use of Incantations, they are not dangerously exhausting.

- Typically, a Ceremony creates much more powerful effects than other types of magic. It also allows effects to occur outside of direct sensory range, as long as the magician has a piece of the person or place that will serve as the point of origination for the Spell's effect. Thus, Ceremonies can be used to attack enemies that are halfway around the world.

- A Magical Ceremony used against a target outside sensory range always allows a Saving Throw to completely avoid the effect, even if one is not usually allowed. A target that make a Saving throw against a Ceremony can never be affected by that Magician performing that Ceremony ever again.

- Often, a Ceremony's effects can be held "in reserve" until the Magician wants them to occur. In such cases, the Player should write the Ceremony's effect on an index card, and present the card to the Presenter at the time when he wants the effect to happen.

- Only one Ceremonial Spell can be held in reserve at a time.

- Magical Ceremonies require half an hour per Spell level to perform, and require materials with a worth in Pence equal to 10 times the Spell's level squared. 0 Level Ceremonies cost nothing, and take a mere 10 minutes.

- Alternately, the Presenter may specify the specific items that must be acquired. Such items should be strange, hard-to-obtain, and deeply symbolic in nature. It is suggested that the Presenter insist upon explicit terms for Ceremonies that create permanently enchanted items, while allowing the more abstract method for ordinary works of Ceremonial Magic.

- Magicians who specialize in Ceremonies are naturally called Ceremonial Magicians. The terms Evoker and Invoker are also common.

CREATE TALISMANS: Magical Talismans are objects which confer a Preternatural Effect constantly. For instance, a "_Shield_" Talisman provides the constant protection of the Preternatural Effect _Shield_, for as long as it is worn or carried. Other Talismans may do such things as make the wearer smarter, protect him from bullets, or provide constant warmth. Typically, a Talisman will be made as a pendant or small disk to be kept in a pocket. It is possible, however to create other types of Talismans (such as rings, daggers, etc).

- A Talisman must be made for a particular person, object or place, and will have absolutely no effect on anybody or anything else. A Magician can make a Talisman for a friend, for example.

- A Magician can only have one Talisman active at a time. Every time a magician charges a new Talisman, all other Talismans created by that Magician are discharged and deactivated.

- Creating the physical basis of a Talisman requires rare materials worth 100 times the square of the Spell's Level in Pence, or else requires blood and body parts from creatures with total Levels equal to the Spell's Level. Charging a Talisman takes 1 hour per Spell Level.

- For example, the Talisman of a 5th Level Spell requires materials with a total value of 2,500 Pence, or 5 Levels worth of sacrificed entities. The Talisman would require 5 hours to charge. A 0 Level Talisman is made from common materials, has no real cost, and takes just 10 minutes to create.

- The physical basis of a Talisman that has been discharged can be later recharged and reused. If anyone other than the Talisman's maker or its subject touches a Talisman, it is instantly discharged. Likewise, a _Dispel Magic_ effect instantly discharges a Talisman. A Talisman can also be discharged at will by its maker, from any distance away. A Talisman's charge lasts only 365 days (1 year), after which is must be recharged.

- Those magicians who become known for their Talismans are often called Enchanters.

EMPLOY PACT: A Pact Spell is an agreement with a certain Spirit, who will cause a specific Preternatural Effect to occur, but will also demand a particular payment each time. The terms of payment demanded differ from creature to creature, but usually involve the gradual degradation of the Magician's abilities and resources.

- The Player of a Magician character must record the terms of each Pact that they can employ.
- A typical Pact might require the sacrifice of specific creatures with a total Levels approximately equal to the Level of the Spell, the permanent loss of wealth equal to 100p per Spell level, the Temporary loss of a point of Constitution (or other Ability) per Spell Level, or cause 2 Hit Points of Lethal Damage per Spell Level to the Magician. Sometimes the spiritual powers will demand that the magician perform a specific act in order to activate the Spell's power, or specify that the Spell can only be cast for certain uses. 0 Level Pacts generally require the sacrifice of a small animal of less than 1 HD, the loss of 1 Hit Point, or the destruction of materials worth only 1p. The Presenter should design each Pact to reflect both the nature of the Spirit granting the power, and the overall impact for the game.
- Pacts of Levels 0 – 3 are often implicit, working without requiring an explicit prior agreement between the Magician and the empowering entity. They can be learned like any other Spell. For example, the Magician knows that if he properly sacrifices a dog to the Demon princess Gyzarath, he will be temporarily transformed into a dog himself, even if he has never actually spoken to Gyzarath. Pacts of Level 4 and above are always explicit, however, and must be granted directly by the Spirits. Generally, a Spirit can grant Pacts that allow a Magician to replicate the entity's own Preternatural Powers.
- A magician can use a given Pact Spell only once a day. Almost any effect could be created through a Pact, but miracles of healing and restoration are particularly likely to be granted in this way.
- A Magician who primarily employs Pacts is often called a Witch (if female), or a Warlock (if male). Magicians who serve the will of Hell are furthermore differentiated by the term Diabolists, while those whose Pacts originate with the Demons of the Outer Darkness are called Demonolaters. Those who have many Pacts with the Fairy Folk are often called Fairy Doctors, while those who receive their powers from Angels are often called White Witches, or Theurgists.

Magician Weaknesses

MAGICAL IMPLEMENT: A Magician must employ a special implement in order to use their Incantations.

- The Magical Implement is separate from any object(s) required to perform specific magical Ceremonies.
- The Magician can choose their Magical Implement, and each choice has certain advantages and drawbacks.
- **Typical Magical Implements include:**
  - *Staff:* A staff's advantages are that it can be used offensively, and can be carried as a walking stick without arousing undue suspicion. It's drawback is its size and awkwardness in tight situations.
  - *Wand:* A wand has the advantage of small size, making it concealable. Its big drawback is its fragility.
  - *Sword:* A sword has the advantage of also being extremely effective in hand-to-hand combat, if needed. Its big drawback it that it is an obvious offensive weapon, and the Magician may not be able to carry it in certain situations.
  - *Dagger:* A dagger can also be used in combat, like a sword, but it is smaller, concealable, and less likely to be banned.
  - *Book:* The advantage of using a small book of arcane writings as a Magical Implement is that it can easily be carried without suspicion (provided nobody else can read it), and is easily concealed (up a wide sleeve, for example). It's disadvantage is that it can be easily destroyed, and has no other use (except perhaps as a coaster for the Magician's drink).
  - *Pantacle:* The Pantacle is an arcane design painted or engraved on a flat object, typically circular. Its big advantage is that is easily concealable if small. Its disadvantage is that a Pantacle is the most obvious form of Magical Implement, and thus an easy target for the Magician's enemies.
- A Magician character starts play with an appropriate Magical Implement of the Player's choice.
- Replacing a lost Magical Implement generally costs 500p per Level of the Magician.

POWER OBJECT: Every Magician possesses an object that embodies their magical power.

- Sometimes, the Power Object is identical with the Magician's Magical Implement. Other times, it take the form of a separate ring, pendant, crown, or other article of clothing or jewelry. Often, the Power Object is a large book that contains the written forms of all of the Magician's Spells. The Power Object could even be a tattoo. In cases where the Magician received their power by means of a contract with a Devil, the Magician will often have a copy of the contract as their Power Object.

- If a Magician does not have their Power Object on their person, they use magic as if they were one Level lower. In the case of a 1st Level Magician, this means they would lose all ability to use magic, until they are back in contact with their Power Object.

- If any Magician's Power Object is ever actually destroyed, the character will likewise lose the use of all their Spells, until they can recreate the object exactly as it was. In cases where the object cannot be replaced or recreated, (such as in the case of a Diabolical contract), the character will lose all magical abilities permanently.

- Many Magicians will leave their Power Object in a secure place, accepting a reduction in abilities in return for peace of mind.

- Replacing a Power Object will cost 1,000p per Level of the Magician.

MAGICIAN ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Maximum Spell Level	Damage Bonus
0	1	1d4	1	None
10	2	2d4	1	+1
14	3	3d4	2	+1
18	4	4d4	2	+1
22	5	5d4	3	+1
26	6	6d4	3	+2
30	7	7d4	4	+2
34	8	8d4	4	+2
38	9	9d4	5	+2
42	10	10d4	5	+3

SUGGESTED ASSETS: Beautiful/Handsome, Charming, Cryptology, Gift For Languages, Good Bargainer, Good Judge of Character, Good Liar, Good Manners, Good Singing Voice, Intimidating, Loved By Animals, Mechanical Genius, No Fear of ... (something frightening), Profession (choose one), Sharp Eyes, Shrewd, Sneaky, Strong Stomach, Strong Will, Wealthy Family, Well Spoken, Wily

SUGGESTED AFFLICTIONS: Addicted to... (substance), Asthmatic, Bad Reputation, Bad Throwing Arm, Blind, Creepy Presence, Elderly, Hated By Animals, Horrible Body Odor, Horrible Manners, Insane, Lame, Melancholy, Morbidly Obese, No Head For... (some common field of knowledge), Satyriasis/Nymphomania, Traumatic Memory, Ugly, Unlucky at Love

Magician Starting Spells

A Magician character starts play knowing two 0 Level Spells, and two 1st level Spells. These Spells can represent any mix of Incantations, Ceremonies, Talismans, or Pacts the Player desires. The Magician is assumed to automatically gain 1 new Spell per Level gained, which can also be of any kind the Player desires (Incantation, Ceremony, Talisman, or Pact), and any Level the Magician can currently employ. All other Spells desired must be located and learned in the course of regular game play.

The Player of a Magician character must keep a current list of all the Spells that her PC knows, broken down by Incantations, Ceremonies, Talismans, and Pacts. The same Spell may in fact be found as an Incantation, Ceremony, Talisman, or Pact, but each version must be learned separately.

The strongest level of Spell that the Magician is able to use is equal to one half his Level, rounded up.

Note: Spirits who teach Spells can choose to impart the Spell as an Incantation, Ritual, Talisman, or Pact.

The complete list of Spells usable by Magicians can be found in **Chapter 7: Preternatural Effects**.

Real world grimoires and books a Magician of the Ghastly Age might consult include Henry Cornelius Agrippa's "Three Books of Occult Philosophy", the "Greater Key of Solomon", the "Lemegaton", the "Grand Gimoire", "The Arbetel of Magic", the "Grimoire of Armadel", "The Black Pullet", "The Book of Abramelin", the "Pseudomonarchia Daemonum", the "Picatrix", the "Sepher Ratziel", and the "Sepher Yetzirah".

TRUE INNOCENT
A person of inspiring virtue.

ABILITY ADJUSTMENT: Charisma +2 (True Innocents tend to be attractive and sweet-natured.)

SPECIAL ABILITIES: Resist Evil Spirits, Inspiration of the Virtuous (+1), Grace of Heaven, Redemption, Faith (+1)

WEAKNESSES: Fainting, The Misfortunes of Virtue

HIT DICE: d4

TYPICAL EQUIPMENT: 1 set of modest clothing; a pet; a painted locket (or pocket watch); a tasteful ring or necklace; a holy scripture or book of inspirational poetry; an unsent letter to parents; a family keepsake; a love letter from a wicked Libertine, filled with immoral double entendres.

Some rare souls manage to live in a state of perfect innocence, their hearts seemingly untouched by the wickedness of the world. They remain cheerful, charitable, and chaste, while others succumb to melancholy, greed, and lust. Such True Innocents are like bright beacons of virtue, inspiring others to strive towards goodness. Unfortunately, there is as much darkness in the world as light, and the True Innocent is constantly imperiled by wicked men and monsters.

For reasons unknown, True Innocents are coveted by the powers of Evil. A monster may demand that a True Innocent be given to it as tribute, a fallen angel might be determined to make her his infernal bride, or a Vampyre may become obsessed with her beauty. Conversely, True Innocents inspire good people to slay monsters, banish Devils, and destroy the restless dead. Likewise, True Innocents seem to be constantly falling into danger, only to be subsequently rescued.

Both men and women of the 18th Century were socially expected to cry and display deep feelings in public. It showed one had "sensibility" - the ability to quickly sense and respond to emotionally moving situations. English women in particular were expected to throw emotional fits and show maudlin sentimentality, because it was thought to make them more feminine and attractive.

Most True Innocents are female, but male examples are not unknown. While rarer than fair damsels, handsome lads in distress also exist. True Innocents of both genders tend to be above average in appearance, well-mannered, charming, and graceful in speech. They are equally likely to be of noble or common origins, but never suffer from arrogance or resentment due to the conditions of their birth.

True Innocent characters cannot willingly multi-class. Their special abilities come from their total lack of engagement with the corruption and compromise of the mundane world. A True Innocent who wants to have more abilities essentially doubts that goodness alone is sufficient, and therefore falls from innocence.

Libertines and True Innocents share a strange attraction-repulsion complex; both Libertines and True Innocents claim to hate everything the other stands for, but nonetheless seem to constantly find themselves entangled in romantic situations.

True Innocent Special Abilities

RESIST EVIL SPIRITS: Unclean spirits cannot harm the pure of heart, nor do True Innocents succumb easily to Evil thoughts.

- Evil Spirits, such as Devils, Demons, and Evil Ghosts, cannot touch a True Innocent without permission.
- A True Innocent is immune from mind-affecting Preternatural Effects such as *Charm Person* or *Suggestion* from any creature with a Perversity of 15 or above.
- True Innocents can be Seduced by mundane means, however.
- The True Innocent can voluntarily break their protection by touching an Evil Spirit, but it cannot be otherwise dispelled by any Spell or Preternatural Effect from any being or object that exists.
- A True Innocent is immune to involuntary increases of Perversity. No matter what happens to them, only deliberate acts on the part of a True Innocent can cause one to become more Perverse.

GRACE OF HEAVEN: True Innocents enjoy the favor of Heaven. To reflect this fact, True Innocent characters posses a pool of Grace.

- At the beginning of an Affair, a True Innocent receives a number of Grace Points equal to their Level.
- By spending a Grace Point, a True Innocent can re-roll any being's Ability Check or Contest, or even re-roll any being's Damage die. The exceptions are the True Innocent's own rolls to detect danger or traps, as per the The Misfortunes of Virtue (see the section on Weaknesses).
- A True Innocent can use her Grace Points to benefit herself or her allies, or to obstruct those who might harm her.
- The True Innocent's pool of Grace is replenished at the start of the next Affair.
- At the Presenter's discretion, A Grace Point might be used to allow the True Innocent (and her allies) to perform other actions that are usually impossible, such as effectively employing weapons the character is unfamiliar with.
- True Innocents can always use their Grace of Heaven, even if they have Fainted.

INSPIRATION OF THE VIRTUOUS (+1): The very presence of a True Innocent is inspiring to decent people.

- All beings with Perversity scores of 12 or under receive a +1 competency Bonus to all their Ability Checks as long as they can see a True Innocent.
- The Bonus applies even if the True Innocent has fainted, is unconscious, or is asleep.
- Obviously, the Bonus does not apply to any attempt to harm the True Innocent.
- The Bonus is **not** multiplied for multiple True Innocents. The benefit is the same whether the virtuous people see one or one hundred True Innocents. A True Innocent can themselves receive the Bonus if they can see another of their kind, however.

REDEMPTION: True Innocents have the power to Redeem other beings. Legends speak of powerful fallen angels and Vampyres who turned to the path of goodness after falling in love with a True Innocent.

- Any person or creature (even a supernatural Spirit of Evil) who spends a full day in the presence of a True Innocent, and abstains from wicked deeds for that time period, can reduce their Perversity by 1 point.
- The potential penitent is not compelled to accept the Redemption, of course.
- A True Innocent cannot Redeem themselves, but can benefit from association with another True Innocent!

FAITH (+1): True Innocents are powerful against supernatural Evil, if they don't Faint from the sight.

- True Innocents receive a +1 Bonus when using their Faith to ward off supernatural Evil.
- See **Chapter 5: Danger!** for a discussion of the use of Faith to oppose Evil.

True Innocent Weaknesses

FAINTING: True Innocents are known to faint when confronted with horrible sights.

- If a True Innocent is surprised by a horrible creature or frightening scene, she must <u>Save</u> versus Charisma or fall unconscious for 1d4 Rounds.
- A True Innocent will only Faint once per grotesque creature or horrible scene.
- The True Innocent must also Save to avoid Fainting if subjected to <u>Preternatural Effects</u> that create fear.
- After the True Innocent has awakened from their Fainting spell, they may still be subjected to an Preternatural Effect that produces fear.
- Please note that True Innocents who have Fainted can still employ their Grace of Heaven.

THE MISFORTUNES OF VIRTUE: True Innocents attract the attention of immoral people and Evil creatures. <u>Libertines</u> will become obsessed with a True Innocent, sometimes stopping at nothing to abuse, <u>seduce</u>, or otherwise corrupt her. Many <u>Vampyres</u> are likewise irresistibly drawn to True Innocents. In addition, if there is a dark hole to fall into, a forbidden <u>secret door</u> to accidentally open, or a non-lethal confining <u>trap</u> to trigger, the True Innocent will *always* blunder into it.

- Presenters should assume that any Evil people or monsters will notice the True Innocent first in any group, and single her out for special attention.
- If there is a chance for a True Innocent to fall into **non-lethal** peril, she will.
- A True Innocent character always fails any <u>Ability Check</u> to detect traps or <u>danger</u>; the *Player* must figure out the existence of such danger without resort to the dice.

Note: The Presenter should never use the True Innocent's Misfortunes of Virtue in a way that causes actual distress to the Player, and must at all times heed the use of the group's <u>Safe Word</u>.

SUGGESTED ASSETS: Beautiful/Handsome, Charming, Expert Equestrian, Fast Learner, Gift For <u>Languages</u>, Good <u>Manners</u>, Good Reputation, Good <u>Singing</u> Voice, Loved By Animals, <u>Musical</u>, Profession (choose one), Special Knowledge (choose field), <u>Wealthy Family</u>, <u>Well Spoken</u>

SUGGESTED AFFLICTIONS: Absent Minded, Afraid of ... (something common), Bad Judge of Character, Bad Sense of Direction, Bad Shot, Bad Throwing Arm, Blind, Clumsy, Deaf, Gullible, Incompetent Equestrian, Lame, No Head For... (a common field of knowledge), Sensitive to Alcohol, Slow Learner, Still a Child, Susceptible to <u>Disease</u>

TRUE INNOCENT ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Grace Points Per Affair	Damage Bonus
0	1	1d4	1	None
4	2	2d4	2	+1
8	3	3d4	3	+1
12	4	4d4	4	+1
16	5	5d4	5	+1
20	6	6d4	6	+2
24	7	7d4	7	+2
28	8	8d4	8	+2
32	9	9d4	9	+2
36	10	10d4	10	+3

CHAPTER4: *Common Situations*

S.A. Kaelin

RESOLVING COMMON SITUATIONS

This chapter contains several suggested methods for resolving events likely to occur in the course of the game. The list is by no means exhaustive. In all cases, the systems provided are extrapolated from the basic resolution method of Ability Checks and Contests. It is best not to interrupt the flow of a game in order to look up rules. Therefore, regard what follows as a set of guidelines for the adjudication of the most common situations involving Player Characters.

Remember, every action in Ghastly Affair is resolved by trying to roll under the relevant Basic Ability modified to reflect the circumstances. All the rules are simply ways of determining a fair modification for the Basic Ability. If the group doesn't mind, and it would speed up game play, it can be enough to simply roll under the Basic Ability without worrying about any Bonuses and Penalties.

Sequences that can directly result in character death, such as Chases, Fights, and Escapes, are explored more fully in **Chapter 5: Danger!**.

Remember, the Presenter should only call for a die roll when a chance of failure is important to the drama!

Bonuses and Penalties from Class Characteristics

The most common kind of Bonus or Penalty applied to a Basic Ability is due to a Class's characteristic Special Ability or Weakness.
- A Bonus from a Class characteristic is usually +1.
- A Penalty from a Class characteristic is usually -1

Situational Bonuses and Penalties

The environment frequently influences the chance of success.

- An environmental factor that makes an <u>Ability Check</u> more difficult imposes a temporary Penalty of -2 to the <u>Basic Ability</u>.
- An environmental factor that makes an Ability Check easier bestows a temporary Bonus of +2 to the Basic Ability.
- For example, a character attempt to climb a tree, which would require a Dexterity Check. The tree is wet, so that imposes a -2 Penalty. If the wind was also blowing, the Presenter might impose an additional -2 Penalty, for a total of -4. If the character had a Dexterity of 12, it is now temporarily reduced to an effective score of 8. The Player must roll lower than an 8 to succeed.
  - If the character possessed spikes or some other tool that made climbing easier, they might add a +2 bonus to his Dexterity when he tries to climb the tree. In the case of climbing a wet tree on a windy day, the +2 Bonus would cancel out 2 points of the Penalty, reducing the total penalty to -2 (rather than -4). Our climber with a 12 Dexterity will now only have it temporarily reduced to 10 when they make their Dexterity Check.
- Attempting to overcome the work or reputation of a character who is higher Level than yourself usually incurs a -2 Penalty.
- If a character attempts an action that ordinarily requires specialized training (that the character does not possess), the Penalty is -10.

Situational Penalty or Affliction?

Many times, a Presenter can be confused about whether to assign a Situational Penalty of -2 to an Ability Check, or represent a decreased chance of success by assigning a temporary <u>Affliction</u> of -3. As a rule of thumb, the presenter can use Situational Penalties to represent factors external to the character and/or beyond her control, while assigning temporary Disadvantages to represent the consequences of the character's own actions, bodily conditions, or characteristics.
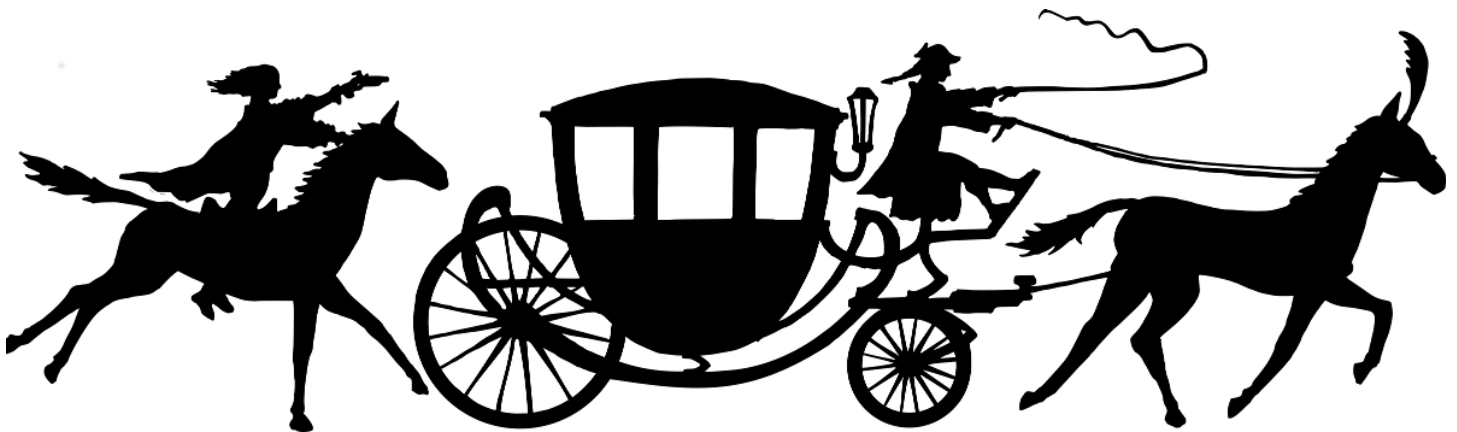
Situational Bonus or Asset?

Similarly to Afflictions and Penalties, the Presenter should use Situational Bonuses of +2 to represent factors external to the character and/or not under his control, while assigning temporary Assets of +3 to represent the benefits of the character's own actions or characteristics. For example, suppose the character is at his old school, examining a well-known painting for clues with the aid of a magnifying glass. The Presenter can assign the character the temporary Asset of "Familiar With Subject", and grant a temporary +2 Bonus to Intelligence due to the use of the magnifying glass (an object external to the character). Therefore, the total Bonus is +5.

The use of Penalties, Bonuses, temporary Assets, and temporary Afflictions will be largely determined by a Presenter's narrative style. Doubtless, some Presenters will prefer to only use straight Bonuses and Penalties, while others prefer to assign temporary Assets and Afflictions. Some Presenters may like to carefully add up and assign all the possible modifiers to every Ability Check, while others will prefer a faster moving game with more unmodified checks. Ghastly Affair is a set of techniques for Gothic role-playing, and is not meant to be a game of strict rules and tactical precision. Presenters should always be guided by their own sense of fairness and aesthetics when adjudicating die rolls.

Remember, Bonuses and Penalties are temporarily applied to the Basic Ability score, not the die roll!

THE ARTS

The Ghastly Age is a time of great aesthetic achievements, and upper class people are socially expected to be enthusiastic patrons of the arts. A person's ability to hold a conversation on the newest books, and turn a witty phrase, will be also taken as an indication of their social status.

Characters as Artists

Judicious display of artistic talent can get Player Characters access to many places where they would not be otherwise able to go. Since even those who do not appreciate the arts are expected to pretend that they do, a person who plays or sings particularly well can expect to at least be invited to give a recital in an upper class home. Characters such as Libertines find that the ability to paint portraits or play an instrument gives them close access to many potential lovers.

Generally, **a trained artist can perform competently, or produce works of average quality, without the need for an Ability Check.** For example, an Everyman character whose Profession is Painter is a trained artist. An Ability Check is required only if the character wants to do something better than average. A failed check means that the character has embarrassed themselves with a substandard performance or work.

On the other hand, a person who only dabbles in a form of artistic expression should have to make an Ability Check every time they want to create art. Even their successes will never be of the same quality as those with more skill and talent. Therefore, while a successful Ability Check for a skilled artist means that they have created a significant work, a successful check for a dabbler means that they have displayed merely competent work.

All upper class characters are assume to have received basic instruction in dancing, and possibly one other form of artistic expression. All women, no matter what their social class, will know how to sew basic clothing. Upper and middle class women will almost always be able to play the piano, know how to embroider decoratively, and may often be skilled at painting miniatures. Most Libertines can at least fake some kind of artistic ability. Characters who are not talented (or have never received any instruction) in Art suffer a -10 on relevant Ability Checks.

Following the 1802 publication of "Voyage dans la basse et la haute Egypte" by Vivant Denon, Europe and the newly created United States experienced a craze for Egyptian-influenced fashion, architecture, and design.

Acting

Serious theater, while popular, is often subject to censorship and other restrictions imposed by governments fearful of criticism. Many bawdy comedies and sensationalistic works are performed clandestinely. Actors and actresses may acquire fame, but due to its associations with fraud (and prostitution) the profession is not considered respectable. Although there are an increasing amount of female actors, it remains common for female roles on stage to be played by boys and young men in drag.

- Good acting is indicated by a successful Charisma Check.

Dancing

Dancing is a vital skill for participation in High Society. The minuet is the expected and standard form among much of the nobility, but dances such as the waltz and the fandango are considered more fashionable and exciting. Ladies my be asked to perform solo dances to entertain rooms full of spectators. The dances of the lower classes, such as the jig, are lively and energetic. Even poor people consider knowing how to dance to be a vital part of life. Dramatic ballet is popular, and great ballerinas are beginning to achieve international fame. Some twisted religious fanatics believe that dancing is sinful, but they are a minority voice.

- A successful Dexterity Check indicates that one has danced well.

Letter Writing

The art of letter writing is highly developed during the Ghastly Age. Upper class people may receive up to a twelve letters a day, and will be expected to compose an eloquent reply to each one. Many love affairs begin with, or are even primary conducted through, letters. People who cannot compose good letters will be ridiculed in High Society. Many upper class people therefore spend hours daily on their correspondences. On the other hand, only a small percentage of middle class people regularly write letters, and many lower class people are illiterate.

- A successful Intelligence Check indicates that the writer has created a particularly memorable or persuasive letter.

Literature

Poets of the Ghastly Age often attract obsessive followings of young people. Philosophers are widely read, and in-demand as guests at the literary salons of the wealthy. Novels are especially popular with women. A popular genre of novels focuses on young, virtuous heroines that encounter wicked men, often in a dark gloomy setting where supernatural events also occur. Other novels follow a single character through their entire lives, or use the events of the plots as a means to illustrate philosophical arguments. Pornographic books are popular, although almost universally banned.

- Writing a good piece of literature is an Intelligence Check.

The Fine Arts

Painting and sculpture are highly developed and refined in the Ghastly Age. Every upper class person expects to have their portrait painted or sculpted. Pastel portraits are especially liked for their brilliant colors. Relatively affordable silhouette profile portraits, both painted and cut from paper, are ubiquitous. There is a brisk trade in engraved art prints, whether reproducing famous paintings or depicting current events. Upper class patrons often commission erotica disguised as "mythological" subjects. The decorative arts tend to towards ornateness, with fanciful scrollwork and flourishes added on top of objects built on classical lines. The images of nude women are used to decorate everything from drinking cups to drawing rooms. Actual pornography is usually illegal of course, but is nonetheless common.

- Creating a piece of good art, such as a painting, drawing, or sculpture, requires a Dexterity Check.

Music

Music is reaching a new height during the Ghastly Age. Opera is a very popular genre; its great performers and composers are internationally famous. The orchestral symphony is also beloved, and many great works are beings composed for the form. Musicians commonly find regular employment playing chamber music for the frequent parties held by the nobility. It is a mark of pride for the powerful to have famous musicians give private recitals. Among the middle class, playing the pianoforte and singing is a common pastime. Lower class street musicians can be found busking on the thoroughfares of every city.

- Playing a musical instrument particularly well requires a Dexterity Check.

Singing

A beautiful singing voice can open up many social opportunities. Many a lower class person has gotten themselves invited into the best homes through their remarkable singing. As is true everywhere, a beautiful song is the passport to romantic intrigue.

- A successful Constitution Check indicates the character has sang well.

CRIME

Crime is an important motif of Ghastly Affair. Grave Robbers and Bandits are criminals by their very nature. Libertines often entertain themselves with criminal behavior, while Gypsies are sometimes forced into pick-pocketing and fraud to support their precarious existences. Magicians and Mad Scientists are known for their casual disregard for the law, both legislated and natural. True Innocents are often the targets of unspeakable crimes, while Demon Hunters often find that what looks like an ordinary criminal enterprise is really a mask of supernatural Evil.

Every sojourn on the roads carries the threat of an attack by Bandits. Highwaymen are often the subject of romantic ballads, and are viewed as heroes by the common folk (who have nothing to steal). Even upper and middle class ladies may romanticize Bandits and highwaymen, harboring fantasies of being whisked away from their tightly constricted existences. The reality, of course, is usually one of desperate and brutal men with little regard for human life. Nonetheless, there do exist Highwaymen of gentle birth who choose to live out the legend of the gallant outlaw.

Pirates are a persistent problem. Those lands that lie closest to the Near Orient are often raided by pirates hunting for gold, slaves, and harem girls to be sold to the sultans of the east. The piracy that was once endemic to the New World has abated somewhat, but is still a nuisance.

Pickpockets are epidemic in the cities, as are armed Footpads. Beggars infest the streets and alleys, and may go so far as to disfigure themselves to elicit more sympathy. Hucksters and swindlers hawk phony medicines and shoddy goods in public squares. Worst of all are the speculators, hucksters who

constantly try to get unsuspecting people to invest to incredibly risky money-making schemes.

A crime peculiar to the Ghastly Age is the theft of corpses for anatomical research. Buyers range from artists to surgeons wishing to practice their skills. Since most places allow only the bodies of executed criminals to be dissected, there is a thriving black market in exhumed flesh. Often, the purveyors of human meat take matters into their own hands, murdering hapless victims to obtain the freshest product possible.

Trials are not known for their fairness or impartiality. For example, married women will usually not be permitted to testify, because they are legally the property of their husbands. Trial by jury exists only in certain regions. Often, the defendant is considered guilty, unless some extraordinary evidence can be produced to prove innocence.

Rhynwick Williams, convicted of being serial slasher "The London Monster", was originally charged with cutting clothing, and not attempted murder – because the penalty was higher! At his first trial, Mr. Williams' lawyer made it part of his client's defense that Rhynwick's "manly" sexual appetite meant that the loved women too much to hurt them.

Executions are carried out in public, and are considered fun family entertainment. Execution of common criminals is usually by hanging, with the corpse often hung publicly in an iron cage thereafter (or else given over to doctors for dissection). The penalty for High Treason can be as severe as being hung, drawn & quartered (for men) or burnt alive at the stake (for women).

Abduction

Characters could be abducted for many reasons, ranging from ransom to forced marriage. The arrest of a criminal may itself be considered a kind of abduction. Many stories romanticize the abduction of women by dashing Highwaymen and ruggedly handsome Pirates, although the truth tends to be far from romantic.

- Complete rules for grabbing opponents, and escaping from bonds are in **Chapter 5: Danger!**.
- Bandits receive a +1 Bonus to all attempts to grab or hold another character.

The Presenter must tread very carefully when playing out an abduction scene, especially when a female character is abducted by one or more men. If possible, it is suggested that the actual abduction be performed by an SPC controlled by the partner of the Player whose character is being abducted. It must be strongly stated that under no circumstances should a Presenter allow the abduction of a Player's character to include in-game sexual violence of any kind. If any threats of it are made, they must never be actually carried out against a Player Character.

Forgery

Forgery is potentially the most lucrative kind of crime, particularly when it produces counterfeit bank notes. Art and ancient artifacts are also frequently forged, as are letters. The production of phony religious relics is another common kind of forgery.

- If the forger has a model to copy, or is making an artistic forgery, they must make a Dexterity Check.
- If the forgery is literary, the forger must make an Intelligence Check.
- Attempting to forge the work of a well-known artist or writer incurs a -2 Penalty.
- Detecting a forgery requires an Intelligence Check.

Fraud

A character could decide to fraudulently misrepresent themselves for many reasons, ranging from escaping arrest to separating the naive from their money. Due to the rigidity of the social classes, those who wish to move up in society may be forced to fraudulently claim to already be of gentle birth.

- The swindler engages in a Contest of their Charisma versus the target's Wisdom.
- Libertines receive a +1 Bonus on all Fraud attempts, and can usually pull off bigger and more audacious Frauds than other characters.

Picking Locks

Picking locks generally requires a lock-pick, skeleton key, or similar device. The locks of the Ghastly Age range from simple warded locks to more sophisticated tumbler locks.

- The lock-picker make a Dexterity Check. If the would-be thief has no experience with lock-picking the Check suffers a -10 Penalty.

Picking Pockets

All attempts to surreptitiously remove an object from another body fall under the category of Picking Pockets. The same skills also allow someone to secretly place an object on another person, commonly performed by law enforcement authorities in order to plant false evidence of guilt on a desired suspect. The criminal penalty for picking pockets is often the loss of a hand, and possibly branding with a hot iron.

- The would-be thief must succeed at a Dexterity Check. If the would be target has reason to suspect that they may be targeted, the Check becomes a Contest of the thief's Dexterity versus the target's Wisdom.
- Gypsies receive a +1 Bonus when picking pockets.

DEBATING

Whether in the coffee house or salon, debating is a common social activity during the Ghastly Age. The fear of government censors who wish to stop talk of revolution does not deter the intelligentsia from debating fundamental matters of politics and religion.

A debate can be purely role-played, represented entirely by a series of Ability Checks, or played out by having the players actually state points and then using Ability Checks to verify their effectiveness.

If Ability Checks are used, a Player can choose to use their either their character's Charisma or Intelligence when debating. The choice represents either using charm to win over the audience, or attempting actual reasoned arguments.

The Salon

The salon is an important institution of the Ghastly Age. Essentially, a salon is a regular gathering of interesting people discussing the latest books and ideas. Salons that are frequently attended by important figures may become internationally famous. Some salons are held weekly, while particularity grand ones with musical and dramatic performances may be held monthly or seasonally. The greatest salons are held in upper class homes, and many wealthy ladies take particular pride in the quality of their salons. Some wealthy ladies even hold salons in their bedchambers, as they luxuriously recline and listen to the conversation! The ostensible purpose of the salon is quality debate and conversation, but in practice it is an opportunity for social climbing, and even romantic assignations.
- Since it can bring together many people of different backgrounds, a salon is an ideal place for a Presenter to begin a Saga.

The Art of Argument

If a Debate is not simply role-played out, the following system can be used:
- A debater makes either a Charisma or Intelligence Check to successfully make a significant point. If the Check fails, it means that the point has so badly stated that nobody will even take it seriously.
- A debater can successfully make a counter argument with either a Charisma or Intelligence check. Again, a failure indicates the response is seen to be invalid, or even laughable.
- The debate will continue until somebody fails an Ability Check. Alternately, a debater can attempt to end the debate by making a final argument, which forces an Intelligence Contest. Whoever wins the Contest wins the debate then and there.
- Characters who achieve fame as debaters can expect to receive invitations to increasingly important salons.

Confusing Opponents

If a debater realizes that they don't actually know what they are talking about, they may try to win an argument by simply confusing their opponents.

- Attempting to confuse opponents requires an Intelligence Check. If the bamboozler succeeds the opponents are confused, and forced to admit defeat. If the bamboozler loses the check, however, everyone will see through their attempt, and they will probably be thoroughly ridiculed.

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EXPLORATION AND SEARCHING

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Exploring unfamiliar places is a major component of Gothic stories. Whether wandering through the dark corridors of an ancient castle, walking the streets of an isolated and hostile village, or stumbling through the threatening trees of an overgrown forest, characters will frequently find themselves trying to navigate unknown places.

How To Search an Area

When the characters enter an area for the first time, the Presenter will give the Players a basic description of the location and its most noticeable features. Each Presenter will develop their own style of description, but usually the players should be presented with at least one feature that invites further investigation.

- If the Player wants to search the area in a specific way, she can simply tell the Presenter what she is looking for, and where she is looking. No Check needs to be made – if the object is in the place searched, it is found.
- A Wisdom Check is required is the character is searching an area for a desired object without specifying where they are looking. If the desired object is actually in the room, success indicates that it is found.

Illumination

The illumination is an important factor when searching an area. The pre-industrial world of the Ghastly Age relies on candles and lamps for illumination. Consequentially, most indoor spaces are full of shadows, because only the wealthiest families can afford enough candles to adequately illuminate their rooms. Traveling at night is extremely dangerous, because the night is far darker than most modern urban dwellers have ever experienced.

- **Total Darkness** inflicts a -4 Penalty on all actions that require sight. Certain supernatural creatures can ignore the Penalty.
- **Dim lighting** inflicts a -2 Penalty to all Ability Checks that rely on vision, **except for Checks involving Love, Romance or Seduction**. Creatures that have _Nightvision_ or eyes adapted to low light (including Grave Robbers) can ignore the Penalty.
- **Adequate lighting** is good enough to allow Checks to be made with no Penalty, but is by no means as bright as modern electric light.
- **Bright lighting** can actually bestow a +2 Bonus on certain Ability Checks, particularly those that involve fine detail work.

Most candles of the Ghastly Age are made of tallow, and give off smoke and a terrible odor as they burn. Fine beeswax candles are available of course, but are generally only used by the wealthy and in churches. Spermaceti wax (from the heads of sperm whales) is also used for clean-burning candles. Lamps and lanterns use either vegetable or whale oil. Torches are made from wood rods, the tops of which are tightly wrapped in coarse fabric soaked in wax, pitch, or oil.

The following is a rough guide to available light sources:

- A **single candle** dimly illuminates a 5′ radius, and burns for 6 hours.
- **4 candles** in a candelabrum will adequately illuminate a 5′ radius around them.
- A single candle with a **mirrored reflector** adequately illuminates the area 5′ in front of it (but not behind)
- A single **flame lamp** dimly illuminates a 10′ radius, and burns for 6 hours before needing to be refilled.
- **2 lamp flames** will adequately illuminate a 10′ radius
- A **torch** dimly illuminates a 25′ radius, and burns for about an hour.
- **2 torches** will adequately illuminate a 25′ radius
- A **mirrored lantern** dimly illuminates a 50′ radius, and burns for 6 hours.
- **2 mirrored lanterns** will adequately illuminate the 50′ radius around them.
- An average-sized **fireplace** adequately illuminates the area 10′ in front of it when the fire is roaring, and dimly illuminates the same area when it is dying.
- An area where a body is rotting will sometimes have a faint blue glow equal to the light shed by a single candle. This is caused by accidental ignition of the methane gas from the purifying flesh. This glow is sometimes known as a **Corpse Candle**.
- **Foxfire** is the glow caused by certain luminescent fungi that grow on forest floors. Foxfire can range from barely perceptible to as strong as a candle. Similar fungi can sometimes be found underground. Mines shored up with wood from forests with foxfire sometimes have a faint luminescence.

Adequately illuminating a 10 x 10 foot room requires the use of four candelabra, each holding 4 candles. Mirrors can increase the illumination by 25% per mirror. Many upper class homes will thus have chandeliers that hang from the ceiling, and mirrors on the walls in order to illuminate the rooms. There is a constant danger of fire from the enormous quantity of flames burning in homes.

Secret Doors & Passages

Gothic tales are filled with mysterious secret passages and chambers. Historically, such hidden parts of buildings were used for smuggling contraband, as well as hiding both criminals and members of oppressed religious minorities. In a Gothic story, secret passages can lead to forbidden Satanic altars, horrible dungeons filled with kidnapped damsels, or even the laboratories of Mad Scientists.

Searching for secret doors can be handled either through role-playing, or with dice, in the following ways:

- If Players suspect the presence of secret doors or passages, they should describe the ways that their characters are searching. If they search the correct area (by knocking on the wall, closely looking at the wainscoting, etc.) they can detect the hidden space without rolling dice. They still might not know how to open the space, however.
- Alternately, characters can use a Wisdom Check to find any secret doors in an area. The Presenter can rule that the Check only covers a specific part of an area (such as single wall), or an entire room, depending at the desired pace of game play.
- If a character knows there is a secret door or passage, they can start describing what actions they are performing to trigger its opening. If they perform the action, the door or passage is opened.
- Alternately, the character can use an Intelligence Check to figure out how to open the passage.

Avoiding Traps

A trap is any undesired event that can be triggered by a specific action. Traps can be intentional or unintentional, deadly or non-lethal.

- Intentional traps include such things as concealed pits, guns rigged to tripwires, and walls that close in to crush anyone who enters a room.
- Unintentional traps include quicksand, a section of ceiling that will collapse if anyone walks under it, or precariously balanced rocks.
- Deadly traps are all those which can potentially kill.
- Non-lethal traps are intended to confine or force movement, and include doors that only open one way, staircases that turn into ramps or slides, or elevator floors that suddenly lower and turn the room into a confining pit.
- Traps can be generally found with a Wisdom Check, if a character is actively searching for them.
- Removing a trap requires a Dexterity Check.
- Due to the "Misfortunes of Virtue", True Innocents can never roll dice to find non-lethal traps (the Player can still have their character find traps by describing exactly how they are searching).
- Grave Robbers receive a +1 Bonus on attempts to find and disarm intentional traps.

HIGH SOCIETY

The most vicious battlefield of the Ghastly Age does not feature muskets and cannons, but is the cruel milieu of snobbery, pretension, and character assassination known as High Society, the Bon Ton, or the Beau Monde. Whether at the opera, a masquerade ball, or at court, the arcane rules of High Society are designed to maintain the wealthiest and meanest of people at the apex of the social hierarchy. Naturally, many Player Characters will try to sidestep or subvert the system, for love or profit!

High Society is the preeminent opportunity for in-depth role-playing. However, if the Players and Presenter prefer most interactions in High Society can be resolved with Charisma Checks and Contests. Those who are completely unfamiliar with High Society are at a distinct disadvantage in it, suffering the same -10 Penalty as untrained people who attempt to forge iron. On the other hand, Everyman characters whose Profession is "Nobility" (or something similar) will be able to automatically function competently in High Society, and need only make Checks when trying to do something socially dangerous or exceptionally difficult (such as spreading vicious rumors about a higher-ranked romantic rival).

Some typical interactions in High Society include:

- **Currying Favor:** A Charisma <u>Check</u> can be used to persuade someone in power to favor one person over another. If the petitioner is lower Level than the one to be passed over the Check is made with a -2 Penalty.
- **Displaying Connoisseurship:** A Wisdom Check will allow a character to notice quality in <u>art</u>, <u>music</u>, performance, or food, and to display that knowledge impressively. While displaying connoisseurship can impress others, it can also be used as a subtle insult against those who show less refined tastes.
- **Dancing:** A successful Dexterity Check means a character has <u>danced</u> well enough for others to notice.
- **Etiquette:** A successful Charisma Check will allow a character to avoid a *Faux Pas* in situations where complicated codes of politeness come into play. Successfully eating dinner at the King's court without embarrassing yourself is a display of Etiquette.
- **Innuendo:** A true sophisticate can make a statement that literally means one thing, but secretly communicates another message altogether. A successful Charisma Check indicates that the character's Innuendo has been correctly understood by the intended person or people, while confounding the unwitting. <u>Libertines</u> often make use of Innuendo to arrange <u>love affairs</u> right under the noses of unsuspecting spouses. Sophisticated ladies can also communicate covertly using their hand fans (see **The Language of Fans** in the section on **Languages**).
- **Insult:** A successful Charisma Check allows the character to to make a shaming insult that will cause the target to be embarrassed, and possibly enraged. Victims of such an insult will be diminished in the eyes of all who hear the successful insult (gaining the <u>Affliction</u> "Shamed"). Insulting a higher Level person incurs a -2 Penalty.
- **Slander:** A successful Charisma Check will persuade another to believe a slander. There is a -2 Penalty if the Slandered person is higher Level than the Slanderer.
- **Witty Repartee:** A successful Intelligence Check means that the character has formulated a particularly witty comment that will be well remembered.

A failed <u>Ability Check</u> in High Society can indicate a serious *Faux Pas* has been committed. Depending on the circumstances, the Presenter can either simply rule that one has occurred, or grant the subject a Charisma <u>Saving Throw</u> to potentially laugh off the error. Gossip travels fast in High Society, and being known for committing a serious *Faux Pas* will inflict the Affliction "<u>Gauche</u>", lasting until the person can somehow repair their reputation.

*"Mouches", the artificial beauty marks worn by fashionable ladies in the late 18th Century, came in a variety of shapes – from hearts to silhouette portraits!*

Duels

An upper class man who feels his honor has been slighted will often respond by challenging the offending man to a duel. Generally, duels in the Ghastly Age will be settled with either pistols or swords.

Possible reasons for a duel include:

- Sleeping with another man's wife, mistress, sister, or mother.
- Insulting a man's family, friends, or mistress.
- Making a man feel belittled by displaying superior connoisseurship or artistic talent.
- Giving a negative review to a work of art.
- Questioning the validity of a man's scientific research or theories.
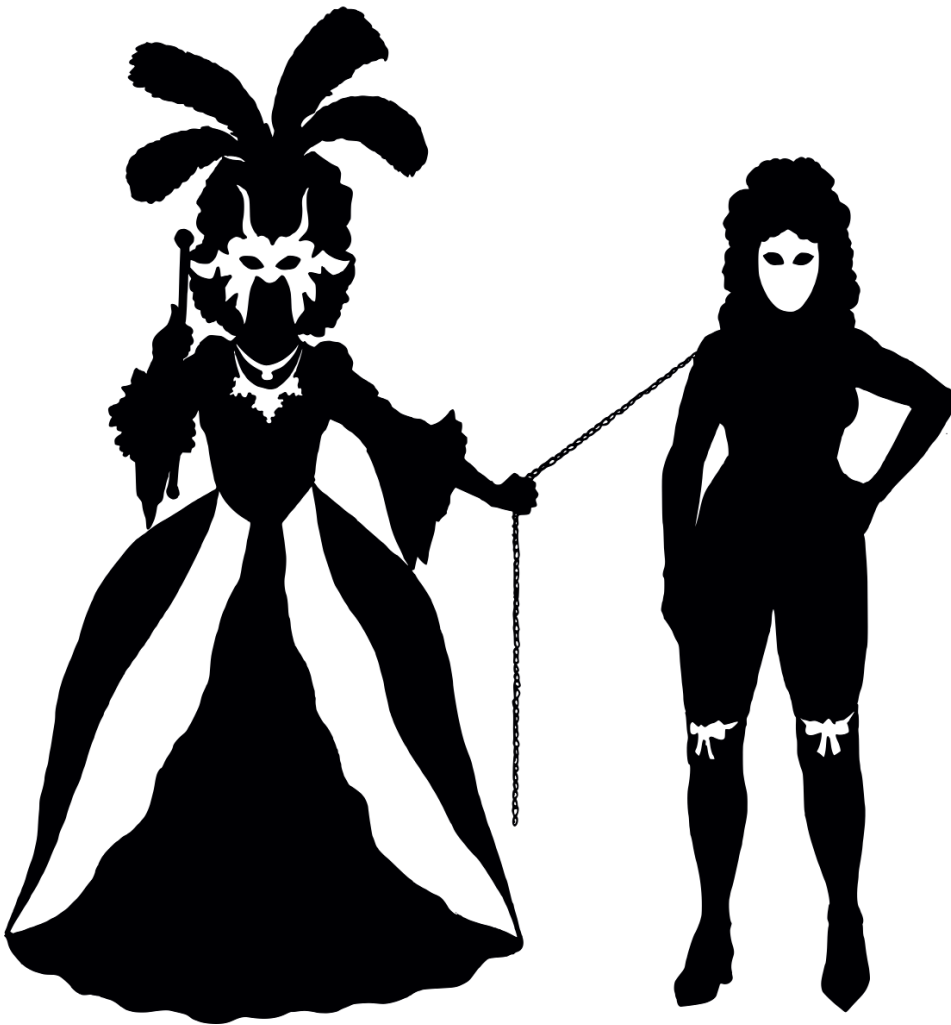
Duels are seldom intentionally fought to the death. Usually, the drawing of blood is considered sufficient to restore tarnished honor. Unfortunately, playing with deadly weapons has a tendency to produce fatalities, intended or not. Dueling is therefore technically illegal in most places, although the class of men who engage in duels usually have little fear of arrest.

While Dueling is commonly considered an exclusively male pursuit, there are in fact some historical examples of skilled female duelists. A notable case was the bisexual libertine and opera singer Julie d'Aubigny, who would dress in drag for the occassion.

Complete rules for Dueling are found in **Chapter 5: Danger!**.

INVESTIGATION *AND* RESEARCH

Characters are bound to encounter problems that can only be resolved by gathering more information. In a game context, Investigation refers to finding and interrogating human sources of information, while Research refers to finding and consulting recorded information, as well as conducting experiments. In either case the goal is to find a Clue to the solution of some mystery.

Finding Informants

Investigation is a perfect opportunity for Role-Playing. If the Presenter does not want to devote much time to playing out the finding of Informants, however, the process can be sped up with Charisma Checks.

- A successful Charisma Check indicates that a Character has located an informant who might have some desired information.
- If the Player wants to locate an informant of 5th Level or higher, the Check is made with a -2 Penalty.
- Locating an informant takes 1-6 hours if the information is relatively well-known, 1-6 days if the information is obscure, or 1-6 weeks if the information is secret.
- An Everyman Character can use their Social Contacts as Informants, if appropriate. If the Everyman has not defined their full list of Social Contacts, they can declare that one of their previously undefined Contacts is the needed Informant (if it would actually be possible for the character to have such a Contact).

Interrogation

Once an informant is found the Character must still make them talk. Ideally the process should be Role-Played, but Charisma Checks can be used to determine reactions, or to abstract the process.

- Intimidating an informant into giving up information is resolved with a Charisma Contest.
- Bartering and bribery can be handled with a regular Charisma Check, to see if the person accepts the offer.
- Torture never produces reliable information. At best, the Informant will say whatever they believe the torturer wants to hear. See the section **Torture and Torment**.
- Seduction (see the later section **Seduction**) is another option for gaining information from otherwise reluctant sources.
- The Presenter can apply appropriate Bonuses and Penalties based on such things as the Interrogator's appearance, social class, reputation, etc.
- Libertines can use their Seduction Special Ability to get lovers (or potential lovers) to give up information.
- Likewise, the Preternatural Effect *Charm Person* will make an Informant cooperative.

Maintaining Informants

Once an Informant is located, the Character may want to talk to them again.

- The Player should record the names and locations of their Character's Informants.
- Informants who are an Everyman Character's Social Contacts are friendly, and never need to be intimidated or seduced (but will expect to be repaid in favors).

Research

Often the information a Player Character seeks is to be found through independent research. Such things as family lineages, criminal records, or even lost magical rituals can be found written in the pages of books. Some people can even use Science to uncover new facts, or make bold predictions based on careful observations and understanding of Nature's laws.

Literary Research

The obvious place to begin research is in books. It must be remembered that access to books is not free in the Ghastly Age. Lending libraries charge a subscription fee (usually around 300p), but will contain primarily popular novels, classics, and poetry. Specialized libraries will exist in Universities and Monasteries, but the fee for access can be as high as 500p (and Characters will NOT be allowed to take the books away). Dealing with the guardians of such books is the same as dealing with any other Informants. Desired books can be bought, but must first be located (the same as locating an Informant). Church records of baptisms, marriages, and burials can be perused for free only if the seeker is a member in good standing. Otherwise, the church Sexton will have to be bribed.

- An Intelligence Check indicates that the desired information has been found in an appropriate book.

Shocking Letters and Forbidden Books

Often the answer to a mystery lies in a letter whose contents contain disturbing revelations, or in a book whose contents are bizarre and outrageous.

- Successfully understanding either a Shocking Letter or Forbidden Book requires a Perversity Check.
- If the contents are understood, the Character may have to make a Charisma Check to avoid gaining a point of Perversity.

Secrets In Art

Sometimes artists encode secret information in their work, waiting to be understood by those intelligent enough to see the hidden meaning.

- An Intelligence Check will uncover the message encoded in a work of art.
- If the work of art is obscene, the Presenter can call for a Perversity Check instead, with the usual possibility of Perversity increase.

Scientific Research

Certain Player Characters may attempt to use Science to gain clues when appropriate. For example, a Mad Scientist may dissect a body and thereby uncover a cause of death.

- A successful Intelligence Check indicates that the character has performed an experiment that yields worthwhile results, or made a scientifically valid observation.
- The Check assumes that the Character has access to any chemicals and equipment required.
- Characters who have no scientific training in their background make all Checks to conduct Scientific Research with a -10 Penalty.

LANGUAGES

Characters who travel from home will eventually encounter foreign languages. In some places, the local language will be a dialect that is almost incomprehensible even to those who speak the "official" language of their nation! If your game is set in historical Europe every learned person will know their own native tongue, plus at least basic Latin and/or Greek (often with a smattering of very bad Hebrew as well). French was historically the international language of culture, spoken at most noble courts in place of the common language of the lower classes (even in places as far from France as Russia).

Learning a New Language

Characters you wish to learn a new language are assumed to either have access to a teacher, or to be in the midst of native speakers.

- Learning a new Language takes 24 months, minus 1 month per point of Intelligence.
- Gypsies learn languages in half the usual time.

Argots and Cants

Gypsies posses their own special language, sometimes called Cant. Likewise, criminals often employ a sophisticated mix of jargon and slang called Argot.

- Gypsy Characters are assumed to speak the Cant used by their Nation of Gypsies. Cant is a full language, and can be used to converse on any topic. Keep in mind that different Nations of Gypsies have different Cants, and they are *not* mutually intelligible.
- Bandits, Grave Robbers, and criminal Everymen are assumed to be able to communicate using the criminal Argot. Unlike the Cant used by Gypsies, Argot can only be used to speak about matters directly relating to criminal activity.
- Ordinary people cannot understand Cant or Argot. Both must be learned like any other languages.

The Language of Fans

Sophisticated ladies of the Ghastly Age employ their hand-held fans to send signals to potential lovers, and each other. The degree to which the fan is opened, the manner in which it is held, and the part of the body closest to it all contribute to the intended meaning. Only a single word or phrase can be communicated at a time, such as "Stop", "I'm interested", or "Someone is watching".

- The Language of Fans is an indicator of social class. Lower class (and even some middle class) people will generally not understand it, unless they are in service.
- Libertines will usually know the Language of Fans, however, in order to better arrange assignations.
- The Language of Fans is suited only for matters relating to love and social status. It is impossible to carry on a philosophical conversation with fans, for instance.

The most popular sex manual in 18th Century England was "Aristotle's Masterpiece". Besides advice on conception and childbirth, it also contained lurid illustrations of deformed children.

LOVE *AND* ROMANCE

Ghastly Affair is a game of Romantic Horror. Accordingly, there are distinct in-game advantages to pursuing love and romance.

The Benefits of True Love

Being in love inspires people to greatness. The Asset "In True Love" can be awarded to any character who pledges themselves as the true and faithful lover of another person.

- A character receives a +3 Bonus on all Ability Checks made when acting on behalf of their True Love.
- A character who claims to be "In True Love" must behave in an appropriately romantic way towards their lover.
- Players can declare that their Characters are each others' True Loves.
- A character's spouse is not automatically assumed to be their True Love. In fact, if characters are upper class their marriage is almost certainly a purely economic compact.
- An Everyman Character with Perversity below 12, whose Affection and True Love are the same True Innocent, can also receive the full benefit of the True Innocent's Inspiration. Such a character receives a full +5 Bonus to all actions on behalf of their beloved, if they are within sight.

The Hazards of Lost Love

A character who loses a True Love suffers the Affliction "Lost Love". They will suffer -3 Penalty to all Wisdom Checks for a period equal to 1 day per week of the romance, or until they find a new True Love.

- The exception to this Penalty is when the character is performing actions to avenge the death of a murdered love, or obtain the release of a kidnapped one. In that case, such Ability Checks enjoy the +3 Bonus for acting on behalf of their love.

Whenever possible, a Player Character's True Love should be a PC or SPC portrayed by a Player's current romantic partner. No Player should ever be forced to engage in an in-game Romance if they do not want to. The decision for a PC to be become involved in a relationship must always be the Player's choice, Preternatural Effects such as Inflict Love notwithstanding.

MAGICAL RITUALS

A Magical Ritual is a stylized series of actions that produces a Preternatural Effect. Unlike the spells of Magicians, or the wonders produced by Mad Scientists, anybody who can perform the required actions can attempt a Magical Ritual. The sole qualifier is that those with higher Perversity are more likely to successfully employ such magic.

Any Preternatural Effect that can be produced by a Magician's Ceremony or Pact can also be effected through a Magical Ritual. Rituals can be as intricate or as simple as the Presenter prefers, but they must always be followed to the letter. A single deviation from the prescribed words, actions or timing will invalidate the entire Ritual. For example, a Ritual of *Cure Light Wounds* might require that it occur on a Sunday during the full moon, and that the ritualist speak a prayer to Apollo in Greek while sacrificing a white rooster. Attempting the Ritual at any other time, not pronouncing the Greek correctly, or not sacrificing the correct animal will all cause the Ritual to fail.

Magical power is not free, and every Magical Ritual also has a **Drawback** of some kind. A Drawback is temporary damage, a Weakness or Affliction suffered by the ritualist, or a one-time negative event that will be inflicted either upon the ritualist or someone they love.

- For example, the *Ritual of Cure Light Wounds* might inflict 1 point of Temporary Constitution Damage to the ritualist. A ritual that kills an enemy might also result in the ritualist's spouse or child dying of an incurable disease.

Generally, more powerful Magical Rituals take longer, and are more expensive than easier ones, but that is not always the case. For example, the Ritual of the Crossroads that summons a Pact Devil is seductively simple, because the powers of Hell want it to be.

The desired Magical Ritual must first be located and learned. This usually requires Research and Investigation (see the previous sections on those topics). Once the correct Ritual is found, the would-be ritualist must make a Perversity Check, whether the Ritual is read or imparted orally. Failing the Check indicates that the person has failed to properly comprehend the Ritual, or is so revolted by it that they will never be able to successfully use it.

Employing a Magical Ritual is cause for a possible increase of Perversity, especially if the effect of the Ritual was detrimental to another person. Some Magical rituals will automatically increase Perversity as a Drawback.

As is the case with a Magician's Ceremony, any Ritual that affects a target not in visual range requires the target's blood, a piece of their body, or something that belongs to them.

Sample Magical Rituals can be found in **Chapter 7: Preternatural Effects**, in the section titled **Examples of Magical Rituals**.

MEDICINE *AND* DISEASE

The state of medicine in the Ghastly Age is appalling. Quackery is the rule of the day. Because it is believed that diseases are caused by an imbalances of the body's natural fluids (or "humors"), patients can expect to be treated by such things as bloodletting, cupping, and the application of leeches. Surgery, when performed, will be done without anesthetic, or any concern for the pain of the patient. Dentistry is treated like a carnival attraction, with traveling tooth-pullers employing clowns and musicians to drown out the cries of pain during public extractions. Severe injury to a limb generally means either torturous amputation, or death by infection. Cutting for bladder stones (which are epidemic) is nonetheless a frequent (and frequently deadly) procedure. Medicines will either be toxic minerals, or ineffective herbal concoctions. Prolonged illnesses are common, with people often confined to bed for weeks at a time. The ill-informed ministrations of the medical procession usually serve only to make such periods of confinement longer. In short, the sick are advised to avoid doctors at all costs!

The situation is even worse for the mentally ill. The insane are locked away in filthy and brutal asylums, where they are regularly abused and often exhibited for money. Physically tormenting and beating the insane is thought to cure them. In the less developed parts of the world, the mentally ill are still likely to face exorcism, or persecution as witches.

The one bright spot in medical practice is the use of vaccination against smallpox. Even that is still unreliable, and likely to result in full infection.

First Aid

First Aid administered to a critically wounded person in the field might allow them to recover slightly. Then again, it might make things worse.

- The person who is administering First Aid must have ready bandages, needle and thread, pitch, or some other means to stop bleeding and trauma.
- The administrator makes a Dexterity Check. If the Check succeeds, the subject recovers 1 Hit Point. If the Check fails, the person *loses* 1 Hit Point.
- A wounded person can only *benefit* from First Aid once while still wounded, but can be repeatedly harmed.
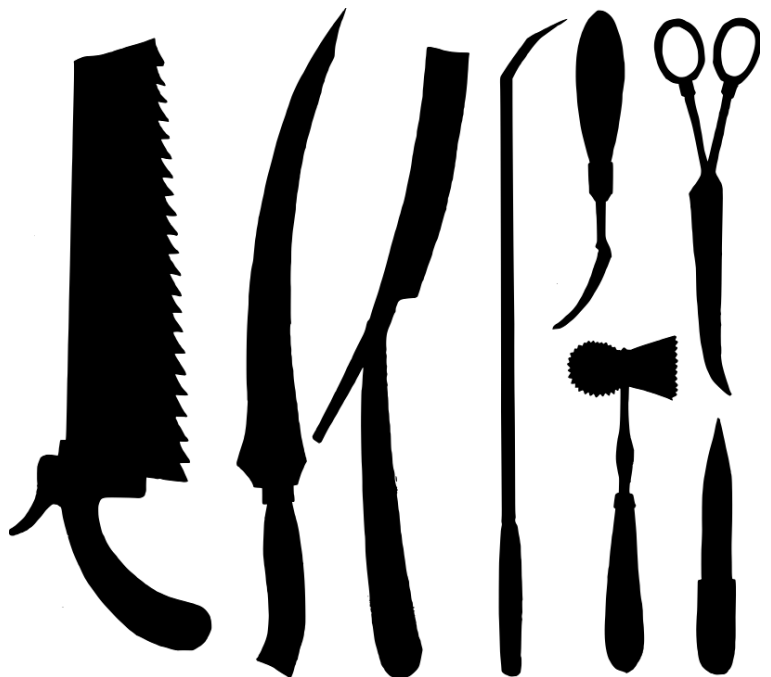
Childbirth

Childbirth in the Ghastly Age is a terrible ordeal that endangers the life of the mother. Infant mortality rates are also extremely high. Consequentially, non-noble families are often small. Giving birth can be as life-threatening as being shot with a musket, especially if a doctor attends to the birth!

- The process of childbirth lasts 1d12 hours.
- The mother must Save versus Constitution or suffer 1d6 points of Lethal Damage.
- First Aid can be attempted after the child is delivered.
- Midwives often have access to effective herbal medicines that can heal 1 point of Lethal Damage, and thus save mothers who might otherwise die. Male doctors will disdain the use of such medicines (and will refuse to wash their hands as well).
- A Cesarian section is abdominal surgery, and therefore very likely to kill the mother. It inflicts another 1d6 points of Lethal Damage, on top of the 1d6 possibly inflicted by the birthing process.

Note: The rules for childbirth are intended for use on NPCs and SPCs. If a player declares that their character is pregnant, the Presenter should assume that the birth will go smoothly, unless the Player specifies otherwise.

Diseases

A character who is at risk for contracting a disease must Save versus Constitution or be affected by it. After the disease's incubation period (typically 1d4 days), the affected character will suffer the Affliction "Sick", which inflicts a -3 Penalty on all Ability Checks and Saving Throws. Each day thereafter the character must make another Saving Throw. If they succeed, they recover from the disease. If they fail, they continue to suffer from the disease for another day.

Severe diseases, in addition to inflicting the Affliction "Sick", also inflict Ability and Hit Point Damage. A typical Severe disease inflicts 1 point of Lethal Damage a day, and 1 point of Temporary Constitution Damage per day. The character will die if they lose all their Hit Points, or are reduced to 0 Constitution.

Diseases can be contagious or noncontagious. A contagious disease, such as the Black Plague, spreads by contact with infected people or animals. Noncontagious disease include such conditions as Dropsy and Scurvy. Of course, diseases can also be caused by unnatural means, such as the Preternatural Effect *Inflict Disease*.

Protracted sickness that confines people to their beds for weeks is common in the Ghastly Age. An Affair can revolve around the ever more bizarre demands of a family Patriarch on his sickbed, for example.

If the Presenter prefers to use specific real-world diseases, optional rules for such maladies as Syphilis, Typhoid Fever, and Flux (Dysentery) are located in the **"Ghastly Affair Presenter's Manual"**.

Creating Medicines

Medicines in the Ghastly Age are natural herbs, toxic minerals, or else utterly worthless.

- A character who has medical, herbalist, or alchemical training can attempt to make a medicine with an Intelligence Check. It assume that the character has access to the needed raw materials.
- Medicines can potentially heal 1 point of Lethal Damage, restore 1d6 points of Nonlethal Damage, or grant a new Saving Throw to stop a disease or poison. The Player must state what kind of medicine they are trying to make.
- Every medicine will also have a side effect such as: *inflicting* 1 point of Lethal Damage, causing 1 point of Temporary Ability Damage, creating nausea for 1d6 hours, or rendering the subject incapacitated for a day. The Presenter should select an appropriate side-effect for each medicine created.

Mercury

The favorite medicine used by doctors of the Ghastly Age is mercury and its various compounds (such as mercury chloride, also known as calomel). Prescribed especially for venereal diseases such as Syphilis and Gonorrhea, mercury is ingested, rubbed on as salve, and even injected into diseased orifices. Mercury is moderately effective only because it is a powerful toxin – it kills both the infection, and eventually the patient (hopefully the former first). Mercury's toxicity is only vaguely suspected by the doctors of the Ghastly Age, and in any case it is wrongly thought to be far less dangerous than the diseases it is used to treat.

- A dose of medicinal mercury inflicts 1 point of Permanent Damage to all Basic Abilities, inflicts 1 point of Lethal Damage, and increases Perversity by 1 point.
- The patient receives an additional Constitution Saving Throw to stop the course of whatever contagious disease they are currently suffering.
- Mercury has no effect whatsoever on noncontagious diseases and disorders, or on Hydrophobia (Rabies) and Leprosy.
- Those who receive medical mercury treatment will experience disorientation, melancholy, clumsiness, and profuse salivation. Additionally, the patient's teeth will eventually turn black and fall out, along with their hair.

Bleeding

Doctors in the Ghastly Age believe that illnesses are cause by imbalances in bodily fluids, and therefore health can be restored by removing bodily fluids (or "humors"). Consequentially, they use leeches, knives, and other contrivances to bleed patients in an effort to restore the balance.

- Controlled medical bleeding removes 1 pint of blood per Turn. Every pint lost past the first causes the loss of one-third of the subject's Hit Points, plus the Temporary loss of 2 points of Constitution. Bleeding has absolutely no curative effect or other benefit, but doctors will usually insist upon inflicting it upon anyone in their care.
- The practice of medical bleeding obviously provides Vampyres with a perfect cover for feeding!

Addiction

Characters who take a dose of a drug daily will suffer Addiction. Addicts eventually stop experiencing both the positive and negative effects of a drug, unless they increase the dosage. Of course, the addict will eventually become habituated to the higher dose, and thereafter require an even greater dose to be affected by the drug. Naturally, the dosage used by an Addict is an Overdose for a casual or first-time user.

As general rule, a character can take a dose of a drug each day for as many consecutive days as his Constitution score, before becoming Addicted. Certain drugs, particularly Opium, can become addictive in a much shorter period of time.

If an Addict doesn't take her usual dose of a drug, she will become subject to Withdrawal, which inflicts the Affliction "Sick", just as if the character had a disease. Just like having a disease, a character experiencing Withdrawal must thereafter Save versus Constitution each day. If they succeed, they beat their addiction and cease experiencing the ill effects of Withdrawal.

Ordinary, or *Mild*, Withdrawal inflicts no other disability than the "Sick" Affliction. However, certain drugs (such as from Opium) inflict *Severe* Withdrawal. Much like being inflicted with a Severe disease, Severe Withdrawal inflicts 1 Hit Point of Lethal Damage and 1 Point of Temporary Constitution Damage per day, in addition to the Affliction "Sick".

Since Addiction is a disease, it be cured by such Preternatural Effects as *Remove Disease*.

Optional rules for the effects of various drugs available during the Ghastly Age can be found in the **"Ghastly Affair Presenter's Manual"**.

Surgery

The Ghastly Age possesses only the most rudimentary knowledge of surgical techniques.
- Surgery inflicts 1d6 points of Lethal Damage.
- At the end of surgery, the surgeon can administer First Aid (if the patient survives).

A complete discussion of the different types of damage a character can suffer will be found in the section Damage and Death located in Chapter 5: Danger!

SEDUCTION

The distinguishing characteristic about sexuality in the Decadent Era is the disconnect of professed morality and actual behavior. The supposed ideal of virtue promulgated by the clergy conflicts with the ubiquitous practice of vice. Young daughters are admonished to chastity by fathers who squander the family's money on whoring. Known adulteresses are shamed and ostracized by matrons who are pursuing their own affairs with young admirers. Few people actually wait until marriage before becoming sexually active, but women can purchase small blood-filled bladders to fake virginity.

During the Bloody Era, some societies that have undergone anti-monarchical revolutions may pretend to practice classically-inspired virtue. The most fashionable woman, however, wear gowns of semi-transparent muslin with necklines so low as to leave the entire upper half of the breasts bared. If anything, the clothing of the Bloody Era makes casual sexual encounters even easier to accomplish than during the Decadent Era. Up to 40% of births occur out of wedlock in some places, and the salons, clubs, and theaters of the Bloody Era are places of non-stop erotic intrigue.

Throughout the Ghastly Age, the upper classes and nobility treat sex as a sport. Often married at a young age to partners they loathe, both men and woman of the noble class pursue frequent affairs. It is usual for upper class and noble men to be extremely open about their mistresses. Some go so far as to move their lovers into the family home! Noble women, on the other hand, cannot usually be seen publicly cuckolding their husbands; they still take lovers, but generally need to be discreet. On the other hand, in some places an upper-class married woman is socially expected to have a young man (called a Cicisbeo) who escorts her to social events. An upper-class man who is publicly confronted with evidence of his wife's sexual infidelity may feel socially compelled to challenge the other man to a duel of honor. However, it is not unknown for him to actually be quite tolerant of his wife's lover, if the other man happens to be a famous poet or beloved war hero.

The Method of Seduction

A Seduction is accomplished by a Contest of the seducer's Charisma versus the target's Wisdom.

- **Players cannot Seduce each others' characters by rolling dice.** Any such attempts should either be Role-Played (if the *entire* group is comfortable with it), or else simply declared by the target to have been successful or unsuccessful.
- A Seduced character will view the Seducer's next request in the most favorable light, and agree to engage one activity which they would otherwise regard as immoral.
- True Innocents who are Seduced will *not* gain in Perversity as a result of actions performed while under the Seducer's influence.
- Dim light grants a seducer a +2 Bonus.
- Libertines enjoy a +1 Bonus on all Seduction attempts, and can maintain the positive feelings from a seduced person for up to a month!

Seduction or Romance?

Seduction is an act of manipulation, not love. Seduction will often look like romance, but the essential quality of a seduction is that the seducer does *not* love their target. Seducers gain none of the Bonuses of True Love.

Libertines and True Innocents

Libertines and True Innocents share an intense attraction-repulsion complex that can be explored whenever both Classes occur in a circle of Player Characters. Even if their sexual orientations preclude a romantic attraction, a Libertine might always be trying to Seduce the True Innocent into immorality, and the True Innocent might always be trying to redeem the Libertine.

In late 18th Century Venice it was socially expected for a man to be friends with his wife's lover. Of course, it was also expected that he would have his own mistress.

Whenever possible, the other character in a Seduction should be a SPC controlled by a Player's current romantic partner, especially if the Seduction is role-played rather than simply determined by Ability Checks. The Presenter must never create situations where a PC must respond positively to another character's sexual advances. There must always be another way to advance the story.

SNEAKING AND SUBTERFUGE

Stealth Sequences

Hiding and other forms of subterfuge count as common actions (and are played out in 10-minute Turns) only when there is no immediate hazard involved. Once a situation involves Danger, game play should immediately change to 10-second Rounds.

Each Check made during a sequence of Stealth or Subterfuge should indicate success for a single 10 minute Turn, or against a single person (as convenient or appropriate).

When a Player Character is attempting to maintain a disguise or remain unseen, the Presenter should make all relevant die rolls. The Player should not know whether or not they have succeeded, until others take appropriate actions.

Tracking

Tracking a subject generally requires a Wisdom Check, subject to a -10 Penalty if the would-be tracker is untrained in the technique. A creature can be tracked only in situations where it could leave possible evidence of its passage, and then generally only if it passed by no more than 6 hours ago. Environmental conditions can modify the Check:

- Deep snow or mud grants a +2 Bonus.
- Travel through an infrequently traversed area grants a +2 Bonus.
- High Wind or rain inflicts a -2 Penalty.
- Travel through a busy area inflicts a -2 Penalty.
- Demon Hunters receive a +1 Bonus when tracking supernatural or monstrous prey.

Tailing a Target

There are times when Characters will want to follow others while remaining undetected. Generally, this can be done with a Contest of the follower's Dexterity versus the target's Wisdom.

- Each successful Check allows the Tailing Character to remain unseen for a Turn, but also keep the target in sight.
- A failed check can mean either the follower loses sight of the target, or worse, has been seen.

Hiding

Hiding requires a Dexterity Check. Dim lighting conditions and drably-colored clothing are assumed.

- If someone is either observing or actively looking for the character while they are trying to Hide, it forces a Contest of the hider's Dexterity versus the observer's Intelligence.
- Bandits and Libertines receive a +1 Bonus when attempting to Hide.

Disguises

Disguises can be donned for many reasons, from frolic to fraud. Because so many opportunities are legally and socially denied to females, many women disguise themselves as men. Likewise, dressing in drag (or *en travesti*) is common on stage, and at Masquerade balls.

- Creating a successful disguise requires a Dexterity Check.
- Attempting to convincingly disguise oneself as the opposite gender inflicts a -4 Penalty on the attempt.
- Trying to look like a specific person inflicts a -8 Penalty on the attempt.
- Libertines receive a +1 Bonus when attempting to disguise themselves.

TORTURE AND TORMENT

Official use of Torture as a method of interrogation is declining during the Ghastly Age, with only the most backwards countries still employing such horrors as the rack, iron maiden, or strappado. While in previous times one could be tortured to obtain a confession for any crime, the trend is towards abolishing official sanction for such practices. Nonetheless, flogging is common as a punishment aboard sailing ships, and certain wicked Libertines engage in Torture for no purpose but their own twisted amusement.

- The torturer makes a Dexterity Check. If unsuccessful, the torturer inflicts 1d6 points of Lethal Damage per Turn. If successful, the torturer can choose how much Damage to do (up to 6 points + Damage Bonus), and whether to make it Lethal or Nonlethal.
- The victim receives the Affliction "In Pain".
- The Torture victim makes a Wisdom Check, with a -3 Penalty due to the pain. If unsuccessful, the victim will tell the torturer whatever they think the torturer wants to hear, regardless of its truth. If successful, the victim can choose to tell the truth, lie, or stay silent.
- Torture almost always produces unreliable information and outright lies. It serves no purpose but to gratify the sadism of those who order and perpetrate it.

*Note: Torture is one of the subjects that will frequently be part of Players' list of Forbidden Topics. We repeat that in any case Player Characters must never be subjected to sexual violence of any kind, or be subjected to any sexually humiliating tortures. The Presenter might (if **every** Player has consented beforehand) create situations where the threat of it occurs, but something **must always** happen to prevent it from actually taking place. Nor should the Presenter ever describe such acts in progress. However true to the genre the Presenter may think such scenes are, there is **no** way to present them that will not be horribly offensive.*

TRAVEL

Travelers during the Ghastly Age can encounter all kinds of obstacles, from poorly-maintained roads to Highwaymen. Most roads are little more than deeply-rutted dirt tracks that turn into nearly-impassable mud after storms. Well-constructed roads have been recently built in some places, but are subject to tolls for their use. On such a toll road, a turnpike gate or guard will be encountered every 4 – 6 miles, barring further passage until a toll is paid. Tolls average about 2p per rider, or 50p per carriage. Badly maintained roads will be usually free, but travelers wishing to save money by traveling on them must accept longer travel times and a much higher the risk of encountering Bandits. Of course, even some bad roads will have turnpikes erected on them. It is usual for those who can manage it (and are not frightened to do so) to attempt to travel around the turnpikes on the toll roads, although such actions are usually illegal.

Upper class people will spend much of their time traveling to each others' homes, for balls, masquerades, and unannounced visits. It has also become fashionable recently to visit old ruins and scenes of great natural beauty. Middle class people will also travel, although less frequently. Lower class folk will seldom travel outside of their village or urban neighborhood, unless their job necessitates it.

It is considered socially unacceptable in most areas for a woman to travel outside town without an escort. Those who do so will often be assumed to be prostitutes. Woman who elect to travel alone may disguise themselves as men.

In some places (such as post-Revolutionary France), travelers will be legally required to carry passports describing themselves and their destination, both to travel abroad and between towns. The forgery of such passports is common.

Travel Rates

- Carriages & Carts: 5 miles per hour. Average rate of travel will be 30 miles a day, but 60 miles can be done on a good road with a change of horses.
- Foot Travel: 1 mph off-road, 1.5 mph on bad roads, 3 mph on good roads. Total distance for a full day's travel (including rests and stops to take care of bodily functions) will average 5 miles over rough terrain, 10 miles on bad roads, and 20 miles on good roads.
- Horseback: 4 mph. A ridden horse travels an average of 30 miles per day.
- Watercraft: Sailing craft average 120 miles a day.

Weather and Environmental Effects

- **Cold** temperatures inflict 1 point of Temporary Constitution Damage and 1 point of Nonlethal Damage per hour, unless the character is near a fire or dressed properly for the weather. Unprotected exposure to temperatures well below freezing inflicts 1d6 points of Nonlethal Damage per Round, plus 1 point of Temporary Strength, Dexterity, and Constitution Damage. A Constitution Save will allow a character to avoid any Ability Damage. Remember that every 5 points of Nonlethal Damage also inflicts 1 point of Lethal Damage.

- **Fog and Mists** obscure vision, inflicting a -2 Penalty on artillery attacks, and any Check that involves perceiving details. Especially **heavy fog** limits vision to 5' in any direction, beyond which objects are effectively invisible.

- **High Heat** inflicts 1 point of Nonlethal Damage per hour, unless the character stops every hour to rest in the shade and drink water.

- **Lightning** strikes are extremely rare in the real world, but somewhat less rare in a world predicated on Gothic tropes. Being struck with Lightning inflicts 1d6 points of Lethal Damage per strike, plus 1 point of Temporary Strength, Dexterity, and Constitution Damage. A successful Dexterity Save means the character has avoided the Ability Damage, but not the Hit Point Damage. Also, a Lightning Strike will ignite any easily inflammable materials, subjecting them thereafter to Fire Damage.

- **Moonless Nights** create total darkness, unless the characters have artificial sources of light. Characters in total darkness suffer a -4 Penalty on all Ability Checks that rely on vision.

- **Quicksand** requires that a person Save versus Dexterity or fall in. Once a victim falls into Quicksand, the correct thing to do is stay as still as possible, and have another person help them out. Anyone stuck in Quicksand who makes quick movements will suffer 1d6 Lethal and 1d6 Nonlethal drowning Damage as the they are pulled under.

- **Rain** of moderate intensity and above inflicts a -2 Penalty to all physical actions. Characters who continue to wear wet clothes continue to suffer the Penalty, until they dry out. Guns become useless if their gunpowder gets wet.

- **Winds** above 30 miles per hour decrease Speed by 2 (except in the case of ship sailing with them), and inflict a -2 Penalty on artillery weapons. Gale force winds (above 50 mph) make effective forward movement impossible, and inflict a -4 Penalty on artillery weapons. Strong hurricane winds (above 100 mph) additionally inflict 1d6 points of Nonlethal Damage to creatures and structures per minute of exposure. Tornado force winds (above 150 mph) destroy wooden structures, uproot trees, and lift small ships!

WORKING TOGETHER

Two or more characters or creatures can effectively combine their Strength to accomplish physical tasks that would would be beyond any of their individual abilities.

- The beings that are Working Together add their Strength scores together.
- Any Strength <u>Check</u> or <u>Contest</u> is made using the new combined Strength score, for as long as the beings are Working Together.
- For example, two average people with Strength scores of 9 are together just as strong as a man with an 18 Strength. Two men with Strengths of 18 have an effective Strength of 36.
- Only Strength scores can be combined. In fact, when a collection of people thinks as one the resulting gang is generally *less* intelligent than the individuals that make up the group!
- Characters Working Together can **lift** or **drag** up to 20 time their combined Strength score in pounds, carry a weight equal in pounds equal to 10 times their combined Strength plus 50, push 10 times their combined Strength in pounds, or **pull** a wheeled vehicle equal in weight to 40 times their combined Strength in pounds.
- A more complete discussion of the limits of Strength can be found in the **"Ghastly Affair Presenter's Manual"**.

DOWN-TIME *AND* DAY-TO-DAY EVENTS

After the end of an <u>Affair</u>, and before the beginning of a new one, characters experience Down-Time. During this time they are assumed to perform the ordinary, day-to-day actions appropriate to their occupation and social class. For example:

<u>Bandits</u> are assumed to be out casing new jobs, performing petty robberies, and carousing.

<u>Demon Hunters</u> will spend their time investigating new leads concerning the whereabouts of evil creatures, collecting and reading books about their prey, and practicing with their weapons.

<u>Everymen</u> pursue their professions, such as making horseshoes (if they are blacksmiths) to taking care of their children (if they are housewives).

<u>Grave Robbers</u> of the ordinary sort watch graveyards, keep an ear out for the funerals of the wealthy, rob graves, and process corpses for delivery to customers. Upper class Grave Robbers (such as "Anatomists" and "Antiquarians") will often spend their time lecturing and writing books about their scientific pursuits.

Gypsies wander the roads, underline entertain non-gypsies, sell trinkets, and possibly perform minor thefts and scams.

Libertines are assumed to do such things as cultivating new lovers, patronizing brothels, and reading pornography. They also may create art, visit opium dens, and shop for ever more luxurious attire.

Mad Scientists will create, attract, feed and care for Monstrous Servants; recharge, clean, and experiment with Mad Inventions; and otherwise indulge their peculiar insanities.

Magicians peruse grimoires, track down sources for rare herbs and stones, perform astrological calculations, and sometimes consult with clients desiring simple services of an occult nature.

True Innocents read wholesome, inspiring, and holy literature; perform works of charity and benevolence; and try to avoid the persistent attention of Libertines.

Lower class people in general must spend most of their time working, even if their "work" consist of criminal activity! What time they don't spend working, they usually spend drinking heavily and gambling. Lower class people almost never travel, except when their work compels them.

Middle class people will also work much of most days, but have enough money to also attend plays and concerts, hold small salons, and travel occasionally. The urban middle class often frequents coffee houses, where they may discuss topics ranging from art to politics. Middle class people will usually have stable family lives, although it is common for men to discretely visit brothels. Middle class households usually have one or two servants.

Upper class people generally lead lives filled with parties, love affairs, constant entertainment, and frequent travel, leaving the administration of their fortunes to others. Upper class people send each other vast amounts of mail, and the art of letter writing is highly developed. The hosting of visitors is also constant feature of upper class life. Upper class people always have retinues of servants who actually look after the children, and keep the households running. On the other hand, some upper class people are actually dour misers, living lives as filled with toil as the most penniless porter, and as erotically uninteresting as that of the most repressed burgher's wife.

It should be remembered that social class during the Ghastly Age is a matter of birth, as well as money. Many noble families are in fact relatively impoverished, but compelled by social convention to maintain a lifestyle they actually cannot afford. Conversely, many people who are only considered middle class are wealthier than the old nobility.

Every character is assumed to see their family (if they have one), eat and drink to the level that they can afford, pursue the entertainment they prefer, and generally try to live as normal a life as possible. Naturally, strange events will eventually occur, engulfing the characters in yet another Affair!

Playing Out Down-Time

The point of Down-Time is to set the characters up for an <u>Affair</u>. Often, it is acceptable (and even advisable) to simply end a Game Session once an Affair reaches its conclusion, and begin the new Affair at the next session. In such a case, the Presenter simply tells the Players how much in-game time has elapsed at the session, and immediately sets up the first scene of the story. Other times, a group may want to devote some time (or even a whole Game Session) to chronicling their lives in-between Affairs. Perhaps a Player wants their character to find love and get married. Maybe a character buys some property, or otherwise attempts something significant. In such a case, Down-Time should be played out.

Down-Time can be played out in the following way:

1. The Presenter decides how much time each Turn of Down-Time will represent, whether a day, a week, or a month. Generally, the longer the in-game time until the next Affair, the more time each Turn of Down-Time should represent. As a general rule, Affairs should occur about once every in-game season, and each Turn of Down-Time will a represent a week of the time in-between.

2. The Presenter can first relate any common news or rumors involving the wider world, such as the result of an election, the outcome of a battle, or the verdict of a scandalous trial.

3. The Presenter then asks each Player in turn if their character is doing anything significant during the period in question. If they say "no", the Presenter can go onto the next Player. A character can do or buy anything appropriate to a person of his wealth and social class.

4. Alternately, or in addition, the Presenter can decide upon a life event that will affect the character. The Player is then given a chance to decide how their character reacts to the event. The Presenter should be careful not to highhandedly kill off important figures in a Player Character's background during Down-Time, unless the Players consents.

5. The Presenter should remind the Players that if any of their characters have lost Hit Points or contracted <u>diseases</u> they will need to <u>rest in order to heal</u>. Alternately, the character might healing by preternatural means, the consequences of which may lead directly to another Affair!

6. If a character performs an action that can possibly fail with significant consequences, it should be resolved with an appropriate <u>Ability Check</u> or <u>Contest</u>. The Presenter should give the Player a short narrative about the results of such actions. If any situation lends itself to being Role-Played out, it should be.

7. All throughout Down-Time, the Presenter should also be inserting hints and hooks concerning the next Affair. The use of rumors is a particularly useful way of setting up a coming story. If the Presenter does not have an Affair already in mind, Down-Time is a great time to formulate ideas for one. The Presenter should pay attention at what the characters are doing, and think of terrible, unforeseen, and dramatic consequences. For example, if a character indicates they are purchasing an old manor house, the Presenter can then decide that the cellars are haunted by the ghosts of young girls who were tortured and murdered there. In a game called "Ghastly Affair", disaster will lurk around every corner!

The pace of game play during Down-Time is apt to be much more relaxed and informal than during an actual Affair. Presenters should remember this important rule: **Nothing should ever happen in Down-Time that would physically endanger a character, unless the character's actions make it a necessary consequence.** The Presenter should never simply say, "Your character was exposed to the Plague; Save versus Constitution or contract it." If the Player has their character go work with Plague victims, however, calling for such a Saving Throw might be appropriate. In general, however, a Player is justified in not wanting their character to die in a unceremonious manner detached from any story.

Common Daily Events

The following are life events that a character of a particular social class might be expected to experience.

Common Events in a lower class life:
- Marriage of a friend or family member
- Severe illness of a family member or close friend
- Death of a family member or close friend
- Birth in the family, or to a close friend
- Family member or close friend loses job
- Arrest of a family member or close friend
- Family member or close friend is the victim of a crime
- Friend or family member is conscripted
- Friend or family member loses home
- Friend or family member takes up a life of crime
- Opportunity to steal a small sum of money or some food
- Attending a boxing match, animal fight, or execution

Famed French salonnière Madame Helvétius was also renowned for the eighteen Angora cats that she maintained in her home. Her Salon attracted most of the leading figures of the French Enlightenment, who presumably had no allergies.

Common Events in a middle class life:

- Marriage of a friend or family member
- Severe illness of a family member or close friend
- Death of a family member or close friend
- Birth in the family, or to a close friend
- Family member or close friend loses job
- Arrest of a family member or close friend, probably justly
- Family member or close friend is the victim of a crime
- Letter arrives from far-away friend or family member
- Friend or Family member is committed to the madhouse
- Family servant is revealed to be a thief
- Character receives a business proposition
- Visit to the tailor to have new clothes made
- Attending a dramatic performance
- Visiting a museum or zoological gardens
- Dinner at a restaurant

Common Events in an upper class life:

- Arrival of one or more letters filled with scandalous gossip, and descriptions of distant places
- Marriage of a friend or family member
- Severe illness of a family member or close friend
- Death of a family member or close friend
- Birth in the family, or to a close friend
- Unexpected visitation by friends or family
- Invitation to a party, masquerade ball, or other gathering
- Family member or friend commits serious social *Faux Pas*
- Artist approaches the character or their family for patronage
- Particularly pretty/handsome servant joins the household
- Character is approached by a potential new lover
- Friend or family member's carriage is held up by a gang of Highwaymen
- Family member is revealed to be a criminal (although probably won't suffer any consequences unless their victim was also upper class)
- Visit from a *modiste* or tailor in one's home
- Invitation to join a secret society
- Attending a dramatic performance
- Visiting an art exhibition
- Dinner at a private club

CHAPTER 5: *Danger!*

S.A. Kaelin

WHEN DANGER OCCURS...

When dangerous and suspenseful events occur, game time switches from being measured in 10 minute **Turns** to 10 second **Rounds**.

If a character's life depends upon the outcome of the event, or there will be serious consequences for failure, actions are played out in in Rounds rather than Turns.

The most common types of **Danger** in the game are Chases, Fights, and Escapes. The procedures that follow are suggested techniques for playing out such suspenseful and exciting sequences. In essence, they are formalized techniques for handling Ability Checks and Ability Contests in times of Danger. If you want detailed rules for resolving the most common situations that can threaten characters, they are enumerated in this section. If you don't want or need such detailed rules, don't use them.

If the Presenter doesn't remember or want to use the exact method outlined in this Chapter to resolve a situation, they can simply use whatever Ability Check or Ability Contest seems appropriate at the time. Don't kill suspense or disrupt good Role-Playing to look up a rule in a book. If any outcome seems obvious, with no possibility of any other result, the Presenter can simply declare that the event occurred. The rules that follow are for the benefit of those who like having set procedures for handling certain situations.

In all cases, common sense and good judgment must be the final rule. Always, drama and excitement should take precedence over realism.

DAMAGE *AND* DEATH

Characters can suffer three different types of damage: **Lethal Damage, Nonlethal Damage,** and **Ability Damage.**

Lethal Damage is inflicted by Lethal <u>weapons</u> such as guns and swords, or <u>hazards</u> such as fire and acid.

- Each successful attack with a Lethal weapon or hazard subtracts points from the victim's Hit Points (usually 1d6, plus a possible Damage Bonus).
- When Hit Points fall below 1, it indicates the character is Incapacitated and helpless.
- Incapacitated characters with 0 or fewer Hit Points must <u>Save</u> versus Constitution each subsequent Round, or lose another Hit Point.
- If the Character makes a successful Constitution Check, they cease losing Hit Points.
- If Hit Points fall to -10 or less, the victim instantly dies.
- Lethal Damage will heal back at the rate of 1 point *per week* until Hit Points equal 6. Hit Points past 6 are restored at the rate of 1 per day.
- Hazards such as fire and acid might also inflict Ability Damage.

Nonlethal Damage is inflicted by objects that can knockout or wound, but which are not intended to be deadly. It is also suffered by <u>Magicians</u> who use <u>Incantations</u>.

- Nonlethal Damage is tracked separately from Lethal Damage.
- New Nonlethal Damage suffered is added to the current total.
- If the total amount of Nonlethal Damage suffered ever exceeds a character current Hit Points, the character is Incapacitated – either unconscious, or so bruised and hurt that they are unable to act effectively.
- Every 5 points of Nonlethal Damage suffered also inflicts 1 point of Lethal Damage.
- Nonlethal Damage heals at the rate of 1 point per 10 minutes spent resting or sleeping.

Ability Damage is subtracted directly from <u>Basic Abilities</u>. Ability Damage is not common, but when it happens it can be devastating. Ability Damage can be Temporary or Permanent.

- **Temporary Ability Damage** heals at the rate of 1 point per week.
- **Permanent Ability Damage** doesn't heal naturally at all, although the character could still subsequently improve the Ability when they <u>increase in Level</u>.

The anatomical sculptures of Honoré Fragonard (cousin of Rococo painter Jean-Honoré Fragonard) were popular in the late 18th Century. His works consists of flayed, embalmed corpses and human body parts artistically mounted and arranged.

INITIATIVE: *THE* FIRST CONSIDERATION *IN* DANGER

In times of Danger, the question of who acts first can be extremely important. Accordingly, **as soon as Danger occurs, the Presenter should determine Initiative.**

To determine **Initiative**:

- The Presenter flips a coin to determine which side acts first - the Player Characters, or their opponents.
- Characters and creatures on the side that wins Initiative then act in order of their Dexterity scores, from highest to lowest. In the case of two beings with the same Dexterity, simple roll a die or flip a coin to see who goes before the other.
- The side that lost Initiative declares their actions after the side that won, also in order of Dexterity.
- At the beginning of the next Round, the Presenter again flips a coin to determine Initiative, repeating the process with every Round of Danger.

Anybody that surprises a defender, attacks from behind, or cannot be seen by a defender, always wins Initiative for their side.

In Danger sequences, it is suggested that **the Player whose character acts first is allowed only 10 actual seconds** to decide what their character does, and that each subsequent Player must **immediately declare an action** when called upon, or take no action that Round.

MORALE

Few creatures will persevere in the face of certain death. A creature's **Morale** in times of Danger is determined as follows:

- Whenever a Creature or NPC is reduced to half (or fewer) of their original Hit Points they must make a special Charisma Check, also referred to as "Checking Morale" or a "Morale Check". Failure means that the Creature or NPC will immediately flee or surrender (as appropriate).
- Such wounded creatures must continue to make Morale Checks every Round, until they are no longer in Danger
- Creatures who have the Special Ability "Berserk Rage" will always fight to the death, however.
- Creatures who are Vulnerable to a specific type of attack or weapon must check their Morale every time it contacts them. For example, a Possessor Demon who is struck with an iron poker must check Morale or flee, even if it the creatures still has most of its Hit Points.

MORALE

- An <u>Asset</u> such as "Brave" will grant a +3 Bonus to Morale Checks.
- An <u>Affliction</u> like "Cowardly" will inflict a -3 Penalty instead.

Additionally, most non-supernatural Creatures, and Non-Player characters, must check Morale whenever they encounter undisguised Monsters, Revenants, Spirits, or any obvious <u>Preternatural Effects</u>.

- Those who fail the check will flee until they can no longer sense the supernatural creature or Preternatural Effect.
- Monsters, Revenants, Spirits, and humans such as <u>Demon Hunters</u>, <u>Magicians</u>, and <u>Mad Scientists</u> never need to make Morale Checks when confronted with the supernatural.

Player Characters never check Morale.

CHASES

Characters in Ghastly Affair will often be chased, whether by hungry animals, jealous spouses, or relentless evil spirits. Sometimes Chases will involve mounted riders, carriages, or even watercraft!

The side with the higher <u>Speed</u> will always win a Chase eventually, unless they somehow slowed down. A Chase scene ends in escape, <u>attack</u>, collision, or capture.

Determine how long a Chase will take with Speed Contests:
- First, determine the distance between the pursuer and the quarry. This the Lead.
- Every Round of pursuit is played out with a Speed Contest, made in the same manner as an <u>Ability Contest</u>.
- The weaker side tries to roll under their Speed rating, as modified by the Contest Penalty.
- If the two sides have the same Speed, flip a coin to determine who wins.
- If the pursuer wins, the Lead is reduced by feet equal to their Speed score.
- If the quarry wins, the Lead is increased by feet equal to their Speed score.
- If a character wishes to use an Incantation or Preternatural Power while engaged in a Chase, they must stop to do so.

Escaping a Pursuer

Unless they are clearly faster than their pursuer, pursued characters and creatures will not want to engage in a fair chase. Instead, they will want to either elude the pursuer through trickery, or put obstacles in the pursuer's path.

Eluding Through Trickery

The easiest way to elude a pursuer is to lead them into situation where there is a choice of paths.

- If the Quarry is out of sight, the pursuer will have to make an Intelligence Check to continue pursuit when faced with a choice of paths (unless pursuer has a non-visual way of detecting the quarry).
- Failing the Intelligence Check means that either the pursuer takes the wrong path, or will break off the pursuit due to confusion.
- Those who are chased through populated city streets can attempt to get lost in the crowd, forcing an Intelligence Contest.
- Similarly, when faced by pursuers who hunt by smell (such as wolves), a pursued character can force their pursuer to make an Intelligence Check to continue pursuit, by throwing down an item impregnated with the smell of the pursued.
- Likewise, many animals will stop pursuit if food is thrown down.

Throwing Down Obstacles

One way to escape a pursuer is to put obstacles in their path.

- Every Round that a pursued character or creature is being chased through terrain with movable objects in it, they can make an Intelligence Check.
- A successful Check means that they found an object that can be put in the pursuer's path, thereby slowing them.
- A pursuer who encounters such an obstacle will not be able to gain any ground on their quarry that Round.

Contact

If a pursuer is not evaded, obstructed, or outrun, they will eventually catch up to their quarry.

- The Round of contact between pursuer and pursued is usually played out as a Fight.
- If the pursued has their back turned to the pursuer on the Round of contact (and thus cannot see them), the pursuer gets a +3 Bonus on their attack Check.

Distance Covered During Chase Scenes

A being or object can move at a maximum rate in feet per Round equal to their Speed rating times 20. Thus, an average running person with a Speed of 9 can cover up to 180 feet in a Round, or 18 feet a second.

ESCAPES

Characters may find themselves in situations where they are held, bound, or imprisoned. They may need to take advantage of a brief opportunity to escape their bonds and flee. Often, Escape is a matter of life and death.

Escaping When Held

A character who is being Held by another character can attempt to break free each Round with a Strength Contest.

- As usual, the weaker character makes a Strength Check, with the usual Contest Penalty.
- The Hold is either maintained or broken depending upon which character wins the Contest.

Escaping From Bonds

Usually, escaping from bonds such as rope or iron manacles is accomplished through deft manipulation and bodily contortions. Few people are strong enough to actually break such bonds.

- To escape from a knotted rope or tied fabric by twisting out of it, the character must succeed in a Dexterity Check, usually with at least a -2 Penalty due to the binding.
- To cut through a rope or fabric bond (with a previously concealed knife, for example) simply requires a Dexterity Check, unless only the feet (and not the hands) were bound.
- To escape from locked manacles, the character must pick the lock. The attempt is made with a Dexterity Check. Most people are completely untrained in lock picking, and therefore suffer a -10 Penalty. Lock picking also requires a pick of some kind, which could be as simple as a thick needle smuggled in the lock-picker's mouth.
- Breaking bonds is normally impossible, unless the bonds are extremely weak, rotted, or corroded.

Escaping From Prison

Characters may find themselves imprisoned, rightly or wrongly. Escaping from imprisonment can be the basis of an entire Affair, with every action played out. If the Presenter doesn't want to focus on the escape, they can use the following fast method to determine how long a character remains imprisoned:

- If the imprisoned character has guards or keepers, the character can make a Charisma Check daily to see if they were left an opportunity to escape that day.
- If the imprisoned character has no guards or keepers, they can make an Intelligence Check each day to find a way to escape that day.
- If the character has the opportunity to escape, they must win a Contest of their Dexterity versus the average Wisdom of their captors. Success means the escapee eluded notice, or defeated the measures taken to keep them imprisoned.
- If an escape attempt is failed, and the imprisoned character was being guarded, they must succeed at a Charisma Contest to fast-talk their way out of further punishment.

Getting Lost in the Crowd

Getting Lost in the Crowd is good way to evade a pursuer, or break off an unwanted social interaction.

- If there is a close or surrounding crowd, a character can try to lose themselves in it.
- If someone wants to find a character Lost in the Crowd, an Intelligence Contest occurs.
- The hiding character is either lost or found according to who wins the Intelligence Contest.

FIGHTS

Fights are of two kinds – **Hand-To-Hand**, and **Artillery**. Hand-to-Hand fighting is all combat between opponents that are within 20 feet of each other, regardless of the weapons used. Artillery fights are those occur at a distance further than 20 feet.

The Fight Round

A character can do any **one** of the following in a 10-second Round when Fighting:

- **Draw** and ready a weapon (if none is in hand), or change weapons.
- Make a **Hand-To-Hand Attack** any creature within 20 feet with any weapon, unless an obstruction prevents it.
- Make an **Artillery Attack** against any creature within their weapons range.
- **Change Position**.
- Prepare to **Dodge** the next oncoming attack.
- Prepare to **Block** the next attack.
- Run to and attempt to **Hold** any creature within 20 feet.
- Attempt to **Flee**.
- Try to create a **Preternatural Effect**.

To make a Hand-To-Hand Attack:

- Attacker makes a Dexterity Check. Alternately, an attacker using a bludgeoning weapon (such as a club) may choose to make a Strength Check.
- The Penalty for the Check is the defender's Armor Class.
- If the Check succeeds, the defender usually suffers 1d6 points of Lethal Damage, plus the attacker's Damage Bonus.
- An attacker cannot make a Hand-To-Hand attack if an obstruction prevents it.
- The attacker can take no other action that Round except to speak.

To make an Artillery Attack:

- The attacker must use a weapon capable of being thrown, fired, or launched.
- Obstacles on the ground are not a factor to an Artillery Attack, but the defender's **Cover** might be.
- Attacker makes a Dexterity Check.
- The Penalty for the Check is the defender's Armor Class.
- If the Check succeeds, the defender usually suffers 1d6 points of Lethal Damage, plus the Attacker's Damage Bonus.
- The attacker can take no other action that Round except to speak.

To Change Position:

- A combatant who wishes to Change Position (but not actually Flee) can move a distance approximately equal to to 2 times their Speed in a Round.
- Therefore, an average person can move approximately 18 feet in a Round, without unduly exposing themselves to danger.
- Unlike Fleeing, Changing Position does not grant attackers any Bonus.
- A character who Changes Position in a fight can take no other action that Round except to speak, losing the ability to effectively do anything else until the next Round.

Preparing to Dodge the Next Attack:

- Dodging improves a defender's Armor Class against the next attack.
- The increase in AC is equal to half the Dodger's Dexterity or Speed (rounded down), whichever is higher.
- A defender cannot Dodge if both their Dexterity and Speed are lower than their attacker's Dexterity.
- The dodging character can take no other action that Round except to speak, losing the ability to attack, flee, or effectively do anything else until the next Round. If they otherwise act before they are attacked, they lose the benefit of the prepared Dodge.
- Bullets cannot be dodged.

Preparing to Block the Next Attack:

- The defender must have a movable object to block with, such as a parrying weapon, a pot lid, or a small table.
- The defender makes a Dexterity Check.
- If the Dexterity Check succeeds, the object provides Cover, according to its size and materials.
- The defender can take no other action that Round except to speak, losing the ability to attack, flee, or effectively do anything else until the next Round. If they otherwise act before they are attacked, they lose the benefit of the prepared Cover.

To Hold an Opponent:

- The character that wants to grab and Hold another must select a victim within 20 feet.
- Obviously, to order to Hold another you must have at least one hand free.
- The Hold is resolved with an Ability Contest of the grabber's Dexterity against the target's Strength.
- If the Hold occurs, the victim can take no further physical actions but to break the Hold.
- If the Hold is averted, the perpetrator of the attempted Hold loses their action next Round.
- The victim can try to get free every Round with a Strength Contest (if held), or appropriate Ability Check (if bound, manacled, or otherwise restrained)
- No matter the result, anyone who attempts a Hold can take no other action that Round (except speaking).

To Flee a Fight:

- If not actually being attacked or targeted for attack, the character simply run away, covering a distance in feet equal to their Speed times 20. Thus, an average running person can cover up to 180 feet in a Round, or 18 feet a second.
- If the fleeing combatant is being targeted for an attack (hand-to-hand or artillery), then the attacker immediately makes their Attack Check.
- Anyone attacking a fleeing person enjoys a +3 Bonus on the Check.
- After suffering the consequences of any attack, the person trying to Flee can then run away at the above-mentioned speed.
- A combatant who decides to Flee cannot take any other actions that Round, except speaking. Or, more likely, screaming and crying!

To use Preternatural Effects in a Fight:

- A character engaged in hand-to-hand combat must win Initiative to use a Preternatural effect that Round.
- In all cases, the character must be able to complete creating the effect without being interrupted. For example, its generally impossible to perform a Ceremony, or even fulfill the terms of many Pacts, while engaged in a fight. An Incantation or Preternatural Power, however, can generally be effected if the user has the Initiative.
- The character creating a Preternatural Effect can take no other action that Round.
- Any successful attack on the character spoils the creation of the effect.
- Attacks on Magicians engaged in casting spells enjoy a +3 Bonus.

A **Duel** is a special kind of Fight, usually between only two combatants.

- Duels usually occur because one combatant feels that their honor has been tarnished by the other.
- A Duel runs like any other combat. The two sides roll Initiative, and take actions in the order indicated.
- Most Duels are not to the death, but deadly Duels do occur. Usually, the Duel ends when one side has taken damage, and thereby lost.
- Dueling characters can agree to do only Nonlethal Damage to each other.
- In a sport Duel or **Fencing Match** no actual Damage, Lethal or Nonlethal, is done. Loss of Hit Points in a sport duel only indicates which side is winning. When a fencer reaches 0 Hit Points during a match, it only indicates that they have lost the fight.
- Libertines are especially skilled at Dueling, since they are frequently challenged to Duels by the outraged spouses and relatives of their lovers. Libertines enjoy a +1 Bonus on all their Ability Checks when Dueling, and a +3 Asset Bonus if a desired lover is watching them.

Cover is enjoyed by characters hiding behind a sturdy object or structure in a Fight

- For every 10% of the defenders body covered by a material that cannot be pierced by an enemy's attack, such as **stone or thick metal**, the defender enjoys a **+2 Bonus** to their Armor Class. For example, a person completely hidden behind a thick marble pillar gets a +20 Bonus to their Armor Class against bullets.
- For every 10% of the defenders body covered by a material resistant (but not immune) to an enemy's attack, such as **wood** or **thin metal**, the defender enjoys a +1 Bonus to their Armor Class. For example, a person who is 50% covered by a wooden wall gets a +5 Bonus to their Armor Class against bullets.

Armor is not generally employed during the Decadent Era, although it is used in a limited way in the wars of the Bloody Era.

- The same formulas used to figure Cover can be used to determine the protective power of antique or improvised suits of armor.
- A **steel helmet** confers a a **+1 Bonus to Armor Class**.
- The **metal breastplate** (cuirass) worn by certain heavy cavalry troops (called *cuirassiers*) during the Bloody Era confers a **+3 Bonus to Armor Class.**
- A complete suit of **antique plate armor** confers a **+9 Bonus to Armor Class.** It also inflicts the Affliction "Encumbered".
- An antique shield adds a **+1, +2, or +3 Bonus to Armor Class,** depending on its size.
- Optionally, the Presenter can rule that armor is ineffective against bullets within 50 feet.
- The **whale-boned stays** worn by women confer a **+1 Bonus to Armor Class** against blades, but don't protect against any other kind of damage.

A Fight sequence ends when:

- All the combatants on one side are dead, incapacitated, have fled, or have surrendered.
- Neither side is able to continue.
- Both sides agree to stop fighting.

Non-Aggressive Actions in a Fight

It will often happen that a character is forced to decipher a text, disarm a trap, bind a wound, or otherwise do something non-aggressive while a fight rages around them.

- If a character is in the midst of a fight, but also concentrating on something other than attacking or defending themselves, attacks on them enjoy a +3 Bonus.

Remember that combatants can still speak and negotiate while fighting.

Hazards

Hazards that can potentially kill characters include acid, being in a collapsing building, drowning, exposure to extreme cold, falling, fire, being hit by heavy objects, lava, lightning, poison, and inhaling smoke.

In general, most hazardous events or substances can be treated just like any other Lethal attack, inflicting 1d6 point of Lethal Damage per incident or Round of exposure. Falling Damage is 1d6 Lethal per 10 feet fallen.

If the Presenter wants a more detailed and dangerous method for dealing with Hazards, they can use the following:

Acid inflicts 1d6 points of Lethal Damage, plus 1 point of Permanent Damage to Charisma, Strength, Dexterity, and Constitution, for each splash or Round of exposure. A character can make a Dexterity Save to avoid the Ability Damage, but not the Lethal Damage.

Collapsing Buildings inflict 1d6 points of Lethal Damage per Round to each person trapped inside. A successful Dexterity Save negates all Damage for that Round.

Drowning inflicts 1d6 point of Lethal Damage *and* 1d6 point of Nonlethal Damage per Round. Remember that every 5 points of Nonlethal Damage inflicts an additional 1 point of Lethal Damage.

Extreme Cold from natural sources inflicts 1d6 points of Nonlethal Damage per Round, plus 1 point of Temporary Strength, Dexterity, and Constitution Damage. A Constitution Save will allow a character to avoid the Ability Damage. Remember that every 5 points of Nonlethal Damage also inflicts 1 point of Lethal Damage.

Falling inflicts 1d6 points of Lethal Damage, plus 1 point of Temporary Damage to Dexterity and Speed, per 10 feet fallen. A successful Dexterity Save will negate the Dexterity and Speed Damage, but not the Lethal Damage.

Fire inflicts 1d6 points of Lethal Damage per Round, plus 1 point of Permanent Charisma, Dexterity, and Constitution Damage. A successful Dexterity Save means the character has avoided the Ability Damage, but not the Lethal Damage.

Heavy Objects inflict 1d6 points of Lethal Damage per 5 pounds of weight, per 10 feet fallen. A 25 pound weight falling from 20 feet therefore inflicts 10d6 Damage. A successful Dexterity Save will usually allow a person to dodge a falling object.

Lava inflicts the same Damage as fire, but per *second*. Therefore, every full *Round* of exposure to lava inflicts 10d6 points of Damage, plus 10 points of Permanent Charisma, Dexterity, and Constitution Damage.

Lightning inflicts 1d6 points of Lethal Damage per strike, plus 1 point of Temporary Strength, Dexterity, and Constitution Damage. A successful Dexterity Save means the character has avoided the Ability Damage, but not the Lethal Damage. Also, a Lightning Strike will ignite any easily inflammable materials, subjecting them thereafter to Fire damage.

Poisons generally force a victim to make a Constitution Save or suffer 1d6 points of Lethal Damage and become incapacitated, unable to move on their own. Every Turn thereafter the victim must Save versus Constitution or suffer an additional 1d6 points of Lethal Damage. A successful Save halts all further Hit Point loss, and means the character can move under their own power again. Extremely virulent poisons can inflict 2d6 or more Damage with each failed Save. The Presenter can can rule that certain poisons inflict Ability Damage with a failed Save (instead of Lethal Damage), or have other dire effects.

Rotting Flesh creates a stench that causes all those Nearby (within 25′ indoors, or 50′ outdoors) to Save versus Constitution or suffer the Affliction "Nauseous". Nauseous Characters should suffer a -3 Penalty on all Ability Checks that require mental concentration or physical exertion. The nausea lasts until the Character leaves the Nearby area around the rotting flesh. Note that Characters with a Level in the Grave Robber Class are immune to nausea from rotting flesh.

Smoke Inhalation inflicts 1d6 points of both Lethal and Nonlethal Damage, per Round, plus 1 point of Temporary Constitution Damage. A Constitution Save will void the Constitution Damage, but not the Lethal or Nonlethal Damage. Smoke inhalation can be avoided by holding one's breath.

Hazards can combine their effects. For example, being in a burning building while it collapses will subject a character to simultaneous damage not only from Fire, but also the Collapsing Building, and Smoke Inhalation.

If the Presenter wants a faster-moving and more action-centered game, simply make most hazards inflict Lethal Damage, and don't apply the Ability Damage or other effects. The detailed rules for Ability Damage are meant to create an increased sense of danger, and replicate the disfigurements and scars sometimes evinced by Gothic characters. If they make your game less enjoyable, *don't use them.* If the Presenter means to apply all of the effects of a Hazard, and forgets, don't worry about it. Maybe fate was smiling on the the characters. In the world of Ghastly Affair, strange things happen all the time...

Weapons

Most deadly weapons in Ghastly Affair inflict a base of 1d6 points of Lethal Damage on a successful attack, plus the character's Damage Bonus. A knife in skilled hands is far more deadly than a sword in unskilled hands.

Certain weapons have special considerations that can add another level of verisimilitude to a game, if the group wants it. If your game focuses on tragic romances and deep Role-Playing, you probably don't need in-depth rules for weapons. If the characters are all ex-soldiers fighting back an invasion of Demons, a more detailed treatment of their weapons is appropriate.

Some common weapons of the Ghastly Age:

An **axe** is primarily used to hack at wood and rope, but boarding axes (used by sailors and Pirates) may have heads that are also intended to be used against people. In previous centuries, battle-axes could be double-sided, but the the hand axe of the Ghastly Age has only a small, single head (perhaps with a hammer or spike on the other side). A hand axe can be thrown as an artillery weapon, with a range of 25 feet.

A **bayonet** is a blade that can be attached to the barrel of a musket or rifle. Some bayonets are only intended to be affixed to a gun; others have actual hilts and can be used on their own.

A **blunderbuss** is short musket with a flared barrel. It is intended to fire a load of small metal balls at short range. The Blunderbuss grants a +2 Bonus on the attack Check when used on Nearby targets (within 50 feet), but the weapon cannot effectively attack targets further away. It takes a full minute (6 Rounds) to reload a Blunderbuss.

Brass knuckles are metal rings attached in a row, often with a stabilizing bar. A fighter slips his fingers through the rings and makes a fist around the bar. Brass Knuckles allow a person to do normal Lethal Damage with their fists.

A **bow & arrow** is most likely to be found in the hands of a primitive tribesman or sport archer. Bows have the advantage of speed over the guns of the Ghastly Age, but require more training to be used effectively. A typical bow of the Ghastly Age can be shot and re-drawn every Round, and has a range of about 300 feet. The more powerful longbows of previous centuries required training from an early age, and are no longer used anywhere.

A **bullwhip** is used to control livestock, and to torture people. Lashes from a bullwhip are a common naval punishment. A bullwhip inflicts 1 point of Nonlethal Damage per Round of successful use, and imposes the Affliction "In Pain" on its victim.

A **cannon** is obviously not going to figure in most fights, but character might find themselves on the wrong end of one. A light 5 lb cannonball (with a range of 1,500 feet) would inflict 3d6 points of Lethal Damage, while a 30 lb cannonball (with a range of 500 feet) inflicts 8d6 Lethal Damage (or more). Cannons can also be loaded with grapeshot or canister shot (inflicting 1d6 points of Damage on everybody in a 50 foot radius of the impact point).

A **cat-o-nine-tails** consists of a handle, to which are attached a number of short whips heads made of cord, leather, or tarred rope. The cat-o-nine-tails is only an instrument of Torture. It inflicts 1 point of Nonlethal Damage per Round of successful use, and imposes the Affliction "In Pain" on its victim. Some cat-o-nine-tails have pieces of sharp metal or glass embedded in their tails. Such weapons will do 1 point of Lethal Damage, in addition to inflicting pain.

A **club** can be fashioned from almost any piece of tough wood, although fine-quality clubs (such as a shillelagh made of blackthorn root) can be used in quite sophisticated ways.

A **cutlass** is a short, heavy sword with a single-edged curved blade. It is intended for use in navel warfare, especially for close-quarter combat when boarding ships.

A **dagger** is a long knife with a blade approximately 1 foot long. A dagger can be thrown as an artillery weapon, if it was made for that purpose. A thrown dagger has a effective range of about 25 feet.

Fists inflict 1-2 points of Nonlethal Damage. Certain character who are experienced in unarmed fighting (such as Gypsies) can inflict Lethal Damage with their fists, if they choose.

A **grenade** is a thrown bomb, generally with a 10 second (1 Round) fuse. The grenades of the Ghastly Age are not very reliable. A successful Dexterity Check means the thrower was able to lob the grenade to a place where its target will be when the device explodes. Whoever is next to the grenade when it explodes suffers 1d6 points of Lethal Damage, plus the thrower's Damage Bonus. Whether or not it is placed next to its target, an exploding Grenade inflicts 1 point of Lethal Damage to everyone within 50 feet. A grenade can be thrown 5 feet per point of the thrower's Strength.

A **knife** is any cutting tool with a blade under a foot in length. A blade as short as 3 inches long can be deadly in the right hands. Knives can be thrown as artillery weapons, although usually only knives specially made for throwing will reliably stick in a target. A thrown knife has a effective range of about 25 feet.
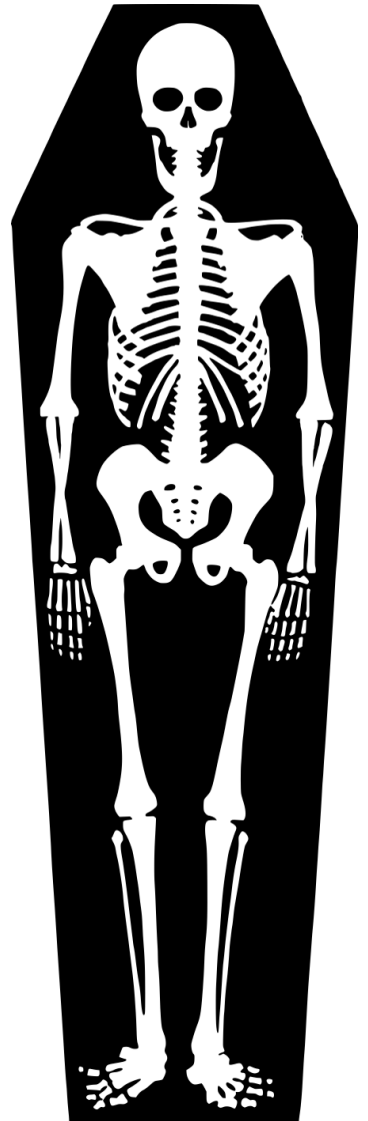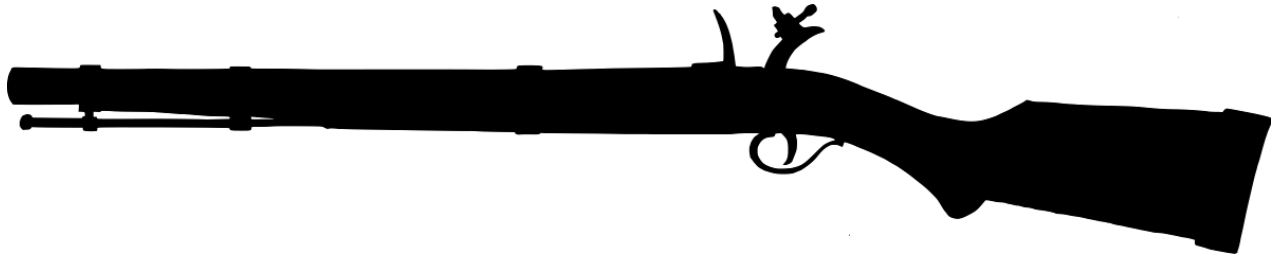
A **musket** is a flintlock gun 2 to 3 feet long, with a heavy wooden stock and smooth bore (inside of the barrel). Muskets are very inaccurate, but easier to use than the rifles of the Ghastly Age. Using a musket inflicts a -2 Penalty on the attack Check due to its inaccuracy, unless the target is with 50 feet. A musket can be re-loaded in 20 seconds (2 Rounds). Muskets are usually mounted with bayonets when used in combat. The maximum range of a musket is around 450 feet, but it can also be used as a club.

A **pistol** is a hand-held gun. Smooth bore pistols are essentially miniature muskets (with half the range), and (except for finely crafted dueling pistols) suffer a -2 Penalty on the attack Check due to inaccuracy. A special kind of pistol called a Dragon is essentially a hand-held blunderbuss, and grants a +2 Bonus against targets with 25 feet (but cannot hit targets beyond that range). Smooth-bore pistols require 20 seconds (2 Rounds) to reload, while Dragons require a full minute (6 Rounds).

A **rifle** is a flintlock gun similar in apparent to a musket, but with curved grooves inside the barrel that make shots more accurate. Rifles are commonly used by hunters and sharpshooters, while the musket is more of a regular infantry weapon. Because the grooves in the barrel get dirty and must be cleaned, rifles are slower than muskets. It takes a full minute to reload a rifle. Like muskets, military rifles are usually fitted with bayonets. The maximum range of a rifle is around 750 feet, but it can also be used as a club.

A **saber** is a single-edged sword with a curved blade 2 to 3 feet long, originally intended for use by cavalry, but also wielded by foot soldiers.

A **sap** is either a small cylindrical leather bag partially filled with lead shot, or a lead rod encased in leather. It is intended to knock out victims, and inflicts Nonlethal Damage.

A **spear** is essentially a knife on a pole. It can be used in hand-to-hand combat, or thrown as an artillery weapon. A type of spear called a Spontoon is still occasionally used by military units. The blade of a Spontoon features side projections that can be used to catch an opponent's weapon. Some military officers carry Spontoons as badges of authority, and to signal their troops.

A **stake & mallet** is most useful when fighting Vampyres. It is surprisingly hard to drive a stake through the sternum, so would-be Vampyre hunters are advised to wear their quarry down first in some other way.

A **sword cane** is a walking stick with a thin sword blade concealed in the shaft (which essentially a scabbard). The top of the cane is the hilt of the sword. The blade can be single or double-edged.

BURIAL ALIVE

On the great fears of the Ghastly Age was being buried alive. Many tales were told of exhumations where deep scratches were found on the inside of the coffin, and of Grave Robbers surprised when supposed corpses awoke. Additionally, most Vampyre Characters will need to dig themselves out of their graves on their first night of reanimation.

- Breaking a basic pine box from the inside requires a Strength Check. The confined space inflicts a -2 Penalty.
- Moving the stone lid of a sarcophagus requires a Strength Check. Heavy stone inflicts a -2 Penalty.
- If the box has been buried underground the character must Save versus Constitution each Round after awakening, or suffer 1 point of Nonlethal Damage.
- A character can dig themselves out of their grave at the rate of 1 foot per Round, but each Round they will also take Damage as if Drowning (1d6 points Lethal, and 1d6 points Nonlethal).
- Luckily for those Buried Alive (but not those who live around burial sites), graves are seldom deeper than 3 feet. In fact, many churchyards and burial grounds are so crowded that bodies are stacked one on top of another in the graves, with the uppermost barely covered with dirt.
- Paupers will often be buried without a coffin, in shallow unmarked graves.

THE POWER OF FAITH

In the world of Ghastly Affair, Faith is a powerful weapon against evil. It is therefore unfortunate that Faith and virtue are so vanishingly rare.

Anyone with Perversity of 6 or lower can attempt to use their Faith to ward off supernatural evil.

- In order to keep Evil at bay, a person must have and boldly present a symbol of their faith.
- The person engages in a Charisma Contest with the supernatural creature.
- If the person wins the Charisma Contest, the Evil being will recoil and move at least 25 feet away from the person.
- The repulsed Evil cannot approach the faithful person again until after the person has voluntarily moved out of visual range of the evil.
- If the supernatural being is a Spirit possessing a living body that is restrained from moving, the Spirit will be expelled.
- A Character can only attempt to repulse a creature once per encounter with it.
- Beings of supernatural Evil affected by Faith include Vampyres, Revenants, Werewolves (in Lupine Form), Evil Spirits, all Ghosts, and some Monsters. True Innocents receive a +1 Bonus when using Faith, if they can also keep from fainting!

REGARDING CHARACTER DEATH

The Gothic genre is focused largely on death and dying. In the course of playing Ghastly Affair, it is inevitable that certain Player Characters will die. Especially at lower Levels, any kind of fight can be extremely dangerous. Understandably, most Players will experience a certain amount of distress when they lose a beloved character. In the opinion of the author, the real possibility of character death lends excitement and purpose to game play, and should not be diminished. On the other hand, it is important that character death not be simply glossed over with the mere announcement that it has happened.

The death of a Player Character should be as dramatic, poignant, and romantic as the Presenter can make it. The Player who has lost a character should be the complete focus of game attention for at least a few minutes, as the Presenter describes the circumstances of the death. The character should always be given the opportunity to speak a few dying words if possible, and the Presenter may want to give the group a short recap of the character's in-game experiences by way of a eulogy. Including a description of a coincidental event such as a thunder strike, a owl's hoot, or the sudden appearance of a crow helps to increase the drama of the scene. The death can even be played for black comedy by increasing the dramatic elements to the point of absurdity! Remember that in a Gothic story, death need not be the end. Since most deaths in the game will likely fall under the description "unnatural", the Presenter may allow a human character to return as a Vampyre. Other options for characters to continue after death include turning them into Zoomorphic Revenants, or even Ghosts!

A Player whose character dies during a Game Session should not be made to sit and watch everybody else have a good time. Instead, the Presenter should ask the Player if they want to play any Non-Player Characters, Secondary Characters, or even Adversaries for the remainder of the Game Session. Some Players find that they particularly enjoy portraying the monsters that terrorize the other Players' Characters!

CHAPTER 6: *Money and Possessions*

SOME HISTORICAL CONSIDERATIONS ABOUT MONEY

Depending upon the location of the Saga, the Presenter may choose to employ monetary units other than the Penny. In addition, the Presenter may choose to employ other monetary units representing various values in Pence. For example, in 18th Century England the monetary units were:

12 Pence = 1 Shilling

240 Pence (20 Shillings) = 1 Pound

252 Pence = 1 Guinea

The English Penny itself was broken down into 4 Farthings, and 2 Half-Pence.

In France of the same period, the equivalent units (before the Revolution) were:

12 Deniers = 1 Sol (or Sou)

240 Deniers (20 Sous) = 1 Livre (or Franc)

1,440 Deniers (6 Livres) = 1 Ecu

2,400 Deniers (10 Livres) = 1 Pistole

4,800 Deniers (20 Livres) = 1 Louis D'or

The French monetary units were worth less than their direct historical English counterparts, so by the 1780's 1 Sol (once the equivalent of a Shilling) had become roughly equal in worth to half an English Penny. Thus, the exchange rate was about 10 Pence to the Livre. Accordingly, a small loaf of bread in France generally cost around 2 Sous.

Historically, if an item cost 520 Pence, in England its price in would actually have been expressed as 2 Pounds and 38 Pence, or 43 Shillings and 4 Pence. In France, the same item might cost about 52 Livres.

Of course, all this is still simplifying the matter, because coins and bank notes were issued in denominations that were multiples of the above units. For example, the French no longer even bothered to mint 1 Denier coins by the late 18th century. Also, the true value of a Louis D'or coin, for example, could fluctuate wildly depending on how much gold was put into a particular minting.

To avoid all the complications of historical money, the Ghastly Affair rules simply express prices in Pence, and allows the Presenter to translate those values into whatever system fits the needs of the Affair or Saga. Ghastly Affair is meant to replicate the events of Gothic novels - a completely accurate portrayal of late 18th century economics is not really the point.

If you want a rough guide to the value of the Penny in modern terms, the Penny of the Decadent Era was worth roughly 50 cents, while the Penny of the Bloody Era had declined to an approximate worth of 30 modern cents. A 1 Penny bun cost about 50 cents in today's money. Remember, however that most workers needed to survive on the equivalent of about 50 - 60 dollars a week.

In all cases, the actual value of coins was considered to be primarily in the amount of precious metals they contained. In general, 1 oz of pure silver was worth 80p, and 1 oz of pure gold was worth 1,020p. Paper bank notes were really certificates redeemable for a set amount of metal coins. Paper money was widely distrusted because it could be forged, and also because it had become common practice for banks and governments to print more paper money than was backed up by coinage.

The real-world British abbreviation for Pence was a lower case "d". Since that might create confusion in the game with the conventional abbreviation indicating the type of die to be rolled, (as in 1d20, etc.), the game instead uses the abbreviation "p".

Remember, information regarding money and prices are provided only for situations where it is dramatically important to role-play out purchases, and to serve as a guide to what and how much characters might own. Generally, the Presenter should simply assume that the Player Characters have access to any item appropriate to their occupation and social class.

The Comparative Worth of Some Late 18th Century Currencies

France (Pre-Revolutionary):
1 Sous = .5p
1 Livre = 10p
1 Ecu = 60p
1 Pistole = 100p
1 Louis D'or = 200p

France (Republican and Empire):
1 Centime = .12p
1 Decime = 1.2p
1 Franc = 12p

Holy Roman Empire (German States):
1 Pfennig = .2p
1 Groschen = 2.5p
1 Thaler = 30p
1 Reichsthaler = 60p

Italian States:
1 Soldo = .4p
1 Lira = 8p
1 Scudo = 56p

Russia:
1 Kopek = .85p
1 Rouble = 85p

Spain:
1 Maravedi = .3p
1 Real = 10p
1 Peso (Piece of Eight) = 80p
1 Escudo = 160p
1 Doubloon = 320p

Spanish coins were renowned for their pure metal content, and coveted by pirates. They were de facto international currency, particularly in the North American colonies. The Dollar of the United States was based directly on the Piece of Eight, and was originally pegged to the Peso's value.

GOODS *OF THE* GHASTLY AGE

The following price lists are meant to provide Players and Presenters with an idea of what is available for sale, and what a character might be expected to own. The given price assume the Decadent Era cost: if the Saga stretches from the Decadent Era to the Bloody Era, the Bloody Era prices (and incomes) will be 30% higher. Please note that even the basic comforts of life are economically out of reach for the majority of people. Hopeless, grinding poverty is a fact of life for most of the population anywhere, while the wealthy can surround themselves with objects of exquisite beauty. Lower class people must make, borrow, or steal almost everything they have, including enough food to sustain themselves. Also, there are usually laws regarding which social classes are allowed to own certain objects or clothing. Simply because one can afford to dress a certain way, doesn't mean one is legally permitted to do so!

Art, Jewelry, & Art Objects

Claude Glass
  (black mirror for appreciating landscapes): 12p
Fan, Lady's: 12 - 250p
Locket, Gold: 1,000p
Paste Gem Pendant: 250p
Pocket-watch: 500p
Portrait, Drawn: 1,000p+
Portrait, Pastel: 3,000p+

Portrait, Painted in Oils: 4,000p+
Ring, Gold: 750p
Ring, Jeweled: 2,000p+
Ring, Silver: 60p
Snuffbox, Decorated: 500p+
Sculpture, Bronze Monument: 10,000p+
Sculpture, Marble Bust: 5,000p
Watch, Silver: 1,100 p

Clothing

Note that the nations of the Ghastly Age are pre-industrial societies. There are no sewing machines, so all clothing has to be hand-sewn. Only a few items, such as hose and cloaks, are available pre-made (unless they are bought second-hand). Even the wealthiest noblewomen will know how to sew, and will spend free time making undergarments. Generally, clothing is custom fitted and sewn to order, necessitating either going to a tailor's shop, or (if one is upper class) a personal visit from a tailor or *modiste* (a woman who specializes in high fashion for ladies). People who care about their appearance consult fashion magazines, or wax dolls clothed in miniature versions of the latest fashions, before having their clothes made.

Clothing in the Decadent Era

The clothing of the upper classes in Sagas set during the Decadent Era is sumptuous, intricate, and frivolous. Wealthy men commonly wear breeches (with stockings), a shirt (often with ruffled sleeves), a waistcoat (often sleeveless), and a long coat (which may extend to the knees) over linen undergarments. Outfits can be quite colorful, although certain political radicals and intellectuals are

beginning to wear simpler cuts and duller colors. Upper class men are expected to wear white-powdered wigs. The tricorne hat is worn by most men, but the fashionably daring are beginning to wear the round hat. Shoes for everyday wear are low and fastened with large, ornate buckles, although high boots are worn when riding horses. The use of a walking stick is common in cities, because the uneven cobblestones necessitate a support.

Some well-off men take the frivolity of their clothing to the extreme, wearing wigs that can be two or three feet high, garish colors, and makeup similar to that worn by women. Sometimes called "macaronis", such men are often libertine in the their morals, and may affect effeminate manners.

The clothing of wealthy women is even more intricate than that of men. The basic article of dress is a colorful gown, closely fitted to the waist, but with the skirt flaring out in exaggerated fullness to the floor. The back of the gown can be gathered or loose, while the skirt is often a mass of intricately cut and gathered swags. The sleeves often flare from the elbows. Under the skirt of the gown is a petticoat, which is often visible. Under the gown and petticoat, boned stays (an early kind of corset) are worn, meant to give shape and support to the elaborate gown. Under the stays and next to the skin is worn a white linen chemise or shift. No other underwear is worn. Wealthy women often wear heeled shoes made of fine leather or even brocaded fabric, fastened with ornate

Some 18th Century fashion plates depict dresses made so the wearer could expose her breasts in a seemingly accidental way.

buckles. Wealthy women are known for wearing enormous and intricate coiffures. Their elaborate hairstyles are often wigs, but just as often they are created with the lady's actual hair piled atop a cushion or wicker framework, and held in place with pomade made from beef fat. Certain progressive woman are beginning to wear their hair in a more natural style, however, under a white cap. Fashionable women use copious amounts of makeup, powdering their faces very pale, applying thick circles of rouge, wearing bright red lipstick, and placing small, black silk beauty marks on their faces.

The clothes of middle class men and women are simply less ornate versions of those worn by the upper classes. Lower class men, on the other hand, wear an plain ensemble of shirt, jacket and breeches, usually made of rough cloth or leather. Lower class women wear a simple ensemble of petticoat and a basic bedgown, often with an apron. Poor people may not always be able to afford proper shoes, sometime simply wrapping their feet in cloth, or even going barefoot. The colors worn by lower-class people tend to be dull earth-tones derived from natural dyes.

Because it can take a fashionable woman up to two hours to get dressed, her morning *Toilette* is actually a social occasion. Once a woman has done whatever washing she is going to do and donned her undergarments, the remainder of the time will be spent chatting with visitors of both genders, gossiping, and attending to other business, all while servants put on the lady's clothing, dress her hair, and apply her makeup. Since men's clothing is simpler than that worn by women, a man's *Toilette* is shorter and more private.

Clothing in the Bloody Era

Woman's clothing of the Bloody Era is radically different from that of the Decadent Era. Inspired by the classical world, fashionable woman no longer wear intricate gowns. Instead they wear low cut, nearly sheer dresses with extremely high waistlines and short sleeves. Long gloves that cover most of the arm are worn when out. Plain white is the most popular color until the later years of the Era, even among upper class ladies. The stays have shrunk to little more than a means to increase the apparent size of the bust. Many women have discarded them altogether. Certain ladies go so far as the wear a pink bodystocking under the dress, for a nude illusion. Some even wet the dress slightly, so it will cling better to their figure. The elaborate hairstyles and wigs of the Decadent Era are also out of fashion, replaced by classically-inspired braids and curls involving the lady's own hair. Heavy face makeup is *passé*, and the "natural" look is desired. In cold weather, women wear long, sleeve-like mittens, muffs, shawls, cloaks, and overcoats patterned after men's apparel. Most woman will wear a hat or bonnet when out, but certain fashionably scandalous ladies may appear without one.

Mens' clothing has also changed, though not as drastically. Tricorne hats are now extremely unfashionable, and for informal wear breeches are giving way to trousers, often worn with high boots. Some men have begun wearing the short-brimmed top hat, while the bicorne is worn by military officers in uniform. Wigs are absolutely *passé*, and a fashionable man's hair is now cut short (and often styled to a tousled look). The coat is still long, but the bright colors of the previous era are no longer considered proper for a man. Military inspired clothing is becoming fashionable in some quarters.

Oddly, the servants of the wealthy (especially male servants) are apt to be outfitted in the costume of the previous Era, complete with wigs.

Remember that throughout the Ghastly Age, it is usual for people to change only their linen undergarments every day, and to wear the same outer garments for many days in a row. Clothing is generally so expensive and hard to clean that only the wealthiest people can afford to own more than a few outfits.

Clothing & Cloth Prices

Lower Class Man's Outfit: 250p
Lower Class Woman's Outfit: 300p
Middle Class Man's Outfit: 1000p
Middle Class Woman's Outfit: 5,000p+
Upper Class Man's Outfit: 1,500p +
Upper Class Woman's Outfit: 8,000p+

Cotton, Chintz, 1 Ell: 60p

Cotton, Plain 1 Ell: 56p

Damask, 1 Ell: 132p

Lace, Cheap, 1 Yard: 2p

Linen, 1 Ell: 40p

Linsey-woolsey (Linen-wool blend), 1 Ell: 65p

Muslin, 1 Ell: 35p

Satin, 1 Ell: 56p

Silk Brocade, 1 Ell: 850p

Silk, Figured, 1 Ell: 250p

Taffeta, 1 Ell: 96p

Wool, 1 Ell: 50p

Velvet, 1 Ell: 200p

Velvet, Gold Brocaded, 1 Ell: 2,900p

Fancy Trimmings For One Gown
(Lace, Ribbons, etc.): 500p+

1 ell equals approximately 45 inches. 15 – 30 ells of fabric are required for a lady's gown. 5 ells are used for a man's jacket, and 2 ells each for a man's breeches and waistcoat (vest). About a week is required to make a complete man's suit, with an average labor cost of 65p per day.

Banyan: 400p

Bedgown, Common Woman's: 125p

Breeches, Common: 45p

Breeches, Luxurious: 350p

Chemise, Common: 180p

Chemise, Fine: 750p

Cloak, Cheap: 50p

Dress, Bloody Era: 250p+

Gown, Lower Class: 80p

Gown, Middle Class: 360p+

Gown, Silk: 5,500p+

Hairpiece, Woman's: 100p+

Hat, Man's: 250p

Hat, Woman's: 300p+

Jacket, Common Man's: 150p

Jacket, Gentleman's: 500p

Jacket, Common Woman's: 300p

Jacket, Luxurious: 1,000p+

Masquerade Ball Costume: 2,000p+

Petticoat, Common: 50p

Petticoat, Luxurious: 3,000p+

Shirt, Cotton: 85p

Shoes, Common Leather: 65p

Shoes, Luxurious: 200p+

Stays: 70p

Stockings, Common: 35 – 70p

Stockings, Luxurious: 200p

Toque (hair cushion): 20p

Trousers: 350p

Undergarments Common Man's: 50p

Undergarments, Gentleman's: 90p

Waistcoat, Extravagant: 3,500p

Wig, Man's: 125 – 250p

Wig, Woman's: 200p+

Cosmetics, Drugs, & Medical Supplies

The attitude towards hygiene and personal grooming during the Ghastly Age is considerably different from modern times. Taking a full bath is infrequent among the upper classes, and lower class people may not bathe at all. However, the face, hands, feet, and intimate areas are washed every day. Upper class people wear copious amounts of perfume to cover up any body odor. People consider themselves clean as long as they change their linen undergarments daily. Depilation of body hair (using razors, pumice stones, and special creams) may be practiced by prostitutes, artists' models, fashionable upper class women who wish to look "classical" or "oriental", and men who dress in "macaroni" or "dandy" fashion.

Many people have smallpox scars. During the Decadent Age, fashionable woman fill in any pockmarks with putty, then cover them with thick makeup and small pieces of black silk. The makeup often contains lead and toxic chemicals, further degrading the complexion. By the Bloody Age, however, the use of cosmetics has been dramatically reduced, and it is no longer fashionable for woman to completely obscure their natural complexions.

It is not uncommon for noblemen of the Decadent Age to wear as much makeup as any woman, but in the Bloody Age such a man is ridiculed.

Since there are so many foul smells in the environment, the art of perfumery is highly developed. Naturally, the finest perfumes use rare and expensive ingredients, and are only available to the wealthy.

Medical instruments are often shockingly similar to carpentry tools. In fact, it is not unusual for doctors on board ships or in battlefield conditions to actually borrow saws, knives and other tools from a nearby carpenter. In a pinch, the carpenter might double as a surgeon himself!

The use of opium for pain relief is well understood. In addition, the drug (and its tincture Laudanum) is prescribed for just about every ailment possible. Laudanum addiction is extremely common, but the drug is so easily available that governments do not consider addiction to be an actual problem. Hashish is likewise widely used as medicine, usually more for its stupefying effect than any actual curative properties. Both opium and hashish are used recreationally by decadents and artists, who praise the ability of the drugs to unlock the imagination. Tobacco is smoked by the lower and middle classes, and inhaled as snuff powder by the upper class. Although some believe tobacco is a medicine, other doctors of the Ghastly Age warn that heavy use seems to associated with various diseases.

Bandages: 5p a yard
Beauty Mark, Silk: 20p a dozen
Bloodletting Knives: 12p
Bone Saw: 10p
Dentist's Tools: 100p
Face Powder: 5p a pound
Hair Powder: 5p a pound
Hashish: 500p a pound
Kohl: 5p a stick
Laudanum: 10p a vial
Leeches: 1p a dozen

Lipstick: 12p a stick
Mercury Compounds (for syphilis): 20p a dose
Patent Medicine: 6p+ a vial
Perfume, Common: 60p a pint
Perfume, Fine: 1,000p+ a vial
Rouge: 12p a tin
Surgical Thread (& Needle): 4p
Opium, Low Quality: 750p a pound
Opium, High Quality: 1,920p a pound
Tobacco: 6p a pound

Entertainments

Attending the ballet or opera is really an opportunity for social climbing, assignations, and politicking. Those who can afford to sit in the upper boxes in the balconies seldom actually watch the show, but spend most of their time posturing, and gossiping. Not being seen at the ballet, theater, or opera, however, will cause one to be labeled an uncultured philistine in High Society.

The amusements of the lower classes include binge drinking, gambling, watching (and betting on) animal fights and wrestling matches, watching public executions (which were considered to be fun for the whole family), or even taking holiday excursions to laugh at inmates in insane asylums.

Animal Fight (Cockfight, Bear Baiting,etc.):
  6p entry, plus bets
Art Show Admission: 12p
Ballet Tickets, Box: 60p
Ballet Tickets, Floor: 40p
Ballet Tickets, Gallery: 20p
Lending Library Subscription: 300p a year
National Lottery Ticket
  (4,800,000p prize): 2,400p
Mechanical Art Show: 36p
Opera Tickets, Box: 96p
Opera Tickets, Floor: 60p
Opera Tickets, Gallery: 30p
Theater Tickets, Box: 60p

Theater Tickets, Floor: 40p
Theater Tickets, Gallery: 20p
Attending a Masquerade Ball: 60 – 500p
Prostitute, Common Streetwalker (per act):
  12 – 100p
Prostitute, Common Brothel (per night): 250p
Prostitute, Fine Brothel (per night): 1,200p
Prostitute, Courtesan (per night): 1,500p+
Prostitute's Guidebook
  (listing the names, locations, and specialties
   of local prostitutes): 30p a copy
Zoological Gardens Admission: 3½ p,
  or an animal for the lions.
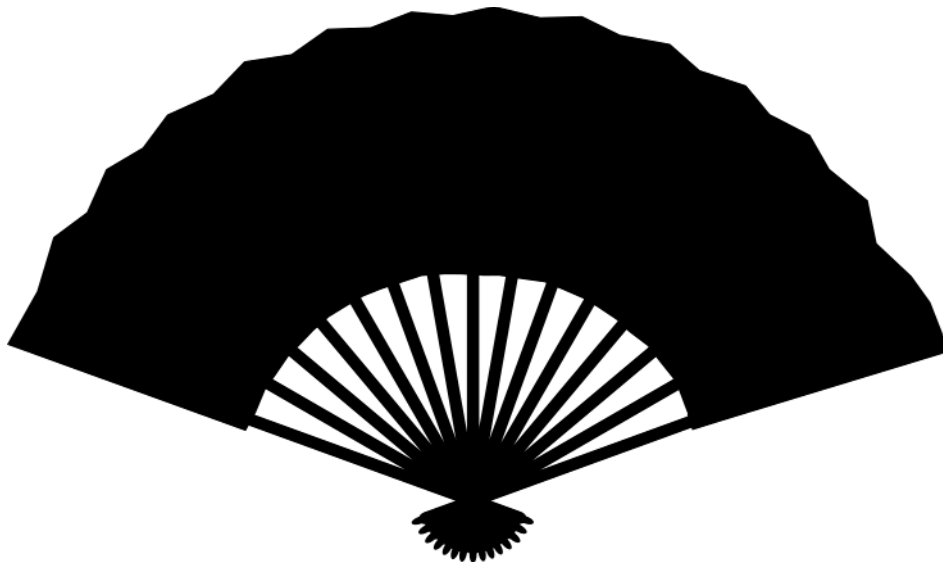
Food & Drink

It should be remembered that municipal water supplies are unsafe at best, disgustingly foul at worst. Since it is not uncommon to find garbage, human waste, and other such filth in the water, everyone (including children) drinks weak wine, hard cider, or beer all day.

The drinking of tea has become very popular in certain areas. More troubling is the rise of cheap gin, which has become the drink (and drug) of choice for the poor in those same places. Poor neighborhoods are awash in gin, which is blamed for every kind of social evil. Coffee is wildly popular, but is also closely associated with political radicalism and free thought. Coffee houses are filled with philosophers, artists, writers, and revolutionaries.

Most people's teeth are rotten by the time they are 30, so much food is boiled or reduced to a paste.

Lower Class Meal: 3p
Middle Class Meal: 10-20p
Upper Class Meal: 50p+
Tavern or Steakhouse Meal: 20p
Delivered Meal: 30p

Bacon: 3p pound
Beef: 4p a pound
Beer, Common: 3p a quart
Beer, Good Ale: 5p a quart
Brandy: 100p+ a bottle
Bread Bun: 1p
Bread, Large Loaf: 5p
Bread, Fine White: 12p
Butter: 9p a pound
Champagne: 90p+ a bottle
Cheese, Common: 6p a pound
Cheese, Fine: 12p a pound
Chocolate, Drinking: 50p a pound
Chicken, Whole: 20p
Cocoa: 50p a pound

Coffee Beans: 100p a pound
Coffee, Demitasse: 1p
Fish, Whole Fresh: 2p
Flour, Brown Wheat: 3p a pound
Flour, White Wheat: 4p a pound
Fruits: 30p a pound
Gin: 1p a pint
Macaroni (imported): 24p a pound
Orange: 1p
Pastry: 6p
Pig, Whole: 30p
Rabbit: 9p
Raisins: 9p a pound
Rum: 200p a gallon
Salt Pork: 3p a pound
Sugar: 7p a pound
Tea: 50 - 200p a pound
Tea, Cup: 1p
Wine, Common: 20p a bottle
Wine, Fine: 60p a bottle
Whiskey: 100p a bottle

Livestock

Cat: 30p

Chicken: 30p

Cock, Fighting: 50p+

Cow: 2,000p

Dog, Hunting, Fighting, or Guard: 100p+

Dog, Lap: 240p+

Horse, Draft: 2,000p

Horse, Carriage or Riding (fine quality): 3,800p

Pig: 40p

Sheep: 40p

Songbird: 20p

Miscellaneous Possessions

Barometer: 250p

Book, Almanac: 9p

Book, Classic: 60p

Book, Poetry: 10p

Book, Popular Novel or Romance: 36p

Book, Pornographic: 100p+

Candle: 2p

Clock, Small: 250p+

Clock, Longcase: 500p+

Comb, Tortoiseshell: 9p

Dice: 4p

Chamber Pot: 12p

Haversack: 50p

Lantern: 12p

Lorgnette (Opera Glasses): 72p

Mirror, Hand: 6p

Newspaper: 1½p

Oil Lamp: 20p

Shaving Razor: 5p

Soap (per piece): 1p

Playing Cards: 10p

Telescope: 252p

Writing Quill: ¼p
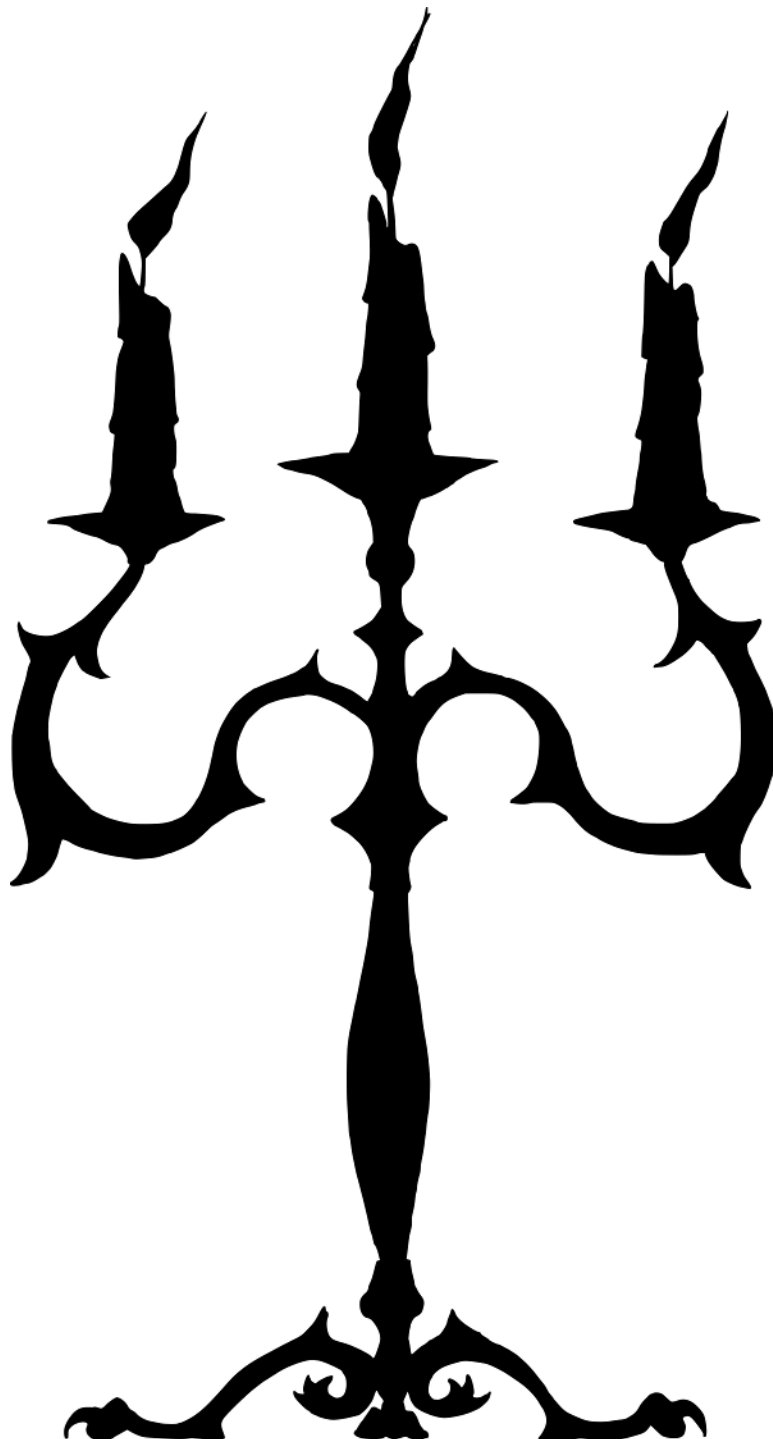
Weapons

Please note that guns are extremely expensive during the Ghastly Age, costing three to four times the monthly salary of the average laborer. That is because even badly-made guns have to be created individually by hand. Most people simply can't afford to own firearms, even if it is legal (and it generally isn't). The average criminal is far more likely to use a blade or club than a gun.

Arrows: 2p each
Axe, Hand: 12p
Bayonet: 20p
Blunderbuss: 3,000p
Brass Knuckles: 12p
Bomb: 100p
Bow: 12p+
Bullwhip: 5p
Cannon, Light: 10,000p
Cat-O-Nine-Tails: 5p
Cutlass: 100p
Dagger: 20p

Grenade: 50p
Knife: 12p
Musket: 3,000p+
Pistol: 2,000p+
Pistols, Dueling: 10,000p+ a set
   (includes box and accessories)
Rifle: 4,000p+
Saber: 150p
Sword, Silvered: 1,000p+
Sap: 5p
Spear: 20p
Sword Cane: 300p

Black Powder & Wadding: 1p per shot
Bullets: 1p each

PROPERTIES *and* RENTS

The architecture of new buildings in the Ghastly Age, especially monumental ones, is often meant to evoke the classical era. Extensive gardens are the rule among the landed gentry. The gardens of country estates often feature *follies*, purely decorative structures that often resemble ancient or exotic buildings, and are intended solely as novelties. Follies can range from faux temples (which may even be actually employed for the blasphemous rites of debauched secret societies), to imitation ruins purposely built in a state of apparent dilapidation. Certain noblewoman may even go so far as to construct idealized rustic cottages, where they and their friends can play at being simple shepherdesses!

Ancient Castle: 5,000,000p+

Inn Bed, Shared: 2p a night

Inn Room, Private: 12p a night

Rental, Country Hovel: 720p a year

Rental, Farm (1 acre): 240p a year

Rental, Middle Class Townhouse: 6,000p a year

Rental, Squalid Urban Apartment: 18p per week

Rental, Urban Mansion: 200,000+ a year

Middle Class Home: 36,000 – 72,000p

Upper Class Urban House: 192,000p

Manor Home: 12,000,000p

Farmland (1 acre): 500p

Land, Forest (1 acre): 25p

Land, Swamp (1 acre): 20p

SERVICES

Most services that modern people take for granted must actually be purchased by individuals during the Ghastly Age. For example, if the culprit isn't obvious a crime may not be investigated by the legal authorities, unless the victim or their family pays a fee. Asylums will often demand to be compensated before they accept a patient (and will also happily commit anyone, sane or insane, if the money is good). Those admitted to a hospital will be expected to pay or perform chores (even as they convalesce!) Libraries are not free, but charge a monthly or yearly subscription fee for access to the books. The lack of street lighting in cities means that link-boys are needed to carry torches and lanterns. On the domestic front, few households have ovens, so the local bakers often rent space in their ovens to housewives who want to make roasts, pies, or bread. In town, water is purchased from carriers who wander the streets with buckets, usually filled from the local river. The lack of modern sanitation makes services such as nitpicking (removing lice) and rat-catching extremely important in urban areas.

Most of all, prostitution is ubiquitous. Even when it is illegal it is usually tolerated, so long as the right authorities are bribed.

Assassination: 240p +

Asylum (per person committed): 1,000p

Accounting: 30p a day

Baking & Roasting: 2p to roast a bird
  or bake a bread.

Bloodletting: 3p

Carpentry: 15p a day, plus materials

Chimney-sweeping: 4p a chimney

Doctor's Visit, Common: 120p

Doctor's Visit, Famous Physician: 500p +
  (Note that nearly ALL doctors of the Ghastly
  Age are ineffective quacks regardless of their
  schooling or reputations, but visiting a famous
  physician carries more social prestige)

Fortuneteller (per fortune): 5p

General Labor: 12p a day

Grand Tour (3 year vacation): 1,200,000p

Grave Digging: 12p a grave

Hairdressing: 4p

Investigation of a Crime:
  20p a night, plus expenses

Link Boy: ¼p per mile

Membership Dues,
  Secret Society: 100p+ a month

Mail, Letter Delivered: 5p per sheet

Mail, Parcel Delivered: 15p per ounce

Modiste
  (Woman's High Fashion Designer): 100p a visit

Nitpicking: 5p

Rat-Catching: 12p a night

Shaving & Barbering: 4p

Smallpox Inoculation: 20p,
  but sometimes free (and mandatory)

Singing: ½p per song

Surgery: 100p+ per surgery

Sweeping: 5p a day

Tailoring: 65p+ a day

Tutoring: 5,700p a year

Washing Clothes: 5p a basket

Water Carrying : 1p for 2 buckets,
  carried up 2 flights of stairs.

Transportation

Carriage, In Town: 18p per hour

Carriage, Between Towns: 120p per day

Ferry: 3 – 12p to cross a river or pond

Sail, Common Passage: 200p per week

Sail, Comfortable Passage: 1,000p per week

Sedan Chair: 5 – 7p per mile, or 12p an hour

Stage Coach: 3p per mile

Taxes & Licenses

Distilling License: 240p

Foot Peddler's License: 960p

Male Servant Tax: 252p per male servant, per year

Marriage License: 60p

Property Tax: 20% of assessed value yearly

Street Hawker's License
  (with one beast of burden): 1,920p

Tithe: 10% of income, paid to established church

Window Tax: 24p per window on a business

Average person's taxes per year: 300p

Expected Bribes & Tips

Government in the Ghastly Age is extremely corrupt at all levels. In addition to formal taxes, many government officials will expect various bribes and tips to perform their duties. It is especially common to bribe tax collectors.

Bribe to Have a Crime
  Investigated Properly: 12p+
Bribe for a Constable
  to Escort a Person at Night: 6p
A Substitute
  (to serve compulsory military service in one's place): 2,500p

Secret Marriage: 90p
Tip For Marriage Clerk: 6p
  (otherwise one's marriage might not be recorded as legal)

WAGES *AND* INCOME

The overriding fact of society during the Ghastly Age is extreme social stratification and inequality of wealth. About 60 – 70% of the total population of most places will be lower class laborers. Approximately 20 - 30% of people might be middle class tradesmen and merchants. About 1% or less of the population will actually be upper class.

Upper class people expect to have a retinue of servants to see to their every desire. Most upper class people are incapable of living without their servants. Noble women of the Decadent Era in particular are completely unable to dress themselves in their intricate outfits without servants to help.

Typically, over 10% of the total population are employed as servants. The typical compliment of servants for an upper class household includes at least: a butler or majordomo, a chief housekeeper, a cook, one or more kitchen maids, a number of scullery maids, several house maids, a lady's maid for each female member of the household, a valet to wait on each male member of the household, and footmen (or lackeys) to attend to general tasks such as serving dinner. In addition, upper class women expect to have their children nursed by wet-nurses, raised by a nurse, and educated by a governess. Noble households also have armed guards, of course, and country estates will have gardeners, stable boys, grooms, and other servants responsible for the upkeep of the grounds. Middle class households have servants as well, although such households might be able to afford only a butler and/or housekeeper. In all cases, affairs between the servants and their masters are completely forbidden, and are therefore *extremely common.*

Lower class people cannot expect to ever better their station. The average working man can barely feed and clothe themselves and their family. A loaf of bakery bread is out of reach for much of the population. Lower class people must usually cook their own food (unless their employer gives them some), make their own clothes, repair their own dwellings, and otherwise be as self-sufficient as possible. Since meals are part of the otherwise meager wages of household servants, being able to reliably eat is a major motivation to enter service. In contrast, the upper classes can waste money on lavish parties and architectural follies. In historical France, this situation ultimately resulted in the Revolution, and the Reign of Terror.

At the bottom of the social structure are actual slaves, who usually come from primitive societies and/or are of an exotic ethnicity.

Typical Incomes By Social Class

Lower Class (Laborer, Farmer, Soldier): 50 – 200p per week
Middle Class (Clerk, Military Officer,): 800 – 5,000p per week
Upper Class (Nobleman, Financier): 5,000 -10,000p (or more) per week

Criminal Bounties

Bounty on a Gin Smuggler: 1,200p
Bounty on a Highwayman: 9,600p
Bounty on a Livestock Thief: 2,400p

People who had clandestine affairs in the 18th Century would sometimes carry a miniature portrait of their lover's eye, painted on a ring, or inside a locket.

Borrowing, Banking & Investing

Characters who are impoverished, temporarily short of cash, or refuse to live within their means will eventually need to borrow money, or purchase goods on credit. It is especially common in the Ghastly Age for people who are upper class by birth, but have no actual income, to live off credit. Often such people will take out one loan to pay off another! Characters with good reputations, important families, or excellent social skills will be able to borrow money from legitimate banks and respected financiers. Other characters will need to resort to semi-legitimate moneylenders and criminal usurers. Additionally, many businesses that sell consumer goods will allow customers to buy on installments, with partial payment (plus interest) due each month.

Obtaining a loan from a bank will depend upon the character's background and personality. Properties, or expected inheritances are often used as collateral for loans. A character from a known upper class family (or who can present themselves as being from one) will be extended up to 250,000p in loans or credit. Obtaining more than that will require a Charisma Check. The interest for an upper class borrower will be about 6%. Middle class characters will be able to get up to 50,000p worth of loans or credit with each Charisma Check they make. The interest for them will be around 8%. Major banks or financiers will usually not deal with lower class characters at all. The moneylenders and usurers who will loan such characters money will demand no less than 10% interest, and sometimes as much as 100%.

Those who fail to pay back their loans can expect to be arrested and put into debtor's prison (if the loan was from a legitimate source), or have themselves or their family physically assaulted (if the loan was from a criminal usurer). An inmate of a debtor's prison will be charged for their stay, usually at least 10p a day. Payment of the fee will allow the debtor to leave the prison during the day in order to earn a living. The debtor's family will also usually be moved into lodgings in the prison, and they too will be expected to pay the fee. More affluent inmates will be able to purchase better lodgings and food than the less fortunate. Those who are too poor to pay can expect to be starved, viciously beaten, crowded into filthy unlit cells, and left to die by their jailers.

Money deposited with a bank generally yields about 4% interest. Investments in real estate generally pay better, yearly yielding about 5% of the total amount invested. Government bonds pay anywhere from 3 – 6%. Those who are not satisfied with such yields can gamble their money with the Stock Jobbers and Speculators who haunt the stock exchanges, where returns as high as 1000% are possible, but it is just as likely that one will lose their entire investment.

CHAPTER 7: *Preternatural Effects*
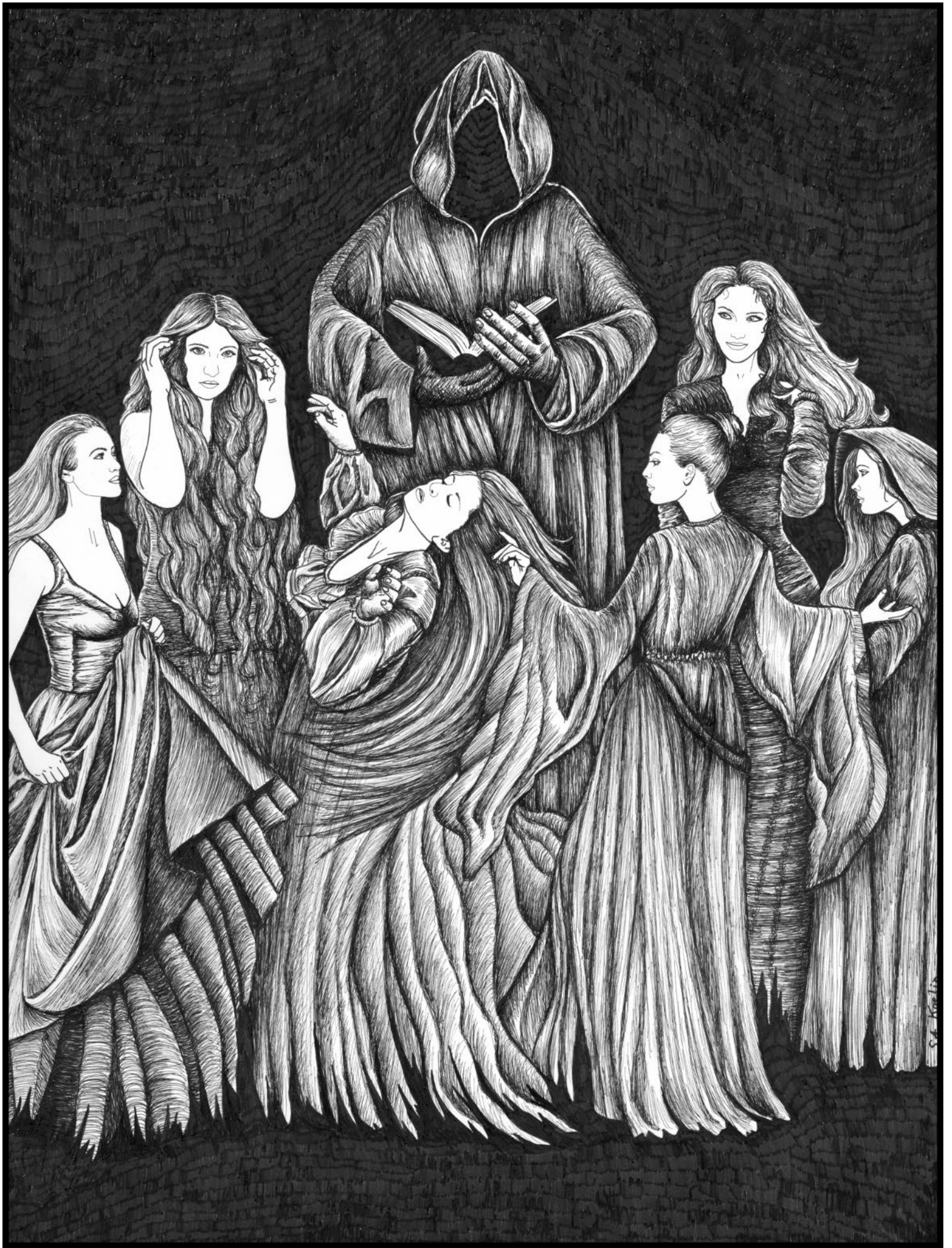
DARK ARTS, MAD INVENTIONS, *AND* PRETERNATURAL POWERS

Preternatural Effects are events that appear to transcend the mundane order of nature. Summoning a Demon, creating a storm from a blue sky, and turning a hapless victim into a toad are all Preternatural Effects. The Preternatural world is shadowy and uncertain. Unlike an effect created through purely scientific means, the reality of a Preternatural Effect is never definite.

Preternatural Effects are created by many different means.

- **Incantations** combine strange gestures and words of power to quickly create a desired Preternatural Effect, but at a cost in physical vigor.
- **Ceremonies** are rituals used by Magicians to create Preternatural Effects. A Ceremony is the slowest and most inconvenient way to create a Preternatural Effect, but it is the only method that allows the Magician to use magic on an object outside their sensory range. A given Ceremony can only be performed once a day.
- **Talismans** are physical objects that grant their possessors the constant power of a Preternatural Effect
- **Pacts** are contracts between Magicians and certain Spirits. When the terms of the contract are fulfilled, the Spirit causes the desired Preternatural Effect to occur. A particular Pact can only be employed once a day.
- **Mad Inventions** are items that create Preternatural Effects almost identical to those made by a Magician, but through means of bizarre science.
- **Preternatural Powers** are possessed by certain creatures, particularly Spirits such as Demons and Fairies. Generally, a Spirit can grant a Pact for its own Preternatural Powers, or can teach the use of Incantations, Ceremonies, and Talismans that correspond to those same Preternatural Powers.

The Incantations, Ceremonies, Talismans, and Pacts used by Magicians are collectively termed **Spells**. The four types of Spells are also known as the **Dark Arts.** Magicians further classify the Dark Arts into seven Magical Spheres.

- An **Evocation** summons a being, especially a Spirit. Because Evocations compel beings against their wills, the affected creatures often receive a Save to resist the effect.
- A **Fascination** alters feelings, perceptions, or behaviors. Intended Recipients are usually entitled to a Wisdom Save to avoid being beguiled. Fascinations usually last until sunrise of the next day, but sometimes they are permanent.
- A **Malediction** directly harms Recipients, or causes destructive changes in the environment. Victims often get a Saving Throw, whose effect varies according to the nature of the Malediction. Because Preternatural Effects are not real in the same sense as ordinary reality, the Saving Throw is against Wisdom. Maledictions never inflict any Ability Damage that may be normally inflicted by contact with a mundane hazard. Magical acid, for example, can kill, but doesn't permanently disfigure like mundane acid. Maledictions usually inflict 1d6 points of Lethal Damage per Level of the effect. If damage is halved as a result of a Saving Throw, it is always rounded down. A character's Damage Bonus does not add to the damage from a Malediction.
- A **Blessing** aids, improves, or protects a Recipient. Blessings are highly variable in their duration.
- A **Glamor** creates illusions, or purely illusory changes. Victims of Glamors can often make a Wisdom Save to see through the illusion, but only if they have reason to suspect what they are sensing isn't real. Glamors usually last for an hour, until the next sunrise, or until the next New Moon.
- A **Divination** increases knowledge or predicts the future. Unwilling subjects are sometimes entitled to a Save to avoid having their secrets uncovered. A Divination effect usually last for an hour, or until a certain number of questions are answered.
- A **Transmutation** transforms Recipients in non-lethal ways. Unwilling Recipients can often resist with a Save, depending upon the effect. A Transmutation usually lasts until sunrise, or else the next New Moon.

Mad Scientists do not generally recognize the theories of Magicians, and therefore do not classify the effects of their Mad Inventions in the same manner. In fact, every Mad Scientist tends to develop their own idiosyncratic classification system which is quite incomprehensible to anybody else.

The single list of Preternatural Effects serves to define all extra-mundane happenings, no matter what the source.

MAD INVENTIONS BY LEVEL

1st Level Mad Inventions

Alter-Ego
Banish Vermin
Beguile
Daze
Close Wounds
Create Water
Enhanced Hearing
Enhanced Sense of Smell

Enhanced Sense of Taste
Enhanced Sense of Touch
Enhanced Vision
Feather Fall
Ghost Lights
Ghost Sound
Know Direction
Light

Mending
Nightvision
Open/Close
Phantasmagoria I
Purify Food and Drink
Sorcerer's Hand
Whispered Message

2nd Level Mad Inventions

Animal Friendship
Burning Hands
Cause Fear
Cause Light Wounds
Charm Person
Comprehend Language
Cure Light Wounds
Darkness
Detect Illusion
Detect Poison
Detect Secret Doors

Discover Dead
Disguise Self
Elf Stroke
Enlarge Person
Fertility
Hypnotism
Jump
Mesmeric Healing
Obscuring Mist
Phantasmagoria II
Protection From Serpents

Remove Fear
Resist Cold
Resist Fire
Shield
Shocking Grasp
Shower of Stones
Shrink Person
Sleep
Spider Climb
Unseen Servant
Ventriloquism

3rd Level Mad Inventions

Acid Arrow
Alter Self
Ball Lightning
Barrenness
Blur
Confusion
Continual Flame
Darkvision
Decrease Charisma
Decrease Constitution
Decrease Dexterity
Decrease Intelligence
Decrease Strength
Decrease Wisdom
Delay Poison
Fire Trap
Fog Cloud

Hide Thoughts
Hypnotic Pattern
Ignore Pain
Increase Charisma
Increase Constitution
Increase Dexterity
Increase Intelligence
Increase Strength
Increase Wisdom
Knock
Lesser Restoration
Levitate
Locate Object
Mirror Image
Phantasmagoria III
Protection From Bullets
Pyrotechnics

Ray of Enfeeblement
Read Minds
Remove Paralysis
Rope Trick
Scare
See Invisibility
Shatter
Speak With Animals
Speak With Dead
Speak With Plants
Transform Self Into....
   (each form requires a separate
   Invention)
Web
Zone of Silence

4th Level Mad Inventions

Animate Dead
Babble
Blink
Cause Serious Wounds
Cure Serious Wounds
Fireball
Fly
Gaseous Form

Gust of Wind
Haste
Hold Person
Invisibility
Lightning Bolt
Mass Sleep
Perpetual Motion
Slow

Stinking Cloud
Suggestion
Tongues
Transform Other Into....
   (a single specific creature)
Water Breathing
Wind Wall

5th Level Mad Inventions

Charm Creature
Change Gender
Control Plants
Detect Lies
Dimension Door
Hallucinatory Terrain
Hide Lies

Ice Storm
Mass Confusion
Minor Creation
Neutralize Poison
Overwhelming Fear
Quench Fire
Raise Storm

Shout
Swap Heads
Walk Across Air
Walk on Water
Wall of Fire
Wall of Ice

MAGICIAN SPELLS BY LEVEL

About Incantations
- *Magical Implement required to cast.*
- *Suffer Nonlethal Damage equal to spell's Level.*

About Magical Ceremonies
- *A particular Ceremony can only be cast once a day.*
- *Can take effect at a distance, if the Magician has an item belonging to the subject.*
- *Victims of hostile Ceremonial magic always get a Save to completely avoid the effect. If they make the save they are immune to all further attempts by the Magician to use the Ceremony against them.*
- ** Indicates that an effect that can be held "in reserve" until the Magician wants it to happen, or a specified triggering event occurs. Only one spell can be held in reserve at a time.*

About Talismans
- *Constant effect for the intended possessor of Talisman.*
- *Discharged if touched by anyone other than Magician and intended possessor.*
- *No more than 1 Talisman can be active at a time.*
- *Talismans last 365 days before needing to be recharged.*

About Pacts
- *The list is not exhaustive, since Spirit beings can potentially grant Pacts that replicate any of their Preternatural Powers, but represents suggested Pacts the Magician might possibly know at First Level, or gain by an increase in Levels.*
- *The terms of each Pact must be defined, using the guidelines given in the Magician Class description, and bearing in mind the character of the entity that fulfills the Pact.*
- *A particular Pact may only be activated once a day.*

0 Level Magician Spells

0 LEVEL INCANTATIONS
Cast Freely.

Beguile
Close Wounds
Create Flame
Daze
Ghost Lights
Ghost Sound

Indistinct Phantasmagoria
Know Direction
Light
Mending
Whispered Message
Nightvision

Open/Close
Prestidigitation
Purify Food and Drink
Putrefy Food and Drink
Sorcerer's Hand

0 LEVEL CEREMONIES
No cost, 10 minutes to perform.

Arcane Mark
Banish Vermin
Beguile*
Enhanced Hearing
Enhanced Sense of Smell
Enhanced Sense of Taste

Enhanced Sense of Touch
Enhanced Vision
False Magical Aura
Feather Fall*
Ghost Sound
Mending

Purify Food and Drink*
Putrefy Food and Drink
Steal Milk
Whispered Message

0 LEVEL TALISMANS
Require 1p of materials, 10 minutes to charge.

Close Wounds

Know Direction

Prestidigitation

o LEVEL PACTS

Beguile
Close Wounds
Create Water

Indistinct Phantasmagoria
Light
Mending

Purify Food and Drink
Putrefy Food and Drink

1st Level Magician Spells

1st LEVEL INCANTATIONS
Suffer 1 point of Nonlethal Damage per use.

Banish Spirit
Banish Vermin
Bind Spirit
Burning Hands
Calm Animals
Cause Fear
Charm Person
Comprehend Language
Create Water
Detect Evil
Detect Illusion
Detect Magic
Detect Poison
Detect Secret Doors
Detect Undead

Discover Dead
Disguise Self
Elf Stroke
Enhanced Hearing
Enhanced Sense of Smell
Enhanced Sense of Taste
Enhanced Sense of Touch
Enhanced Vision
Enlarge Person
Erase
Feather Fall
Hold Portal
Hypnotism
Jump
Obscuring Mist

Pass Without Trace
Phantasmagoria I
Protection From Evil
Protection From Serpents
Read Magic
Remove Fear
Shield
Shocking Grasp
Shower of Stones
Shrink Person
Spider Climb
Steal Milk
Unseen Servant
Ventriloquism

1st LEVEL CEREMONIES
Require 10p worth of materials, 30 minutes to perform.

Bewitch Cattle
Cause Light Wounds
Charm Person*
Conjure Familiar
Conjure Monster I
Consecrate Object

Cure Light Wounds
Empowered Weapon
Fertility
Gambler's Curse
Gambler's Luck
Identify*

Magic Cipher
Mesmeric Healing
Protection From Serpents
Summon Spirit I
Unseen Servant

1ˢᵗ LEVEL TALISMANS
Require 100p, or the body parts of a Level 1 creature. 1 hour to charge.

Detect Evil	Light	Purify Food and Drink
Detect Magic	Nightvision	(personal effect)
Detect Poison		Sorcerer's Hand

1ˢᵗ LEVEL PACTS

Animal Friendship	Enhanced Sense of Taste	Resist Fire
Banish Vermin	Enhanced Sense of Touch	Sanctuary
Cause Light Wounds	Enhanced Vision	Shield
Conjure Familiar	Enlarge Person	Shower of Stones
Conjure Monster I	Fertility	Shrink Person
Cure Light Wounds	Identify	Sleep
Darkness	Pass Without Trace	Spider Climb
Discover Dead	Phantasmagoria I	Steal Milk
Enhanced Hearing	Protection From Evil	Unseen Servant
Enhanced Sense of Smell	Resist Cold	

2nd Level Magician Spells

2nd LEVEL INCANTATIONS
Suffer 2 points of Nonlethal Damage per use.

Acid Arrow
Alter Self
Bewitch Cattle
Blur
Darkness
Darkvision
Fertility
Fog Cloud
Gambler's Curse
Gambler's Luck

Hide Thoughts
Hypnotic Pattern
Knock
Levitate
Magic Lock
Mesmeric Healing
Mirror Image
Phantasmagoria II
Pyrotechnics
Ray of Enfeeblement

Read Minds
Rope Trick
Scare
See Invisibility
Shatter
Sleep
Speak With Animals
Web

2nd LEVEL CEREMONIES
Require 40p worth of materials, 60 minutes to perform.

Alter-Ego
Attract Lover
Augury
Ball Lightning
Barrenness
Blast Crops
Confusion
Conjure Monster II
Continual Flame
Decrease Charisma*
Decrease Constitution*
Decrease Dexterity*
Decrease Intelligence*
Decrease Strength*

Decrease Wisdom*
Dispel Magic
Fire Trap
Ignore Pain
Illusory Trap
Increase Charisma*
Increase Constitution*
Increase Dexterity*
Increase Intelligence*
Increase Strength*
Increase Wisdom*
Lesser Restoration
Locate Object
Magic Mouth

Prodigious Regurgitation
Rain of Fish
Rain of Flesh
Rain of Frogs
Speak With Dead
Speak With Plants
Summon Spirit II
Summon Swarm*
Transform Self Into ....
   (each form is a separate
   spell)*
Witch's Mount*

2nd LEVEL TALISMANS
Require 400p, or the body parts from 2 Levels worth of creatures. 2 hours to charge.

Banish Vermin
Darkness
Detect Illusion
Enhanced Hearing
Enhanced Sense of Smell

Enhanced Sense of Taste
Enhanced Sense of Touch
Enhanced Vision
Feather Fall
Pass Without Trace

Resist Cold
Resist Fire
Shield
Unseen Servant

2nd LEVEL PACTS

Alter Self
Augury
Barrenness
Bewitch Cattle
Blast Crops
Conjure Monster II
Consecrate Object

Delay Poison
Gambler's Curse
Gambler's Luck
Ignore Pain
Lesser Restoration
Mesmeric Healing
Phantasmagoria II

Protection From Bullets
Protection From Serpents
Remove Paralysis
Speak With Animals
Speak With Dead
Summon Swarm
Zone of Silence

3rd Level Magician Spells

3rd LEVEL INCANTATIONS
Suffer 3 points of Nonlethal Damage per use.

Babble
Ball Lightning
Blast Crops
Blink
Fireball
Fly
Gaseous Form
Gust of Wind
Haste
Hold Person

Ignore Pain
Invisibility
Lightning Bolt
Locate Object
Mass Sleep
Phantasmagoria III
Prodigious Regurgitation
Rain of Fish
Rain of Flesh
Rain of Frogs

Slow
Speak With Plants
Stinking Cloud
Suggestion
Tongues
Transform Self Into...
 (a single specific creature)
Water Breathing
Wind Wall
Zone of Silence

3rd LEVEL CEREMONIES
Require 90p worth of materials, 90 minutes to perform.

Cause Serious Wounds*
Change Gender
Clairaudience
Clairvoyance
Conjure Monster III
Continual Flame
Cure Serious Wounds*

Curse
Disguise Others
Exorcism
Hallucinatory Terrain
Explosive Runes
Magic Circle
Nondetection

Raise Storm
Remove Curse
Remove Disease
Steal Gender
Summon Spirit III
Transform Other Into ...
 (a single specific creature)

3rd LEVEL TALISMANS
Require 900p, or the body parts from 3 Levels worth of creatures. 3 hours to charge.

Calm Animals
Comprehend Language
Detect Secret Doors
Detect Snares & Pits
Gambler's Curse

Gambler's Luck
Increase Charisma*
Increase Constitution*
Increase Dexterity*
Increase Intelligence*

Increase Strength*
Increase Wisdom*
Protection From Evil
Protection From Serpents
Read Magic

3rd LEVEL PACTS

Animate Dead
Ball Lightning
Blind/Deafen
Call Lightning
Cause Serious Wounds
Conjure Monster III
Create Food and Water
Cure Serious Wounds
Curse
Dispel Magic
Empowered Weapon

Fly
Haste
Inflict Disease
Mass Sleep
Nondetection
Phantasmagoria III
Prodigious Regurgitation
Rain of Fish
Rain of Flesh
Rain of Frogs
Remove Blindness/Deafness

Remove Curse
Remove Disease
Slow
Speak With Plants
Stinking Cloud
Transform Self Into ...
   (a single specific creature)
Water Breathing
Witch's Mount
Zone of Silence

4th Level Magician Spells

4th LEVEL INCANTATIONS *Suffer 4 points of <u>Nonlethal Damage</u> per use.*

Charm Creature
Change Gender
Conjure Monster IV
Control Plants
Detect Scrying
Dimension Door
Detect Lies
Disguise Others
Dismissal
Dispel Magic
Fire Shield

Hallucinatory Terrain
Hide Lies
Ice Storm
Mass Confusion
Minor Creation
Lesser Globe of Invulnerability
Neutralize Poison
Obtain Oracle
Overwhelming Fear
Phantasmagoria IV
Quench Fire

Shadow Conjuration
Shout
Transform Other Into...
   (a single specific creature)
Walk Across Air
Walk on Water
Wall of Fire
Wall of Ice
Witch's Mount

4th LEVEL CEREMONIES
Require 160p worth of materials, 2 hours to perform.

Animate Dead
Blacken Sky
Charm Creature*
Conjure Monster IV
Eat Sin
Fame
Locate Creature*

Minor Creation*
Mirage Arcane
Obtain Oracle*
Phantasmal Killer
Obscurity
Polymorph Other
Polymorph Self

Rain of Blood
Reincarnate
Restoration
Scrying
Steal Gender
Summon Spirit IV

4th LEVEL TALISMANS
Require 1,600p, or the body parts from 4 Levels worth of creatures. 4 hours to charge.

Charm Person
  (constant effect)

Darkvision
See Invisibility

Speak With Animals

4th LEVEL PACTS

Change Gender
Conjure Monster IV
Create Werewolf
Create Vampyre
Cure Serious Wounds
Dismissal

Fire Shield
Minor Creation
Neutralize Poison
Obtain Oracle
Overwhelming Fear
Phantasmagoria IV

Transform Other Into....
  (a single specific creature)
Wall of Fire
Wall of Ice

5th Level Magician Spells

5th LEVEL INCANTATIONS
Suffer 5 points of Nonlethal Damage, & 1 point of Lethal Damage, per use.

Animate Dead
Blacken Sky
Cone of Cold
Conjure Monster V
Control Winds
Exorcism
Feeblemind
Flame Strike
Infest Wounds
Insect Plague

Locate Creature
Mirage Arcane
Phantasmagoria V
Phantasmal Killer
Polymorph Other
Polymorph Self
Projected Double
Rain of Blood
Raise Storm
Steal Gender

Telekinesis
Telepathic Bond
True Seeing
Walk Through Shadows
Walk Through Walls
Wall of Force
Wall of Iron
Wall of Stone
Wall of Thorns

5th LEVEL CEREMONIES
Require 250p worth of materials, 150 minutes (2.5 hours) to perform.

Astral Projection
Commune With Spirit
Conjure Monster V
Cause Critical Wounds*
Cure Critical Wounds

Enchant Weird Object
Enter Ethereal Plane
Insect Plague*
Major Creation*
Permanency

Raise Dead
Summon Spirit V
Swap Heads
Teleport*

5th LEVEL TALISMANS
Require 2,500p, or the body parts from 5 Levels worth of creatures. 5 hours to charge.

Alter-Ego
Alter Self
Detect Scrying
Enlarge Person
Ignore Pain
Neutralize Poison
  (effective immunity)

Protection From Bullets
Remove Curse
  (effective immunity)
Quench Fire
Remove Disease
  (effective immunity)
Shrink Person

Speak With Plants
Tongues
Water Breathing
Witch's Mount
Zone of Silence

5th LEVEL PACTS

Astral Projection
Blacken Sky
Conjure Monster V
Commune With Spirit
Cause Critical Wounds
Cure Critical Wounds
Death Ward
Enchant Weird Object
Enter Ethereal Plane
Exorcism
Fame
Feeblemind
Flame Strike

Infest Wounds
Insect Plague
Major Creation
Obscurity
Permanency
Phantasmagoria V
Phantasmal Killer
Polymorph Other
Polymorph Self
Rain of Blood
Raise Dead
Raise Storm
Reincarnate

Restoration
Scrying
Steal Gender
Teleport
True Seeing
Walk Through Shadows
Walk Through Walls
Wall of Force
Wall of Iron
Wall of Stone
Wall of Thorns

READING *THE* EFFECT DESCRIPTIONS

Level is the relative strength of the Preternatural Effect in its various incarnations.

- The same Preternatural Effect can have different Levels, according to how it originates.
- A Preternatural Effect created by means of an Incantation might have a completely different Level than the same effect created through a Mad Invention.

Affected Area is the space affected by the effect.

- "User" means the Preternatural Effect can only affect its creator. "Touched" means deliberately contacted by the User, and includes contact with the Recipient′s clothing. "Nearby" means within 25 feet of the User is indoors, 50′ if outdoors. Otherwise, a Preternatural Effect can be targeted against any object or place in sight. If the effect "detonates" (as does a *Fireball*, for example), the User can choose the distance at which it will happen.
- Any Preternatural Effect which has "Recipient" as it Affected Area can also be created to affect the "User".
- If the User of a Ceremony possesses a piece of a Recipient (such as hair, blood, etc.), a Recipient counts as "Nearby", "Touched", "Seen", "Visible" or "Within Earshot", regardless of actual distance from the Ceremony′s User. Likewise, the touch of a Familiar counts as a "Touch" from the Familiar′s master, and the presence of the familiar counts as the presence of its master.

Duration is the length of time the effect will endure, unless somehow ended prematurely.

- In the case of magical Spells or Preternatural Powers, the death of a User usually dispels all non-permanent Preternatural Effects (and deactivates any Talismans created by that User).
- Preternatural Effects created by means of Mad Inventions, however, are *not* deactivated by the destruction of the device, or the death of the Mad Scientist responsible.

Saving Throw indicates whether the effect allows the possibility of a Wisdom <u>Save</u> to avoid its worst consequences, and what the result of a successful Save will be.

- The Preternatural is not objectively real in the same sense as mundane reality. The mind of the Recipient or viewer is always a factor in the existence of a Preternatural Effect. Even those effects which are not outright Glamors are at are least partially illusion. The perceptive are less affected by the Preternatural than the gullible. No matter what an effect appears to do, the Save against it is always made using the character's Wisdom.

When reading the detailed descriptions, "User" refers to the being that creates or controls the effect. "Recipient" refers to the being or object upon which the effect works. Sometimes, "User" and "Recipient" are the same.

Only the Class that allows the User to create a particular Preternatural Effect counts towards the "User Level". For example, if a <u>Multi-classed</u> character is a 3rd Level Bandit and 5th Level Magician, the "User Level" of their spells is 5th, not 8th.

A

Acid Arrow (Malediction)
Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 visible target
Duration: 2 Rounds
Saving Throw: None

The User casts a bolt of acid at a target. A regular Artillery attack roll is required. If it hits, the bolt does 1d6 points of Lethal Damage, plus 1d6 points of Lethal Damage the next round.

Alter-Ego (Transmutation)
Level: Ceremony 2, Talisman 5, Mad Invention 1, Preternatural Power 3
Affected Area: User
Duration: Until dawn
Saving Throw: None

The User temporarily becomes a different person, with radically different appearance, abilities, and outlook. The Player generates a new character, with a new Class, and new Basic Abilities. The character loses all Special Abilities and Weaknesses from his former Class, and gains all the Special Abilities and Weaknesses of the new Class. Likewise, while the character retains his memories regarding his personal identity and history, the character's Perversity changes to a new value. A player can also specify a different appearance for the *Alter-Ego*. The *Alter-Ego* must be the same Race as the original character, however.

Once chosen, an *Alter-Ego* must be kept for the entire duration of the effect – it cannot be ended prematurely. A previously assumed *Alter-Ego* can be resumed on a subsequent recreation of the effect, or an entirely new one can be created. The effect does not allow the caster to impersonate specific people, however.

There is a 1% chance per use that the *Alter-Ego* permanently becomes the caster's true identity, and the former identity becomes merely another potential Alter-ego.

When bound into a Talisman, the *Alter-Ego* is assumed whenever the Talisman is worn. Removing the Talisman causes the former wearer to return to his usual self. When the Talisman is made for another person, the original caster specifies the characteristics of the *Alter-Ego*.

Mad Scientists often create drugs with the *Alter-Ego* effect. Lore tells of seemingly good men who used Alter-Ego drugs to secretly indulge in unspeakable crimes. Such a drug always contains a specific persona, predetermined by the maker.

Players who plan on using the *Alter Ego* effect should keep separate character sheets for their various personae.

Alter Self (Transmutation)

Level: Incantation 2, Pact 2, Mad Invention 3, Preternatural Power 2
Affected Area: User
Duration: Until dawn
Saving Throw: None

The User assumes a new form of a type broadly similar to their own. If the User is a bipedal humanoid, the new form must also be a bipedal humanoid. The size of the new form must be no less than half, and no more than twice, the original size of the User. The User cannot impersonate a specific, identifiable person. The User retains their own Perversity, Basic Abilities, Special Abilities, Weaknesses, Assets, Afflictions, Preternatural Powers, Hit Points, and Damage Bonus. The User only loses a characteristic if the new form makes use of it impossible.

The User can gain the physical benefits of the new form, other than those measured by Ability scores. Thick hide will confer a +2 AC bonus, wings might allow flight, and fins might add to swimming ability. Natural weapons such as claws and fangs will allow the User to attack with them. The User does not gain exceptional Special Abilities such as *Darkvision*, fast healing, or regeneration, however.

Alter Self effects only the User's own body, and does not change worn or carried items in any way.

Animal Friendship (Fascination)

Level: Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 2 Levels of animals per User Level.
Duration: Permanent
Saving Throw: None

The User gains the trust and companionship of one or more normal, mundane animals. The animal will follow the User, and will protect them if necessary. For every point of Intelligence an animal friend possesses, it can be taught one "trick", such as guarding against as specific kind of person, or fetching objects. Teaching such tricks requires 1 week of daily instruction per trick. The total Levels of animal friends a User can retain is equal to twice the User's Level.

If the User ever deliberately attacks or harms an animal friend it will either attack or desert him, depending upon the animal's natural disposition. A User can dismiss the effect of their own *Animal Friendship* effect at will.

Animate Dead (Evocation)
Level: Incantation 5, Ceremony 4, Pact 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 or more corpses within normal earshot of the User's voice.
Duration: Permanent
Saving Throw: None

The User transforms corpses into Walking Skeletons or Mindless Revenants. The total Hit Dice of the creatures created cannot exceed the caster's own Level. Corpses closest to the User will always be animated first. Once per round, the User can command one of his animated dead to perform one action. Walking Skeletons or Mindless Revenants commanded to perform an action will continue performing it mindlessly until destroyed or commanded to stop. For example, a Mindless Revenant commanded to pull a lever will continue pulling it until it is told to cease.

A Walking Skeleton is created from a complete set of fleshless bones, or else the flesh of the body rots away once the Walking Skeleton is made. A Mindless Revenant is made from a corpse that still retains flesh, and the process of animation halts further decay. Previously animated skeletons, and corpses that have been destroyed, cannot be reanimated.

Arcane Mark (Transmutation)
Level: Ceremony 0, Preternatural Power 0
Affected Area: 1 square foot
Duration: Permanent
Saving Throw: None

The User places an identifying magical inscription (up to 6 characters long) upon an object, visibly or invisibly. The mark can be inscribed onto any surface, even ones normally impervious to being marked. _Detect Magic_, _See Invisibility_, and _True Seeing_ will cause an invisible mark to become visible. Marks placed on the outer skin of living beings will wear off in a month. _Arcane Mark_ prepares an object for recall or teleportation using other Preternatural Effects.

Astral Projection (Transmutation)
Level: Ceremony 5, Pact 5, Preternatural Power 5
Area: User, and/or up to 1 Touched Recipient per Level.
Duration: Until dawn
Saving Throw: Negates if undesired

The mind and soul of the User, and anyone they touch, leave the body and travel on the Astral Plane. The body falls into a slumber from which nothing can rouse it. The mind and soul, however, can travel through the Astral Plane to any of the spiritual realms that it touches, including Heaven and Hell, but also the spiritual realms of ancient pagan religions.

The Astral Plane appears to be a limitless black void, with distant lights floating in every direction. Alternate names for the Astral Plane include the Starry Plane, and the Psychic World. Because the

souls and minds of sleeping mortals often roam there, the Astral Plane is sometimes known as Dreamland. In addition to linking the major spiritual worlds, the Astral Plane contains many small, disconnected realms known as Dream Worlds, formed from the dreams and desires of mortal souls. Some even speculate that Heaven and Hell are just Dream Worlds enlarged by the concentrated fantasies of many mortals...

Souls on the Astral Plane possess Astral copies of whatever their physical bodies were wearing when they entered. They are connected to their bodies by a thin silver cord that can seemingly stretch to a limitless length. It is nearly impossible to sever the silver cord, but if such was to happen the physical body would immediately die.

Recipients awaken in their physical bodies upon expiration of the effect's duration. Time flows differently on the Astral Plane and the in the Spiritual Realms it touches. Characters could spend what feels like thousands of years in a Dream World, only to discover that only a few hours have passed for their physical bodies.

Attract Lover (Fascination)
Level: Ceremony 2, Preternatural Power 3
Affected Area: 1 new lover
Duration: Until next New Moon.
Saving Throw: None

The Recipient will meet a devoted lover at the next possible opportunity. The new lover will be of the desired gender, and will be of at least average appearance. The Recipient must be in a social situation where they could potentially meet such a lover. For example, if the effect is used while alone in the desert it will have no power until the User enters a town. There is no guarantee that the new lover is socially appropriate for the Recipient, and the Recipient will have to deal with any consequences if they decide to pursue a forbidden affair.

The lover will depart at the next full moon, unless the effect is used again. Attracted lovers can also be kept with such effects as charm person or _Inflict Love_.

The Marquis de Sade's fellow novelist and pornographer Nicolas-Edme Rétif gave his name to the term retifism (shoe fetishism). The two men despised each other, and Retif answered de Sade's "Justine" with his own pornographic novel titled "Anti-Justine".
In fact, Retif himself coined the word "pornography!"

Augury (Divination)
Level: Ceremony 1, Pact 2, Preternatural Power 2
Affected Area: User
Duration: Instantaneous
Saving Throw: None

The User can try to ascertain whether a particular action will be beneficial or harmful within the next day. The User can cast an *Augury* for himself, or another questioner. The User makes a Wisdom Check to see if the *Augury* has been successful. Possible results are:

- Weal – the action will benefit the questioner.
- Woe – the action will bring harm to the questioner.
- Weal & Woe – the questioner will both be helped and harmed by the action.
- Nothing – the questioner's condition will essentially remain basically unchanged by the action.

An *Augury* can only be attempted once for a given question, whether it succeeds or fails.

B

Babble (Fascination)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Until dawn
Saving Throw: Negates

The Recipient loses the ability to read, comprehend, or speak any language. The Recipient hears all spoken words as gibberish, and their words sound like gibberish to listeners.

Ball Lightning (Malediction)
Level: Incantation 3, Ceremony 2, Pact 3, Mad Invention 3, Preternatural Power 3
Affected Area: 1 visible target
Duration: Until it hits a target
Saving Throw: Halves damage (see below)

The User shoots a ball of crackling energy which can move around obstacles, and explodes for 3d6 points of Lethal Damage when it hits a solid object. The ball of lightning can be as small as a walnut, or as large as a man's head, and any color desired by the User. It sheds light equal to a torch. The User can select a target for the ball, and it will thereafter pursue the target at any speed desired, up to human running speed. It can even be programmed to stay immobile and wait to ambush a target. The ball moves in a semi-intelligent manner, going around obstructions whenever possible, and is capable of finding windows and other means of entry into buildings. The ball can be intentionally hit with a thrown object and thus discharged, but the thrower must succeed at an attack against Armor Class 7.

Banish Vermin (Malediction)
Level: Incantation 1, Ceremony 0, Talisman 2, Pact 1, Mad Invention 1, Preternatural Power 1
Affected Area: Entire Nearby Area
Duration: Until dawn
Saving Throw: None

All normal vermin in the Nearby Area are forced to flee. The effects banishes such things as rats, lice, fleas, bedbugs, cockroaches, spiders, centipedes, mice, and other such unwanted small animals. This effect is commonly used to create a restful area for sleep. It has no effect on gigantic or monstrous versions of vermin.

Banish Spirit (Fascination)
Level: Incantation 1, Preternatural Power 3
Affected Area: 1 or more Nearby Spirits
Duration: Until dawn
Saving Throw: Negates

The User forces one or more Spirits (including Ghosts and Fairies) to flee from an area or Recipient. The total Levels affected are equal to the User's Level. The effect lasts until dawn, and the Spirit(s) can thereafter return if they want. During the effect's duration, however, Banished Spirits (but only the Banished Spirits) will be unable to go near the User.

Typically, *Banish Spirit* is used in conjunction with effects such as *Summon Spirit* and *Bind Spirit*. Summoned Spirits usually need to be sent away with *Banish Spirit*, and the effect is likewise used as a backup for times when *Bind Spirit* goes wrong.

A Spirit must be physically present in order to be Banished, so the protection cannot be extended until the previously banished Spirit tries to molest the User again. More enduring protection from Spirits is conferred by effects such as *Protection From Evil*.

Barrenness (Malediction)
Level: Incantation 3, Ceremony 2, Pact 2, Mad Invention 3, Preternatural Power 2
Affected Area: One Nearby Recipient
Duration: Permanent
Saving Throw: Negates (if undesired)

The Recipient becomes completely unable to produce offspring. Although it is generally considered to be a curse, Libertines, demimondaines, and prostitutes often seek out Magicians who will use this effect on them.

Beguile (Fascination)
Level: Incantation 0, Ceremony 0*, Pact 0, Mad Invention 1, Preternatural Power 0
Affected Area: 1 Nearby Recipient
Duration: 1 conversation or interaction
Saving Throw: None

The User gains a +3 Bonus on any Charisma Checks to determine a Recipient's opinion of the User or the User's words. Any normal situational Penalties still apply. The effect does not increase Charisma *per se*, and does not benefit any other Charisma Checks or Saves. Blatantly invoking this effect in front of a Recipient will naturally make the intended Recipient suspicious of the User, invalidating the power.

Bewitch Cattle (Malediction)

Level: Incantation 2, Ceremony 1, Pact 2, Preternatural Power 2
Affected Area: 1 visible head of livestock per User Level
Duration: Until next New Moon
Saving Throw: Negates

The User causes livestock such as cattle, sheep, goats, and horses to die in strange ways. The exact result of the effect on animals that fail their <u>Save</u> is determined with a d4 on the following table:

1. Animal suffers 1d6 points of <u>Lethal Damage</u> each day, seeming to waste away.
2. Animal immediately goes mad and attempts to kill itself.
3. Animal bleeds uncontrollably, losing 1 point of Constitution per day.
4. Animal grows weaker, losing 1 point of Strength each day.

Bewitch Cattle is defeated by *<u>Remove Curse</u>*.

Bind Spirit (Fascination)

Level: Incantation 1, Preternatural Power 3
Affected Area: 1 Nearby Spirit
Duration: 1 day per User Level; see text
Saving Throw: Negates

The User forces a Spirit being (such as an Angel, Devil, Demon, Fairy or Ghost) to perform one or more tasks. The maximum Level of Spirit that can be affected is equal to the User's Level. The User can force the Spirit to perform a task that can takes as many days to complete as the User has Levels, or to refrain from acting in a particular way. Furthermore, if the User is higher Level than the Spirit they can make the Spirit perform additional tasks, equal to the User's Level minus the Spirit's Level. For example, a 10th Level User can force a 6th Level Spirit to perform 5 tasks specified during the Binding (1 initial +4 additional ones).

The *Player* must actually articulate the Binding the *character* imposes, such as "Go forth and bring me the contents of the Baron Von Gurent's treasure vault, slay the Baron, return to Hell, and never molest me or my loved ones in the future." Since Spirits hate to be Bound, they will always look for ways to subvert the terms of any Binding and make the User suffer appropriate consequences. The User must at least expect that the Spirit will forever after regard them with hatred, unless the Spirit has been commanded to do something harmonious with its own goals and nature. For example, commanding a Devil to bring food to starving orphans to going to make it very unhappy, while commanding an Angel to do the same might actually impress the being. Conversely, an Angel commanded to steal on behalf of the User will probably thereafter bring down the wrath of Heaven.

A User can only attempt to *Bind* a Spirit once per encounter. A Spirit commanded to do something impossible is released from the effect, and the User had better have some other means prepared to deal with the angry being.

Blacken Sky (Transmutation)

Level: Incantation 5, Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: ½ mile radius around the User
Duration: 1 hour
Saving Throw: None

The sky overhead turns as black as a starless night. If it is already night, the stars and moon will no longer be visible within the affected area. Creatures who are nocturnal or damaged by the sun can function normally in the area covered by the effect, even if it is used during the normal hours of daylight. The area receives enough light from its surroundings that *Nightvision* will still be usable.

The effect is static, and does not move with the User in any way.

Blast Crops (Malediction)

Level: Incantation 3, Ceremony 2, Pact 3, Preternatural Power 3
Affected Area: 1 acre within visual range
Duration: Permanent
Saving Throw: Negates – see below

All the edible and useful plants present in an acre of land become blighted and ruined. Such crops cannot be eaten or used in any way. The effect does not kill weeds, useless plants, or poisonous plants. Monstrous plants are likewise immune.

The *owner* of a cultivated field hit by *Blast Crops* is entitled to a Saving Throw to prevent their crops from being destroyed. If a field of edible or useful plants has no owner, there is no Save against the effect.

In many places, simply knowing how to *Blast Crops* is enough to warrant a death sentence.

Blazing Dexterity (Blessing)

Level: Preternatural Power 2
Affected Area: User
Duration: 1 hour
Saving Throw: None

The Vampyre's Dexterity temporarily increases to 22.

Blind/Deafen (Malediction)

Level: Pact 3, Preternatural Power 3
Affected Area: 1 visible Recipient
Duration: Permanent
Saving Throw: Negates

The User makes the Recipient either blind or deaf, with all appropriate Penalties. In particular, being blind inflicts a -4 Penalty on all actions that require vision.

Blink (Transmutation)

Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: User
Duration: 1 hour, or until User ends effect.
Saving Throw: None

The User rapidly and randomly blinks in and out of reality. The User can attempt to move and act in a directed manner, but is only 50% likely to be physically present at any particular moment. The consequences of the effect include:

- Any attack or magical effects targeting the User is 50% likely to be simply wasted, determined before any attack Checks or Saves are made.
- The User is likewise only 50% likely to be able to effectively attack or cast spells on a particular round, also determined before any other checks are made.
- If the User can attack, they do so with the same +2 Bonus as an *Invisible* creature.
- The User receives a +3 Bonus to Saves against gases or other area effects.
- The User is 50% likely to be able to walk through solid obstructions at their normal movement rate, but is also 50% likely to suddenly materialize inside such objects and be slain instantly.

Blur (Transmutation)

Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient
Duration: 1 hour
Saving Throw: None

The Recipient's form and features becomes blurry and uncertain, granting a +2 Bonus to Armor Class. Opponents that don't need eyes to sense opponents, or are immune to illusion, ignore the Armor Class Bonus.

Bond With Victim (Divination)
Level: Preternatural Power 4
Affected Area: 1 Recipient
Duration: 1 hour
Saving Throw: Negates

The Vampyre communicates telepathically with any victim they have ever previously fed upon. Distance is not a factor. The Vampyre can send thoughts into the victim's mind, and likewise hear the thoughts of its victim. The Vampyre does not gain any actual power over the victim's actions, but can continually torment them with the same recurring thoughts. The victim cannot hear the Vampyre's thoughts, but will know the Vampyre's location. A successful Saving Throw blocks the effect.

Burning Hands (Malediction)
Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: 10′ x 10′ in front of User
Duration: Instantaneous
Saving Throw: Halves damage

An arc of fire momentarily shoots from the User's outstretched fingers. Victims will be burned for 1d6 points of Lethal Damage. The flames will ignite easily flammable materials, which will then burn in a normal manner.

C

Call Lightning (Malediction)
Level: Pact 3, Preternatural Power 3
Affected Area: 1 visible target per round
Duration: 1 hour
Saving Throw: Halves damage

Public demonstrations of electrical phenomena were very popular in the late 18th and early 19th Centuries.

For the next hour, the User can call from the air one vertical bolt of lightning per Round to strike a single visible target for 2d6 points of Lethal Damage. Calling a new bolt (by mental concentration) counts as a User's sole action for a Round. The maximum amount of lightning bolts called is equal to the User's Level. Lightning bolts not used before the expiration of the effect are lost. The effect can only be used outdoors, under the open sky.

If a lightning bolt strikes water every being (including the possibly the User) in the water within 50′ of the strike point will suffer 2d6 points of Lethal Damage (double if during a storm).

Calm Animals (Fascination)
Level: Incantation 1, Talisman 3, Preternatural Power 1
Affected Area: All Nearby animals
Duration: 1 hour
Saving Throw: Negates – see below

The User calms hostile, frightened, or otherwise uncontrollable animals, whether wild or domestic. The number of animals affected is equal in Levels to the User's own Level. Only animals actually trained as guards or war animals receive a <u>Save</u> against the effect. An affected Recipient becomes Calm in Disposition, and will neither fight or flee unless actually attacked. Naturally, aggressive action towards a calmed animal breaks the effect.

The effect includes only mundane animals, not supernatural or fantastic Monsters (such as Lake Serpents).

Cause Fear (Fascination)
Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: One Nearby living creature with 5 or fewer Levels or Hit Dice
Duration: 1 hour
Saving Throw: Negates

The Recipient is overwhelmed with Fear, and will seek to flee anyone who is hostile or aggressive towards them. The victim will suffer a -3 Penalty to all their actions, if near possibly hostile beings.

No being with 5 or more Levels or HD is subject to this effect.

Cause Critical Wounds (Malediction)
Level: Ceremony 5*, Pact 5, Preternatural Power 5
Affected Area: 1 Touched Recipient
Duration: Instantaneous
Saving Throw: Negates

The User inflicts 1d6 points of <u>Lethal Damage</u> per Character Level or HD (if a creature) of the Recipient. A 4th Level character (or 4 HD creature) hit by a *Cause Critical Wounds* effect therefore suffers 4-24 points of Damage.

Revenants and Ghosts cannot harmed or helped by this effect.

Cause Light Wounds (Malediction)
Level: Ceremony 1*, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient
Duration: Instantaneous
Saving Throw: Negates

The User inflicts 1 points of Lethal Damage per Character Level or HD (if a creature) of the Recipient. A 4th Level character (or 4 HD creature) hit by a *Cause Light Wounds* effect therefore suffers 4 points of Damage.

Revenants and Ghosts cannot harmed or helped by this effect.

Cause Serious Wounds (Malediction)
Level: Ceremony 3*, Pact 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Instantaneous
Saving Throw: Negates

The User inflicts 1d4 points of Lethal Damage per Character Level or HD (if a creature) of the Recipient. A 4th Level character (or 4 HD creature) hit by a *Cause Serious Wounds* effect therefore suffers 4-16 points of Damage.

Revenants and Ghosts cannot harmed or helped by this effect.

Change Gender (Transmutation)
Level: Incantation 4, Ceremony 3, Pact 4, Mad Invention 5, Preternatural Power 4
Affected Area: 1 Nearby visible creature, or User
Duration: Until next New Moon
Saving Throw: Negates

The Recipient changes gender. The change is physical, and the Recipient can fulfill all the biological functions of the new gender, including reproductive. In the case of a man who is changed into a woman, any child conceived will be miscarried on the New Moon, unless the effect is renewed every month for 9 months.

Charm Creature (Fascination)

Level: Incantation 4, Ceremony 4*, Mad Invention 5, Preternatural Power 4
Affected Area: 1 Nearby visible creature
Duration: Until next New Moon
Saving Throw: Negates

The Recipient regards the User as a friend and ally who has the Recipient's best interests at heart. The effect is similar in most respects to _Charm Person_, except that it can be used on on any material being (but not a Spirit of any kind). If used on an aggressive or Evil monster the creature will follow its natural inclinations once the effect ends.

Charm Person (Fascination)

Level: Incantation 1, Ceremony 1*, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Nearby visible person
Duration: Until next New Moon
Saving Throw: Negates

The Recipient regards the User as a friend and ally who has the Recipient's best interests at heart. The Recipient retains their own mind and desires, and cannot be directed as if they were a machine. The Recipient will always try to interpret the User's words and actions in the most positive way, however.

If the User is actually threatening the potential Recipient when the effect is activated, the Recipient receives a +3 Bonus in their Save. If an affected Recipient is told to do something hazardous or completely against its own nature, it receives a new Save in order to disobey and break the charm. In any event, Charmed subjects make a Save each day at dawn to free themselves of the effect, and the spell automatically ends once the New Moon occurs.

Naturally, anyone who frees themselves from a Charm will thereafter regard the User negatively, and may even try to attack them.

Note that the effect foes not make the Recipient and User automatically able to understand each others' language.

Clairaudience (Divination)
Level: Ceremony 3, Preternatural Power 3
Affected Area: A point up to 1 mile distant per Level
Duration: 1 hour
Saving Throw: None

The User can hear (but not see) a distant location as if they were there. The location must be known to the User, whether by personal familiarity, accurate research, or through general fame. The User's listening point is fixed in place, but can be rotated at will. The User does not gain any additional power to detect sounds ordinarily outside their natural range of hearing.

Clairvoyance (Divination)
Level: Ceremony 3, Preternatural Power 4
Affected Area: A point up to 1 mile distant per Level
Duration: 1 hour
Saving Throw: None

The User can see (but not hear) a distant location as if they were there. The location must be known to the User, whether by personal familiarity, accurate research, or through general fame. The User's viewing point is fixed in place, but can be rotated at will. The User does not gain any additional visual powers, so a User who cannot see in the dark will see nothing if they spy on a completely unlit location.

Close Wounds (Blessing)
Level: Incantation 0, Talisman 0, Pact 0, Mad Invention 1, Preternatural Power 0
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous
Saving Throw: None

A Recipient reduced to 0 or fewer Hit Points does not lose any more Hit Points to blood loss or shock. If the character is below 0 Hit Points, they are brought to 0. If the Recipient is not damaged further they will heal back Hit Points at the normal rate (i.e. 1 per week until the Recipient reaches 6 hit points, thereafter 1 per day). Remember that those at 0 Hit Points are still unconscious and incapacitated until they heal back to 1 Hit Point.

Commune With Spirit (Divination)
Level: Ceremony 5, Pact 5, Preternatural Power 5
Affected Area: 1 Spirit
Duration: 1 question
Saving Throw: None

The User mentally contacts a Spirit (Angel, Demon, Devil, Fairy, or Ghost) and asks it a question. The User must know the name of the Spirit, and the question must be one that the Spirit might know the answer to. The User can ask only one question, and it must be one that can be answered with a single word. Unless the User has an existing relationship with the Spirit, they must succeed at a Charisma Contest with the Spirit. Failure means that the Spirit will either refuse to answer, or lie, according to its nature.

A Spirit will be able to answer any question that relates to its particular nature. For example, a Fire Demon will be able to answer any question relating to fire, but will have no special knowledge of sailing. An Angel of Healing will certainly be able to answer medical questions, but not those relating to warfare. A Ghost will be able to communicate anything that it knew while alive, or which relates to the interests it had in life.

A particular Spirit can only be interrogated once a day.

Comprehend Language (Divination)
Level: Incantation 1, Talisman 3, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient can read and understand (but not speak) one unknown language specified by the User. The effect does not solve codes and ciphers, but it allows the Recipient to see a cipher the in the same way as a speaker of the code maker's native language would. Reading magical ciphers, however, requires the use of _Read Magic_.

Cone of Cold
Level: Incantation 5, Preternatural Power 5
Affected Area: A cone 50' long by 25' in maximum width
Duration: Instantaneous
Saving Throw: Halves damage

The User shoots a cone-shaped emanation of incredible cold which inflicts 5d6 points of _Lethal Damage_ to everyone in its affected area. A successful Saving Throw halves damage.

Confusion (Fascination)
Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Nearby Recipient
Duration: 10 minutes
Saving Throw: Negates

The Recipient become disoriented, making it difficult for them to think and act in a rational manner. Each round the afflicted Recipient must roll a **d10** to determine their action:

1-3:	Act normally
4-5:	Make meaningless sounds or speak nonsense
6:	Pace back and forth in place
7:	Run away
8:	Stare blankly into space
9:	Stamp foot, tap fingers, or make similar repetitive sound with limb.
10:	Attack nearest creature (verbally or physically)

Conjure Familiar (Evocation)
Level: Ceremony 1, Pact 1, Preternatural Power 1
Affected Area: 1 Familiar Spirit
Duration: Permanent
Saving Throw: None

The User summons a minor Spirit, and permanently binds it as a personal servant and protector. The user must roll a d20. On a roll of 1 – 19 the User obtains a Common Familiar, a relatively weak Nature Spirit that take the form of a small, mundane Animal. The User chooses the form such a familiar will take, and thereafter the familiar Spirit always appears as an animal of the chosen type. Typical animals forms for Common Familiars include black cats, toads, snakes, crows, owls, foxes, and small dogs.

Common Familiars have the speed and movement capabilities of their apparent animal forms, but otherwise all will share the following stats:
> **Perversity:** Same as master
> **Disposition:** Curious
> **Charisma:** 10 **Intelligence:** 10 **Wisdom:** 10
> **Strength:** 10 **Dexterity:** 15 **Constitution:** 10
> **Armor Class:** 5
> **Hit Dice:** 1d6 (+1 Hit Point per Master's level)
> **Attacks:** 1
> **Special Abilities**: Speak, Share Senses, Bolster Master's Hit Points, Carry Spell, Occult Knowledge
> **Level:** Same as master's

The Master of a Common Familiar benefits in the following ways:

- The Familiar can Speak, either in a human-like voice audible to all, or by vocalizing sounds seemingly identical to those of an ordinary animal, but which the master can understand like normal speech.
- The Master can utilize any or all of the Familiar's senses, as along as the Familiar is within 1 mile per Level of the Master. The Master must enter a trance in order to share the familiar's senses, and can take no other actions while doing so.
- The Master gains Hit Points equal to the Familiar's. If the Familiar is ever slain, however, the master instantly loses that same amount of Hit Points.
- A Familiar can serve as the origination point for a Spell, as if the Familiar itself was the User. Likewise, the touch of a Familiar counts as its master's touch. The Familiar must be within 1 mile per Level of its master in order to carry Spells in such a manner, and the Recipient always gets a Save to completely negate such effects.
- Since it is a Spirit, the Familiar may occasionally know occult information that is of use to its master. A Magician with a Common Familiar can re-roll any failed Esoteric Knowledge rolls.

Possession of a Common Familiar has one serious downside for Magicians who find themselves in conflict with their fellows, however. Capturing another Magician's Common Familiar allows a Magician to employ Ceremonies that will affect the Familiar's master regardless of distance, just as if the Magician possessed a lock of hair or vial of blood.

If the user gets a 20 on the initial roll, they Conjure a more powerful Spirit such as an Imp. The exact Spirit conjured varies by the Perversity of the User.

- A User with Perversity of 13 or above will conjure an Imp
- A User with Perversity between 12 and 9 will conjure a Zoomorphic Revenant
- A User with Perversity of 8 or below will conjure a Spectral Dog

Such unusual familiars have their own unique abilities and magical powers, which they will use on behalf of their masters. Unlike a Common Familiar, however, such an unusual Familiar does not generally grant its master additional Hit Points, or use of the Familiar's senses. Also unlike a Common Familiar, an unusual Familiar has its own agenda, and will always seek to influence its Master to perform deeds consistent with its nature. For example, an Imp will constantly tempt its master to ever-more depraved acts of wickedness, while a Zoomorphic Revenant will have an agenda from their previous human life.

Familiars, once conjured, remain in the material world. They cannot be banished and re-summoned at will, for example. If a Master grows weary of a Common Familiar it can be sent away, and a new one obtained in a year-and-a-day's time. Unusual familiars such as Imps cannot be sent away; the Magician who obtains the service of such a Spirit is stuck with it until the being's material form is destroyed.

Conjure Monster I (Evocation)
Level: Ceremony 1, Pact 1, Preternatural Power 1
Affected Area: 1 Monster
Duration: 1 hour, or until task is completed
Saving Throw: None

The User summons a freakish Monster (but *not* a Spirit of any kind) of Level 1 or 2, and forces it to perform one service (which can last no more than 1 hour). Services can range from "kill the soldiers" to "lift this rock". The complexity of the task must be commensurate with the Intelligence of the Monster, so stupid Monsters must be given only very simple tasks. The Monster is in complete thrall to the User until its task is finished, and thereafter it disappears. If the same Monster is somehow encountered again by the Magician, it will react as normal for a creature of its kind.

The User must specify the Monster they want to conjure, or else a random creature (determined by the Presenter) will appear.

A typical Monster Conjured by this effect would be a Beast Man.

Conjure Monster II (Evocation)
Level: Ceremony 2, Pact 2, Preternatural Power 2
Affected Area: 1 Monster
Duration: 1 hour, or until task is completed
Saving Throw: None

The User summons a freakish Monster (but *not* a Spirit of any kind) of Level 3 or 4, and forces it to perform one service. The effect is otherwise identical to *Conjure Monster I*.

A typical Monster Conjured by this effect would be a Gigantic Wolf, or an Ogre.

Conjure Monster III (Evocation)
Level: Ceremony 3, Pact 3, Preternatural Power 3
Affected Area: 1 Monster
Duration: 1 hour, or until task is completed
Saving Throw: None

The User summons a freakish Monster (but *not* a Spirit of any kind) of Level 5 or 6, and forces it to perform one service. The effect is otherwise identical to *Conjure Monster I*.

A typical Monster Conjured by this effect would be a Gigantic Leopard, or even a Satyr.

Conjure Monster IV (Evocation)
Level: Ceremony 4, Pact 4, Preternatural Power 4
Affected Area: 1 Monster
Duration: 1 hour, or until task is completed
Saving Throw: None

The User summons a freakish Monster (but *not* a Spirit of any kind) of Level 7 or 8, and forces it to perform one service. The effect is otherwise identical to *Conjure Monster I*.

A typical Monster Conjured by this effect would be a Gigantic Lion, or even a Lake Serpent.

Conjure Monster V (Evocation)
Level: Ceremony 5, Pact 5, Preternatural Power 5
Affected Area: 1 Monster
Duration: 1 hour, or until task is completed
Saving Throw: None

The User summons a freakish Monster (but *not* a Spirit of any kind) of Level 9 or 10, and forces it to perform one service. The effect is otherwise identical to *Conjure Monster I*.

The effect is powerful enough to summon a Monster such as a Giant Octopus, or even a Dragon.

Consecrate Object (Blessing)
Level: Ceremony: 1, Pact 2, Preternatural Power 2
Affected Area: 1 touched object no larger than a carriage, or up to 1 gallon of liquid.
Duration: Permanent until desecrated
Saving Throw: None

An object or substance becomes holy, and anathema to beings of supernatural Evil. The effect can be used to create Holy Water or Oil, which will burn creatures such as Demons, Devils, and Revenants like acid for 1d6 point of Damage. If the Effect is used to bless any weapon it will thereafter be able to strike creatures of supernatural Evil, even if they are normally immune to ordinary weapons. In any event, creatures of supernatural Evil hate and avoid Consecrated Objects. Merely touching one will usually inflict at least 1 point of damage (2 if the creature is particularly Vulnerable) to Evil beings, and such Creatures will usually need to pass a Morale Check to even enter the area Nearby the object. Fairies are disgusted by Consecrated Objects, but suffer no ill effects from contact with them.

Consecrated Objects can be desecrated by contact with human waste, or by being used in a immoral manner. For example, a Consecrated blade used to strike an innocent is instantly desecrated. Note that even Users with high Perversity scores can create and use Consecrated objects, so long as they do not do anything to desecrate them. Holy Water or Oil can only be used once.

Continual Flame (Glamor)

Level: Ceremony 3, Mad Invention 3, Preternatural Power 1
Affected Area: 1 touched object
Duration: Permanent
Saving Throw: None

The User creates a phantom flame that seems to burn perpetually with light equal to a torch, but which doesn't shed heat or consume air. The flame cannot be quench or snuffed, since it is actually a kind of Glamor.

Control Plants (Transmutation)

Level: Incantation 4, Mad Invention 5, Preternatural Power 4
Affected Area: All Nearby plants
Duration: 1 hour
Saving Throw: See below.

The User animates and controls the movement of all Nearby plants. Plants can be commanded to part, and reveal a previously obscured area. Tree limbs can be used to block passage, or can strike like clubs. Vines can be formed into nooses and snares to prevent movement (Dexterity Check to evade). Plants with potentially dangerous fruit (such as coconuts) can hurl them as deadly projectile weapons. Plants attack with the Dexterity of the effect's User.

Each person in the affected area can be subjected to one action per round from the surrounding plants, whatever it is an attack, an attempt to ensnare, or anything else.

The effect stays in the area where it was employed, and does not move with the User in any way.

Control Winds (Transmutation)

Level: Incantation 5, Preternatural Power 5
Affected Area: Entire visible area
Duration: 1 hour
Saving Throw: None

The User can alter the speed and direction of the wind anywhere in visual range. The wind can be made to blow in any direction desired (including upwards or downwards), and wind speed can be altered by up to 100 miles per hour.

Winds in excess of 50 mph create effects similar to a _Gust of Wind_. Winds in excess of 100 mph inflict 1d6 points of _Nonlethal Damage_ to creatures and structures per minute of exposure. Winds in excess of 150 mph will flatten wooden structures, and lift objects as large and heavy as trees and small ships!

Create Flame (Transmutation)
Level: Incantation 0, Preternatural Power 0
Affected Area: Nearby
Duration: 1 Round
Saving Throw: None

The User creates a small flame, equal to a lit candle in size, heat, and illumination. The flame can appear anywhere in the Nearby Area, and can even appear atop non-flammable objects. It lasts for only 10 seconds, unless it ignites flammable materials and spreads. The flame is not natural, and Fairies are not Vulnerable to it.

Create Food and Water (Transmutation)
Level: Pact 3, Preternatural Power 3
Affected Area: Nearby
Duration: Until dawn
Saving Throw: None

Bland but nourishing food suddenly appears, along with drinkable water. The amount created is equal to one human meal per User Level. At dawn the food will decay, and the water evaporate. Only food and water are created, not containers to hold them.

Create Vampyre (Transmutation)
Level: Pact 4, Preternatural Power 4
Affected Area: 1 Recipient
Duration: Permanent
Saving Throw: Negates

The User damns the Recipient to become a Vampyre. The victim receives a Wisdom Saving Throw. If failed, the soul is damned to rise as a fully-fledged Vampyre the next night after their death, with all relevant changes to Basic Abilities.

New Vampyres are not under any special control, besides whatever personal fear they may have of the one who created them. Would-be Master Vampyres often wind up creating progeny that are far more powerful (and defiant) than expected.

Create Water (Transmutation)
Level: Incantation 1, Pact 0, Mad Invention 1, Preternatural Power 1
Affected Area: Nearby Area
Duration: Instantaneous – water lasts until dawn
Saving Throw: None

Drinkable water is created. The water must be created in a non-living container, on a non-living surface, or in the air (where it can be made to fall in either a column or dispersed downpour). The User can make up to 2 Gallons per level. Water cannot be created inside a living being. Each Gallon of water weighs 8 pounds, so a 20 Gallon column of water falls with the force of a 160 pound object.

Unless the water is drank or incorporated into another substance it will completely evaporate at dawn.

Create Werewolf (Transmutation)
Level: Pact 4, Preternatural Power 4
Affected Area: 1 Recipient
Duration: Permanent
Saving Throw: Negates

The User curses the Recipient to become a Werewolf. If the Recipient fails their Saving Throw, they will become a Werewolf, subject to a cycle of Compulsory Transformations determined by the User. The Recipient gains the Werewolf Class, and their Basic Abilities are immediately altered accordingly.

The new Werewolf is not controlled in any way by the person who cursed them.

Cure Critical Wounds (Blessing)
Level: Ceremony 5*, Pact 5, Preternatural Power 5
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous
Saving Throw: None

The Recipient is cured of 1d6 points of Lethal Damage per Level possessed. A 4th Level character or creature is therefore Cured of 4-24 points of Damage.

Revenants and Ghosts cannot be healed or harmed by this effect.

Cure Light Wounds (Blessing)
Level: Ceremony 1*, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous
Saving Throw: None

The Recipient is cured of 1 point of <u>Lethal Damage</u> per Character Level or HD (if a creature). A 4th Level character or creature is therefore Cured of 4 points of Damage.

Revenants and Ghosts cannot be healed or harmed by this effect.

Cure Serious Wounds (Blessing)
Level: Ceremony 3*, Pact 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous
Saving Throw: None

The Recipient is cured of 1d4 points of <u>Lethal Damage</u> per Level possessed. A 4th Level character or creature is therefore Cured of 4-16 points of Damage.

Revenants and Ghosts cannot be healed or harmed by this effect.

Curse (Malediction)
Level: Ceremony 3, Pact 3, Preternatural Power 3
Affected Area: 1 Nearby Recipient
Duration: Permanent
Saving Throw: Negates

The User inflicts a negative supernatural condition upon the Recipient. *Curses* of typical power include imposing a particular Affliction upon someone, reducing one Ability by 4 points, imposing a -3 Penalty on a victim's attack Checks, or forcing a general -1 Penalty on all Ability Checks and Saves. Other effects of similar power are possible. The User must specify the terms of the *Curse*, and an action or event that will release the victim from the *Curse*. The releasing event can be the death of the victim, but it must be possible to lift the *Curse* somehow.

When an object is *Cursed*, the *Curse* affects anyone who touches or carries the item for as long they maintain contact or possession.

A *Curse* can be removed with <u>*Remove Curse*</u>.

D

Darkness (Transmutation)
Level: Incantation 2, Talisman 2, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: None

All light within a 20 foot radius is extinguished, creating total and impenetrable darkness. Everything within the darkness is effectively *Invisible*. Open flames, torches, lamps, and other sources of light cease to give off illumination (but flames are *not* extinguished). *Darkness* defeats *Darkvision* and *Nightvision*. *Darkness* can be cast to radiate from an object instead of the atmosphere.

Light and *Darkness* effects cancel each other out, leaving the area illuminated as normal. When created through a Preternatural Power (instead of a Spell or Mad Invention), the User will still be able to see normally in the *Darkness*.

Darkvision (Transmutation)
Level: Incantation 2, Talisman 5, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The User can see in total darkness, but without the ability to distinguish color. Everything appears in shades of gray. *Darkvision* does not pierce magical *Darkness*, but does not otherwise require any light source at all. The User can see underground without any light sources, for example.

Daze (Fascination)
Level: Incantation 0, Mad Invention 1, Preternatural Power 0, Vampyric Power 1
Affected Area: 1 Nearby Recipient
Duration: 1 Round
Saving Throw: Negates

The Recipient's mind becomes momentarily confused, causing them to lose their next action.

Death Ward (Blessing)
Level: Pact 5, Preternatural Power 5
Affected Area: User, or 1 Touched Recipient
Duration: Until dawn.
Saving Throw: None

The Recipient cannot be harmed by Maledictions for the duration of the effect. In addition, the Recipient is immune to Experience Point loss, Ability Drain, or any other non-physical attack from Revenants or Ghosts.

Decrease Charisma (Malediction)
Level: Ceremony 1*, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Until dawn
Saving Throw: Negates

The Recipient's Charisma temporarily decreases by 4 points, with all corresponding consequences. A Recipient can only suffer from one *Decrease Charisma* effect at a time.

Decrease Constitution (Malediction)
Level: Ceremony 1*, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Until dawn
Saving Throw: Negates

The Recipient's Constitution temporarily decreases by 4 points, with all corresponding consequences. A Recipient can only suffer from one *Decrease Constitution* effect at a time.

Decrease Dexterity (Malediction)
Level: Ceremony 1*, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Until dawn
Saving Throw: Negates

The Recipient's Dexterity temporarily decreases by 4 points, with all corresponding consequences. A Recipient can only suffer from one *Decrease Dexterity* effect at a time.

Decrease Intelligence (Malediction)
Level: Ceremony 1*, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Until dawn
Saving Throw: Negates

The Recipient's Intelligence temporarily decreases by 4 points, with all corresponding consequences. A Recipient can only suffer from one *Decrease Intelligence* effect at a time.

Decrease Strength (Malediction)
Level: Ceremony 1*, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Until dawn
Saving Throw: Negates

The Recipient's Strength temporarily decreases by 4 points, with all corresponding consequences. A Recipient can only suffer from one *Decrease Strength* effect at a time.

Decrease Wisdom (Malediction)
Level: Ceremony 1*, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Until dawn
Saving Throw: Negates

The Recipient's Wisdom temporarily decreases by 4 points, with all corresponding consequences. A Recipient can only suffer from one *Decrease Wisdom* effect at a time.

Delay Poison (Blessing)
Level: Pact 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: Until dawn
Saving Throw: None

Any poison affecting the Recipient is temporarily neutralized. Once the effect's duration ends the poison is effective again, unless an antidote has been administered.

Detect Evil (Divination)
Level: Incantation 1, Talisman 1, Preternatural Power 1
Affected Area: The entire Nearby Area
Duration: Until User leaves affected area
Saving Throw: None

The User can detect the presence and location of Evil in the Nearby Area. The User will know which creatures in the Nearby Area are Evil (Perversity of 15 or above), which creatures harbor Evil intention towards the User, if any objects in the Nearby Area are tainted with Evil, or if the area itself has been corrupted by beings of supernatural Evil. The User will be able to ascertain the lingering traces of Evil left by violent crimes, and the presence (past or present) of Evil Spirits. Magicians who have Pacts with Evil Spirits will be detected as Evil, even if their Perversity is below 15. The User can continue detecting Evil for the entire space of the effect's duration.

Hidden sources of Evil, such as a cursed dagger secreted in a coffer, can be uncovered by means of *Detect Evil.*

Detect Illusion (Divination)
Level: Incantation 1, Talisman 2, Mad Invention 2, Preternatural Power 1
Affected Area: Sensory range
Duration: Until User moves from their current position
Saving Throw: None

The User can detect if anything they see or otherwise sense is actually an illusion. The User must stand still, and the effect ends once they move away from their current position. The User can rotate in position without ending the effect, however.

Detect Lies (Divination)
Level: Incantation 4, Mad Invention 5, Preternatural Power 4
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: None

The User will know instantly if any lies or deceptions are perpetrated in the Nearby Area. All forms of verbal, physical, emotional, and magical deception are revealed by the effect.

Detect Magic (Divination)
Level: Incantation 1, Talisman 1, Preternatural Power 1
Affected Area: The entire Nearby Area
Duration: Until User leaves affected area
Saving Throw: None

The User will know if any aspect of their immediate environment is magical. Weird Objects and Talismans will be revealed by the effect, even if they have been carefully hidden. Beings under the influence of Preternatural Effects such as *Invisibility* are likewise revealed. With a successful Wisdom Check the User will be able to discern the nature and general purpose of the magic.

Detect Poison (Divination)

Level: Incantation 1, Talisman 1, Mad Invention 2, Preternatural Power 1
Affected Area: The entire Nearby Area
Duration: Until User leaves affected area
Saving Throw: None

The User can detect the presence and location of poison in the Nearby Area. Vials of poison, venomous creatures, poisoned food, and hazardous substances are all revealed to the User, even if they are carefully hidden.

Detect Scrying (Divination)

Level: Incantation 4, Preternatural Power 4
Affected Area: User
Duration: Until dawn
Saving Throw: Scrier must <u>Save</u> to avoid being revealed

The User will know if they are being scried upon, or otherwise observed through supernatural means. Anyone spying on the User through extra-mundane methods must save versus Wisdom or their identity and location will become known to the User.

Detect Secret Doors (Divination)

Level: Incantation 1, Talisman 3, Mad Invention 2, Preternatural Power 1
Affected Area: The entire Nearby Area
Duration: Until User leaves affected area
Saving Throw: None

The User can detect the presence and location of any secret doors or passages in the Nearby Area. The User can make a Wisdom Check to learn how to activate the secret door.

Detect Snares & Pits (Divination)

Level: Incantation 1, Talisman 3, Preternatural Power 1
Affected Area: The entire Nearby Area
Duration: Until User leaves affected area
Saving Throw: None

The User is aware of any intentionally set traps, snares, and pits in the Nearby Area, even if they have been carefully hidden. With a Wisdom Check the User will also become aware of how to deactivate the trap. The effect does not detect potentially hazardous natural conditions.

Detect Undead (Divination)
Level: Incantation 1, Preternatural Power 1
Affected Area: Sensory range
Duration: 1 hour
Saving Throw: None

The User can detect the presence of any Ghosts or Revenants in sensory range, even if the creatures are hidden, _Invisible_, or on the _Ethereal Plane_. With a Wisdom Check the User can discern whether the beings are generally more or less powerful (higher or lower total Levels) than the User and her allies.

Dimension Door (Transmutation)
Level: Incantation 4, Mad Invention 5, Preternatural Power 4
Affected Area: User, or 1 Recipient, transported to any place within visual range
Duration: Instantaneous
Saving Throw: Negates if Recipient is unwilling

The Recipient is teleported to any place the User can see. A Recipient cannot be sent underwater, or inside a solid object (unless the User can somehow see inside). A hapless victim could be transported onto the surface of a body of water, or even more cruelly, hundreds of feet into the air.

If an unwilling Recipient makes their _Save_, the User must also make a Save or be sent exactly where they had tried to put the intended victim!

Discover Dead (Divination)
Level: Incantation 1, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: None

For the next hour the User can sense all dead bodies in their Nearby Area, even if hidden or buried. The effect moves with the User. Corpses and Revenants can be discovered by means of this effect, but not incorporeal Ghosts or _Ethereal_ creatures. For example, the effect can reveal a Mindless Revenant, but not a presence of a Wraith.

The grimoire known as "The Black Pullet" describes a method for detecting treasure – using a magical chicken.

Discover Treasure (Divination)
Level: Ceremony 3, Preternatural Power 5
Affected Area: User
Duration: Effect occurs next day
Saving Throw: None

The day after employing this effect the User will learn the location of a treasure. The method of discovery will vary, and can include everything from overhearing a drunken Pirate bragging in a bar, to finding a long-forgotten map in a recently purchased book. The treasure will be located within 1 week's journey from the User's current location, and will be worth at least enough to keep the User in an upper class lifestyle for a year. The effect does not in any way guarantee recovery of the treasure.

Needless to say, people who chase treasures tend to have short lives

Disguise Others (Glamor)
Level: Incantation 4, Ceremony 3, Preternatural Power 4
Affected Area: 1 Recipient per User Level
Duration: Until dawn
Saving Throw: None

The User can make one other person per Level appear to be somebody else. The Recipients' genders and frames must remain the same, but the effect can otherwise create a new faces and bodies. The User can also change the appearance of the Recipients' clothing and equipment, for example making simple robes appear to be expensive ecclesiastical vestments. Details such as tattoos and moles can be added or taken away. The Recipients' voices and personal scents remains the same, however. The effect is purely an illusion, so touching the Recipients will reveal the textures of their actual bodies and clothing.

Disguise Self (Glamor)
Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: User
Duration: Until dawn
Saving Throw: None

The User can change the details of their own appearance in order to appear to be somebody else. Gender and frame remain the same, but the effect can otherwise create a new face and body. The User can also change the appearance of their clothing and equipment, for example making a simple dress appear to be an expensive gown with costly jewelry. Details such as tattoos and moles can be added or taken away. The User's voice and personal smell remains the same, however. The effect is purely an illusion, so touching the User will reveal the textures of their actual body and clothing.

Dismissal (Evocation)
Level: Incantation 4, Preternatural Power 4
Affected Area: 1 Spirit of equal or lower Level than the User
Duration: Until next New Moon
Saving Throw: Negates

The User forces a Spirit to leave the Mundane World entirely and return to its place of origin (or proper abode). The *Dismissal* can potentially affect any Spirit with a Level equal to, or lower than the User's own. The Spirit can make a Charisma Save to resist. Spirits so banished cannot re-enter ordinary reality by any means until the next New Moon.

Dispel Magic (Transmutation)
Level: Incantation 4, Ceremony 2, Pact 3, Preternatural Power 3
Affected Area: User, 1 touched object or living Recipient, or entire Nearby Area.
Duration: Instantaneous
Saving Throw: See below

The User can either dispel all Preternatural Effects operating on a living Recipient or an environment, or else temporarily suppress permanent Preternatural Effects placed on an object.

In order to *Dispel Magic* on a living Recipient or area, the User engages in a Wisdom Contest against the effect's original User. If the User is successful, all Preternatural Effects cease. Any Talismans worn by a living Recipient count as enchantments placed on them, and are ruined by a successful *Dispel Magic*. In cases where the User has multiple enchantments on them (or wears multiple Talismans), each effect must be rolled for separately.

To suppress the power of a Weird Object or Mad Invention, the User must make a Wisdom Check with a -2 Penalty. If successful, the item ceases to possess any Preternatural qualities for 1 hour per User Level. Certain extremely powerful Weird Objects may be immune to the power of *Dispel Magic.*

A User can only attempt to use *Dispel Magic* against a given subject once per day.

E

Eat Sin (Transmutation)
Level: Ceremony 4, Preternatural Power 5
Affected Area: 1 Nearby Recipient
Duration: Until next New Moon
Saving Throw: None

The Recipient of this effect enjoys all the Spiritual benefits of low Perversity (below 6), without actually amending their behavior or attitudes. For example, a wicked Libertine whose sins have been eaten can ward off Vampyres with Faith. Those who have been denied absolution by the religious authorities sometimes seek out a magician who can *Eat Sin*.

The effect can also be used on behalf of a recently deceased person. In particular, a deceased Recipient of the effect will not rise again as a Vampyre, even if their misdeeds might otherwise cause them to.

The *Eat Sin* ceremony consists of ritually transferring the Recipient's sins into a meal (usually of bread and wine) and consuming it. The outward form of the ceremony is easy to do, and the average person has no way of knowing when actual magic is being done, so there are many frauds who claim to *Eat Sin* when they are actually just helping themselves to a free meal!

The User takes on the guilt and burden of all the Recipient's sins. For example, if a Magician eats the sin of a murderer, Angels who subsequently meet the magician will believe him to be a murderer. Furthermore, a Magician who has eaten the sin of another is always detected as Evil by effects which *Detect Evil*.

The primary benefit for the Sin-Eater is the money that can be made by using the effect. Generally, people willing to become Sin-Eaters believe they are already damned to Hell. Naturally, it is impossible to eat ones own sins!

Elf Stroke (Malediction)
Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 visible target
Duration: Instantaneous
Saving Throw: None

The User shoots an invisible force at the brain of a visible Recipient, automatically striking for 1d6 points of Lethal Damage regardless of the target's Armor Class or other protections. Only complete cover, *Invisibility*, or a *Shield* effect protects a target against an *Elf Stroke*. Inanimate objects, Spirits, non-living beings, and creatures that do not have actual brains cannot be affected by an *Elf Stroke*.

Empowered Weapon (Blessing)
Level: Ceremony 1, Pact 3, Preternatural Power 3
Affected Area: 1 weapon, or up to a dozen pieces of ammunition
Duration: Until dawn
Saving Throw: None

The User makes a single weapon, or up to a dozen pieces of ammunition, capable of striking Creatures that are immune to normal arms. If the Effect is used on a gun, bow, or crossbow the Effect is bestowed upon all ammunition fired by the weapon.

Unlike employing a permanently Enchanted Weapon, the User receives no Bonus on their attack checks or damage rolls. However, there is no potentially hazardous Drawback to the use of an *Empowered Weapon.*

Enchant Weird Object [Specific Object] (Transmutation)
Level: Ceremony 5, Pact 5, Preternatural Power 5
Affected Area: 1 object
Duration: Usually Permanent
Saving Throw: None

The User creates one of the non-unique Weird Objects of legend. Unlike a Talisman, a Weird Object is not discharged if touched by someone other that the person for whom it was created. There is a different version for of the Create Weird Object effect for each possible Weird Object.

The User must begin with a mundane object of precisely the correct materials and construction. For example, to create a Brazen Head the user must first construct or purchase a clockwork head of brass, but the creation of a Witch Ball requires a colored glass ball blown in such a way that its interior is filled with cross-crossing strands. After the mundane basis is created or acquired, the User must employ the specific Create Weird Object effect to empower the item permanently. In some cases, the raw materials are actually combined during the course of the Create Weird Object Ceremony – when a User creates Zombi Powder, for example.

Some Weird Objects, such as Sleeping Potion or Knotted Winds, are single or limited use by their nature. In the case of an Imp Bottle (and similar objects), the User must also use the appropriate Summon Spirit and *Bind Spirit* effects to force the entity into the bottle.

If the User is creating an Enchanted Weapon the item's Drawback can either be specified by the Player, or else defined by the Presenter. Furthermore, more powerful Enchanted Weapons should require progressively more precious or outrageous ingredients. For example, a +1 saber might require meteoric iron, while a +3 rifle might have to be first bathed in royal blood before it can be enchanted.

Creating a Weird Object can be the basis for an entire Affair, as the Player Characters gather the necessary materials and try to ensure that they are able to perform the ceremony or Ritual at the

proper time. The terms of a Pact that creates a Weird Object might involve illegal behavior that results in no end of trouble for the characters.

Enchanting a Weird Object always results in the automatic gain of 1 Point of <u>Perversity</u>, in addition to any possible gain that may occur at the end of the Game Session.

A list of Weird Objects drawn from literature, legends, and folklore can be found in the "**Ghastly Affair Presenter's Manual**". Note that *Enchant Weird Object* cannot create unique items such as the Ring of Solomon.

Enhanced Hearing (Transmutation)
Level: Incantation 1, Ceremony 0, Talisman 2, Pact 1, Mad Invention 1, Preternatural Power 1
Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient's sense of hearing becomes similar to that of a cat. The Recipient can hear small mice moving inside walls, as well as sounds too highly-pitched to be detected by human ears. The Recipient suffers only a -2 Penalty (instead of the usual -4) when fighting opponents they cannot see.

Unfortunately, the Recipient also suffers a -3 Penalty on Saves against sonic effects such as *<u>Shout</u>*.

Enhanced Sense of Smell (Transmutation)
Level: Incantation 1, Ceremony 0, Talisman 2, Pact 1, Mad Invention 1, Preternatural Power 1
Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient gains a sense of smell equal to that of a dog. The Recipient can actually distinguish individuals by their smell, defeating Glamor effects that disguise personal appearances without altering scent. They are able to smell bodies buried in shallow graves, or animals burrowing close to the surface. They suffer only a -2 Penalty (instead of the usual -4) when fighting opponents they cannot see. Additionally, the Recipient has the ability to track creatures by scent until the end of the effect.

Unfortunately, the Recipient also suffers a -3 Penalty on Saves against olfactory effects such as *<u>Stinking Cloud</u>*.

Enhanced Sense of Taste (Transmutation)
Level: Incantation 1, Ceremony 0, Talisman 2, Pact 1, Mad Invention 1, Preternatural Power 1
Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient gains a sense of taste far exceeding the most talented wine expert. The Recipient can easily distinguish between flavors that seem identical to ordinary people. The Recipient gains a +3 Bonus on any Intelligence Checks to determine a substance's identity and properties by taste. Since the Recipient can also detect the most minute concentrations of flavors and react accordingly, they also gain a +3 on Saving Throws to avoid ingested poisons. The most common use for this spell, however, is for a Magician to impress potential lovers with his incredible gastronomic connoisseurship!

Unfortunately, the Recipient becomes completely unable to swallow anything but the best food and drink. Things like ship biscuit become disgustingly inedible.

Enhanced Sense of Touch (Transmutation)
Level: Incantation 1, Ceremony 0, Talisman 2, Pact 1, Mad Invention 1, Preternatural Power 1
Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient gains a sense of touch so acute that he can actually read inked pages in total darkness. The Recipient can also make an Intelligence Check to distinguish a solid substance by touch alone. For example, in total darkness the User might be able to tell if the walls of a building are granite or ordinary field stone, or if a coin is copper or gold.

Unfortunately, the Recipient also suffers a -3 Penalty on Saves against pain.

Enhanced Vision (Transmutation)
Level: Incantation 1, Ceremony 0, Talisman 2, Pact 1, Mad Invention 1, Preternatural Power 1
Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient can see in daylight with an ability similar to an eagle. The Recipient is able to distinguish detail and recognize faces at a range of 1 mile in clear conditions. They also receive a +3 Bonus when attacking with artillery weapons.

Unfortunately, the Recipient also suffers a -3 Penalty on Saves against blindness or bedazzlement from bright light (such as from *Pyrotechnics*).

Enlarge Person (Transmutation)
Level: Incantation 1, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Visible humanoid, or User
Duration: 1 hour
Saving Throw: Negates

The Recipient grows 10% taller per User Level. Every 10% of growth temporarily grants the Recipient 1 point of additional Strength and Damage Bonus, but an equal Penalty to their attack Checks (due to awkwardness).

The effect does not alter the Recipient's clothing or possessions, which could be destroyed by the Recipient's sudden growth. Subjects trapped in spaces too small to contain them can make a Strength Check to break the walls and/or ceiling. Otherwise, the Recipient suffers 1d6 points of <u>Lethal Damage</u> for every 10% of growth past the point when they became too large for the enclosure.

Enlarge Person is subject to the <u>*Permanency*</u> effect. If that occurs, the Recipient loses the penalty to their Attack Checks as they adapt to their new, larger size.

Enter Ethereal Plane (Transmutation)
Level: Ceremony 5, Preternatural Power 5
Area: User, and/or up to 1 Touched Recipient per Level.
Duration: Until dawn
Saving Throw: Negates if undesired

The Recipients' solid bodies (along with their clothing and equipment) dissolve fully or partially into the Ethereal Plane, also known as the Quintessential World. Fully Ethereal beings are effectively *Invisible* from the material world, while partially Ethereal ones look faint and translucent. People fully on the Ethereal Plane are ordinarily immune to material attacks, but cannot affect the material world in any way. Partially Ethereal people can be harmed by Enchanted Weapons, but only suffer half damage.

From within, the Ethereal Plane appears to be an endless expanse of gray fog, in which places, creatures, and objects in the material world are visible as translucent images superimposed upon each other. It is possible to travel from any place in the material world to another by dissolving one's body back into Ether, traversing the Ethereal Plane, and re-manifesting as matter in the desired place. The Spirits of the dead often wander in the Ethereal plane, sometimes partially manifesting in order to interact with the living. There are stories of even stranger sights and creatures to be found in the depths of the Ethereal Plane. In particular, the Ethereal Plane leads to the Otherworld of the Fairy Folk.

Travel in the Ethereal Plane is rapid, and a human can walk at a rate of 50 miles per hour relative to the ordinary material plane. For as long as the effect endures the User controls whether the Recipients are fully Ethereal, partially Ethereal, or manifested in the material world.

Erase (Transmutation)

Level: Incantation 1, Preternatural Power 1
Area: 1 Touched text
Duration: Instantaneous
Saving Throw: See text

The User destroys both mundane or magical writing. The amount of writing destroyed is equal to the front and back of a single page. To undo such effects as *Explosive Runes,* the User of *Erase* must succeed at a Wisdom Contest against the effect's original creator. Failure indicate the User has triggered the harmful effect.

Exorcism (Blessing)

Level: Incantation 5, Ceremony 3, Pact 5, Preternatural Power 5
Affected Area: Entire Nearby Area.
Duration: Until next new moon
Saving Throw: Negates

All Evil supernatural creatures are forced to flee the area, and all Preternatural Effects from Evil sources are immediately ended. Evil supernatural creatures (including Revenants, Spirits, Monsters, and even human Magicians with Perversity scores of 15 or above) will immediately seek to put as much distance as possible between themselves and the User. Evil Spirits possessing victims will be cast out and made to return to their normal abodes. Hauntings by Evil Spirits will be ended.

Evil beings receive a Saving Throw to resist the effect of an *Exorcism.* In order *Exorcise* an area or object, the User engages in a Wisdom Contest against the originator of the Evil. If the User is successful, all Evil effects and powers will cease operating. Any Evil Talismans worn by a living Recipient in the area of a successful *Exorcism* are ruined.

To Exorcise a Weird Object, the User must make a Wisdom Check. If successful, the item ceases to possess any magical qualities for 1 hour per User Level. Certain extremely powerful and ancient objects may be immune to the power of *Exorcism.*

A User can only attempt to use *Exorcism* against a given subject once per day.

Explosive Runes (Malediction)
Level: Ceremony 3, Preternatural Power 5
Affected Area: 1 object weighing to 10 lbs; explosion affects entire Nearby Area
Duration: Permanent until discharged
Saving Throw: Halves damage

The User creates runes that, when read by an unauthorized being, cause an explosion that inflicts 3d6 points of Lethal Damage.

Explosive Runes must be placed on a surface already inscribed with mundane writing. The item takes the same damage as a reader when the Runes are triggered, and will therefore probably be consequentially destroyed.

The User, and anyone they specify, can freely read the original writing without danger from the *Explosive Runes.*

Explosive Runes can be removed with a successful *Dispel Magic* or *Erase*, but only if the User of those effects is somehow made aware of the *Runes* without actually reading them. Failing to *Dispel* or *Erase* the *Runes* triggers them.

F

False Magical Aura (Glamor)
Level: Ceremony 0, Preternatural Power 0
Affected Area: One touched object weighing up to 5 lb. per User Level
Duration: Until next New Moon
Saving Throw: None; see text

The User can place a false magical aura on an item, which will fool *Detect* effects (such as *Detect Magic*). A Weird Object can be made to seem mundane, a mundane item can be made to seem magical, or an actual enchantment can be disguised as one of another kind. *Identify* can pierce a *False Magical Aura* if the User succeeds at an Intelligence check.

Fame (Fascination)
Level: Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: 1 Touched Recipient, or User
Duration: Permanent
Saving Throw: Negates

The Recipient of this spell is almost immediately confronted with new-found fame. Wherever they go, somebody will know who they are. Musicians will sing songs about their accomplishments, however commonplace or meager. Strangers will look at them with admiration, young women

(or men) will seek them out for romance, and taverns will let them drink for free. Even the local authorities will know who the character is, and may request their help with difficult situations. The character may find references to themselves in songs and books that were written before the effect was used on them. They may be confronted with ancient prophesies regarding their glorious destiny. Treat the character as having an 20 Charisma for purposes of reactions and persuasion only.

On the other hand, any character under he influence of *Fame* will find it impossible to hide out or disguise themselves (negating a Libertine's ability to Disguise, for example). Privacy is utterly lost. Word will always spread regarding the character's whereabouts. Crowds will form outside inns where the character stays. In time, the character may become so famous that even Monsters and Spirits instantly recognize him, for better or worse. Eventually, there will be nowhere in the world that the character can go without their *Fame* preceding them.

Some scholars regard *Fame* as the most insidious curse that can be inflicted on anyone.

Fame and *Obscurity* cancel other out, restoring the character's normal level of recognition. The effect can also be undone by *Dispel Magic* or *Remove Curse.* After the termination of *Fame*, no creature in the Cosmos will remember the character's period of notoriety, and the affected will concoct rationalizations for their behavior during the time of the spell's effect. Any prophesies or recorded evidence created as a result of the spell will disappear, remembered by no one.

There are stories of witches who use *Fame* and *Obscurity* as a racket, creating *Fame* for a price even common laborers can afford, then charging an astronomical price to undo the spell after the foolish subject is driven nearly mad by the attention they receive.

Feeblemind (Malediction)
Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: 1 visible target
Duration: Until next full moon
Saving Throw: Negates

The Recipient's Intelligence is reduced to 1 until the next full moon. They lose the ability to speak, read, or understand any language, they cannot learn new things, and they will no longer be able to create Preternatural Effects. The victim will only know how to do those things that the most unintelligent animal can do, such as eat, drink, and sleep.

Feather Fall (Transmutation)
Level: Incantation 1, Ceremony 0*, Talisman 2, Mad Invention 1, Preternatural Power 1
Affected Area: One Nearby man-sized Recipient (or equivalent size and weight) per Level, including User
Duration: From fall until landing
Saving Throw: None

The Recipients fall slowly and softly, taking no damage upon impact. *Feather Fall* can be activated in a mere moment to order to quickly save falling Recipients. If *Feather Fall* is used on an object about to fall on a potential victim, the would-be victim will have the opportunity to move out of the object's path. The effect doesn't change the actual weight of an object, so a heavy weight affected by *Feather Fall* will still crush victims underneath it.

Fertility (Blessing)
Level: Incantation 2, Ceremony 1, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: One creature
Duration: One time
Saving Throw: Negates (if undesired)

The next time the Recipient has the opportunity to possibly conceive offspring (or impregnate another), it will happen. Although usually thought of a blessing, the effect is considered a curse by Libertines, demimondaines, and women in unwanted marriages.

Note that the effect does not guarantee the safe delivery of offspring, or the survival of women in childbirth.

Fire Shield (Blessing)
Level: Incantation 4, Preternatural Power 4
Affected Area: User
Duration: 10 minutes
Saving Throw: None

The User's body is surrounded by flames that will burn anyone who comes too near. Anyone who attempts to attack the User in Hand-to-Hand combat will suffer 1d6 points of Lethal Damage, +1 point per User Level. Only guns, thrown weapons, or spear-like weapons can be safely used to attack a User of *Fire Shield*.

Furthermore, the User becomes partially immune to the effects of extreme cold. Cold damage is reduced by an amount equal to the image inflicted by the *Fire Shield* (1d6 points +1 per User Level).

Fire Trap (Malediction)
Level: Ceremony 2, Mad Invention 3, Preternatural Power 4
Affected Area: One closeable object
Duration: Until triggered
Saving Throw: Halves damage

The User places a magical trap upon a chest, box, door, or other closeable object. When the object is opened, a fiery explosion occurs which inflicts 2d6 points of Lethal Damage upon the opener. The object is not harmed in any way. The trap can only be triggered once.

The User, and anyone they specify, can freely use the *Fire Trapped* object.

Fireball (Malediction)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: Target can be anywhere in visual range - explosion affects entire area Nearby target.
Duration: Instantaneous
Saving Throw: Halves damage

The User shoots a small projectile which creates a fiery explosion. The projectile can be set to explode at any distance within visual range, and the explosion inflicts 3d6 points of Lethal fire damage on all things in the entire Nearby Area. Affected beings will be knocked down, fragile materials worn or carried will be shattered, metals with a low melting point will be melted, and all flammable materials will be ignited.

If the projectile hits an object on its way to its intended detonation point, it will instead detonate on the obstruction.

Flame Strike (Malediction)
Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: Targeted point can be anywhere in visual range - strike affects entire area Nearby target.
Duration: Instantaneous
Saving Throw: Halves damage

A roaring column of flame forcefully descends and inflicts 5d6 points of fire damage to everything Nearby its targeted point. All those in the affected are will be knocked down. The fire will ignite all combustibles in the Nearby Area, shatter all fragile items, and melt all metals with a low melting point.

Fly (Transmutation)

Level: Incantation 3, Pact 3, Mad Invention 4 Preternatural Power 3, Vampyric Power 4
Affected Area: 1 Touched Recipient, or User
Duration: Until dawn
Saving Throw: None

The Recipient gains the power to fly through the air in any direction, at Speed 16. Ascending reduces the User's maximum Speed to 8, but the User can dive up to Speed 32. The User maneuvers with the same ability as a crow. Unlike a crow, the User can choose to move very slowly through the air, or hover in place.

Any action a Recipient could attempt while walking can also be attempted while Flying. The Presenter may inflict the temporary Affliction "Disoriented" if the Recipient has never flown before. Actions that would require a Recipient to stop walking and concentrate require a flying Recipient to hover in place.

If dawn occurs while the User is still in the air they will immediately fall, most likely to a very messy death.

Fog Cloud (Transmutation)

Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: A targeted spot within visual range – cloud fills entire Nearby Area
Duration: 1 hour
Saving Throw: None

The User creates cloud of fog that emanates from any desired point within visual range. Beings within the fog have their vision limited to just 5', and creatures further than 5' inside the *Fog Cloud* are effectively *Invisible*. The *Fog Cloud* can be dissipated in 4 Rounds by brisk wind. A particularly strong wind (such as from a *Gust of Wind*) will dissipate the *Fog Cloud* in 1 Round.

G

Gambler's Curse (Malediction)

Level: Incantation 2, Ceremony 1, Talisman 3, Pact 1, Preternatural Power 1
Affected Area: 1 Nearby Recipient
Duration: 1 hour
Saving Throw: Negates

The Recipient is more likely to lose at games of chance. To replicate the effect, the Player must re-roll any dice used to determine the results of games of chance, taking the worse result. When their character is playing cards, the Player is dealt two hands, keeping the lesser hand as the one actually dealt to the character.

Gambler's Luck (Transmutation)
Level: Incantation 2, Ceremony 1, Talisman 3, Pact 1, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient is more likely to win at games of chance. To replicate the effect, the Player can re-roll any dice used to determine the results of games of chance, taking the better result. When their character is playing cards, the Player is dealt two hands, keeping the desired hand as the one actually dealt to the character.

Gaseous Form (Transmutation)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: Negates (if used on unwilling subject)

The Recipient, along with any carried items, turns into a misty cloud. The cloud cannot be attacked with normal weapons, and can move in any direction at Speed 3. A being in *Gaseous Form* loses the ability to physically attack, or to affect solid objects, but can seep into any space that is not completely airtight.

A being cannot use any items carried when they became *Gaseous*, because such items are also made *Gaseous* and dispersed into the cloud. Since the *Gaseous Form* lacks a mouth the subject cannot speak, or do anything that requires speech (including using magic).

Naturally, the User can suppress or end the effect on themselves whenever desired, but other Recipients do not gain that power.

Beings in *Gaseous Form* are subject to being moved by strong winds, and take 1d6 points of Lethal Damage from effects such as *Gust of Wind*

Ghost Lights (Transmutation)
Level: Incantation 0, Mad Invention 1, Preternatural Power 0
Affected Area: User's visual range
Duration: 1 hour
Saving Throw: None

The User can create either 1 – 4 floating balls of light equal in illumination to torches, *or* one glowing humanoid shape. The User can move the *Ghost Lights* as desired, but they must stay Nearby each other at all times. The lights can move up to 100 feet per round. A light fades away out if it moves out of the User's visual range. *Ghost Lights* can be made permanent with a *Permanency* spell.

Ghost Sound (Glamor)

Level: Incantation 0, Ceremony 0, Mad Invention 1, Preternatural Power 0
Affected Area: Nearby Area
Duration: 1 hour
Saving Throw: Reveals (see below)

The User creates phantom sounds equal in maximum volume to that of 4 people per User Level. The User can specify what sound they are creating, and how it seems to be moving through the environment. The User can program the sound to change in volume, or remain at a fixed intensity. The sound can be anything within the volume limit, but cannot replicate understandable speech (although indistinct speech or gibberish is possible). Once the User specifies what sound they are creating, they cannot change it. Listeners who have reason to disbelieve the sounds are entitled to a Wisdom Save to realize they are illusory.

Gust of Wind (Transmutation)

Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: Nearby Area in front of User
Duration: 1 minute
Saving Throw: Avoids consequences

The User creates a blast of gale-force wind. Any person (or creature of approximately man size) in the path of the wind will be unable to move forward, and will be blown back 20 feet unless they Save. Creatures smaller than man-sized will be knocked down, and will be blown back 50 feet unless they Save. Creatures larger than man-sized (up to the size of an elephant) will be unable to move forward unless they Save. Creatures larger than an elephant are unaffected.

Light fabrics or paper will be torn by the wind, and small objects will be turned over or blown back. Guns fired or into a *Gust of Wind* suffer a -4 Penalty on the Attack roll. Weapons thrown or hurled into the wind automatically miss.

A *Gust of Wind* used in an area of small rocks, dirt, or sand will create a stinging blast that can potentially blind (Save to avoid).

H

Hallucinatory Terrain (Glamor)
Level: Incantation 4, Ceremony 3, Mad Invention 5, Preternatural Power 4
Affected Area: ¼ acre per User Level
Duration: Until dawn
Saving Throw: Reveals (see below)

The User makes an area outdoors appear to be another type of terrain. For example, a forest can be made to look like an impassible swamp, or a hilly area look like a flat desert. The illusion includes thermal, olfactory, and auditory characteristics. The effect does not change or hide buildings, creatures, or objects in the environment. Those who have reason to disbelieve the effect are entitled to a Wisdom Save to see through it.

Haste (Transmutation)
Level: Incantation 3, Pact 3, Mad Invention 4, Preternatural Power 4
Affected Area: 1 Nearby Recipient per User level, or User
Duration: 1 hour
Saving Throw: Negates if subject is unwilling

The Recipient moves and thinks at twice the normal rate, gaining the following benefits:
- +3 Bonus to Armor Class
- 2 Actions per Round (excepting the use of magic or magical powers)
- +3 Bonus to Dexterity Saves
- +3 Bonus to Intelligence Checks
- Double normal Speed

Unfortunately, once the effect ends the Recipient of a *Haste* spell suffers 1d6 points of Lethal Damage, permanently loses 1 point of Constitution, and effectively ages 1 year (unless a Spirit).

Hide Lies (Fascination)
Level: Incantation 4, Mad Invention 5, Preternatural Power 4
Affected Area: User
Duration: 1 hour
Saving Throw: None

The User's lies will be believed without question, unless the hearer employs magic that detects lies or falsehood. Note that only the User's deliberate *lies* are automatically believed – someone might still disbelieve any *true* statements made!

Hide Thoughts (Fascination)
Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: Until dawn
Saving Throw: None

The Recipient is immune to the *Read Minds* effect.

Hold Person (Fascination)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 visible target
Duration: 1 hour
Saving Throw: Negates

The User paralyzes a person, locking them into whatever position they held when subjected to the effect. The victim can breathe, but all other movements are impossible. If the victim was in a precarious position, they are likely to fall.

The victim receives a new Save each round to break the effect.

Hold Portal (Transmutation)
Level: Incantation 1, Preternatural Power 1
Affected Area: 1 visible portal
Duration: 1 hour
Saving Throw: None

The User holds the doors (or gate) of a portal in exactly the position they are currently in. If closed, the portal is effectively locked, and cannot be opened without such effects as *Knock* or *Dispel Magic*. Likewise, a portal can be held open, becoming impossible to close. Of course, the effect does not strengthen the doors in any way, so they could simply be destroyed.

Hypnotic Pattern (Fascination)
Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: 2 Levels of Nearby beings per User Level
Duration: Concentration
Saving Throw: Negates

The User creates in the air a shifting pattern of smoke or colored light, which holds those who see it in rapt attention. Two Levels worth of beings are affected per User Level. Those closest to the User are affected first, and lower Level beings are affected before higher Level beings. For as long as the User concentrates, those beings that fail their Wisdom Save will be unable to do anything but watch the fascinating pattern. Naturally, the blind are immune to the effect.

Hypnotism (Fascination)

Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Nearby person who can see the User.
Duration: Until concentration ends, but no longer than 1 hour
Saving Throw: Negates

Through eye-contact, tone of voice, and intricate hand gestures the User commands the attention of a Nearby person, and makes them more susceptible to suggestion. The person must be of the same or lower Level than the User. If the person fails their Wisdom Save they will do nothing but pay attention to, converse with, and otherwise attempt to please the User. If the User tries to kill the victim the effect automatically ends. Vampyres *can* use *Hypnotism* to feed, however, if they are careful to only inflict minimum damage. Once the effect ends, the hypnotized person will not remember being hypnotized, or anything that occurred while under the effect.

Non-sentient animals and creatures, and those who cannot understand the User's speech, are immune to *Hypnotism*.

I

Ice Storm (Malediction)

Level: Incantation 4, Mad Invention 5, Preternatural Power 4
Affected Area: A targeted spot anywhere in visual range – effect fills entire Nearby Area around spot
Duration: 1 round
Saving Throw: Halves damage

The targeted area suffers a sudden and powerful localized hail storm. Anything inside the affected are suffers 3d6 points of Lethal Damage from the hailstones, and 1d6 points of Lethal Damage from the sudden blast of cold that accompanies them. Any man-sized or smaller creature attempting to fly through the affected area while the *Ice Storm* is occurring will be brought down. After the storm ends, the hail and ice melt at the normal rate.

Identify (Divination)
Level: Ceremony 1*, Pact 1, Preternatural Power 1
Affected Area: 1 Nearby visible object
Duration: Instantaneous
Saving Throw: None

The User determines the properties of a Nearby Weird Object, Talisman or Mad Invention. The User will learn the object's powers, means of operation, and how many uses are left (if the object has only a limited number of uses). *Identify* actually allows the User to employ a Mad Invention that was not created for them.

In the case of a Talisman, the User will learn how long ago the Talisman was created. Actually touching another person's Talisman instantly discharges it, but the User of Identify will still be able discern if an object was formerly a Talisman, and what power it once had.

Ignore Pain (Blessing)
Level: Incantation 3, Ceremony 2, Talisman 5, Pact 2 , Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: Until dawn
Saving Throw: None

The Recipient become immune to all pain and pain effects, mundane or magical, for the duration of the effect. *Ignore Pain* is often used by sorcerers and witches that fear that they are about to be tortured.

Illusory Trap (Glamor)
Level: Ceremony 2, Preternatural Power 4
Affected Area: Entire Nearby Area
Duration: Until next New Moon
Saving Throw: Reveals (see below)

The User creates an apparent deadly trap (such as pit or dead fall) which is really nothing but an illusion. The trap will appear to ward the entire Nearby Area, and all attempts to disarm it will appear to fail. If apparently triggered, the trap will inflict 2d6 points of apparent Lethal Damage on everyone in its Nearby Area. If a being has reason to disbelieve the *Illusory Trap* they can make a Wisdom Save to see through it (which will also retroactively undo any damage apparently suffered by the trap's victims).

Increase Charisma (Blessing)
Level: Ceremony 2*, Talisman 3, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient's Charisma temporarily improves by 4 points, with all corresponding benefits. A Recipient can only benefit from one *Increase Charisma* effect at a time.

Increase Constitution (Blessing)
Level: Ceremony 2*, Talisman 3, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient's Constitution temporarily improves by 4 points, with all corresponding benefits. A Recipient can only benefit from one *Increase Constitution* effect at a time.

Increase Dexterity (Blessing)
Level: Ceremony 2*, Talisman 3, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient's Dexterity temporarily improves by 4 points, with all corresponding benefits. A Recipient can only benefit from one *Increase Dexterity* effect at a time.

Increase Intelligence (Blessing)
Level: Ceremony 2*, Talisman 3, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient's Intelligence temporarily improves by 4 points, with all corresponding benefits. A Recipient can only benefit from one *Increase Intelligence* effect at a time.

Increase Strength (Blessing)
Level: Ceremony 2*, Talisman 3, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient's Strength temporarily improves by 4 points, with all corresponding benefits. A Recipient can only benefit from one *Increase Strength* effect at a time.

Increase Wisdom (Blessing)
Level: Ceremony 2*, Talisman 3, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient's Wisdom temporarily improves by 4 points, with all corresponding benefits. A Recipient can only benefit from one *Increase Wisdom* effect at a time.

Incredible Constitution (Blessing)
Level: Preternatural Power 2
Affected Area: User
Duration: 1 hour
Saving Throw: None

The Vampyre's Constitution temporarily increases to 22.

Indistinct Phantasmagoria (Glamor)
Level: Incantation 0, Pact 0, Preternatural Power 0
Affected Area: A 10′ cube per User Level, located anywhere in visual range
Duration: Concentration
Saving Throw: Reveals (see below)

The User induces an indistinct hallucination involving one sense: vision, smell, taste, touch, or hearing. The User can create a false image, an apparent smell, a completely non-existent taste, an unexplainable sensation, or a disembodied voice. Any such experiences will be vague and indistinct, however. No specific things can be replicated. Images will be shadowy and vague, smells will be likewise hard to define, sensations will simply be noticed as existing, voices will be incomprehensible.

The *Indistinct Phantasmagoria* can be made to occur anywhere the User can see, but the area affected must spatially fit within a 10 foot cube per User Level. Visual and auditory Phantasmagorias can be perceived at the normal range for sight and hearing. Other sensory Phantasmagorias can only be perceived by those in the Affected Area. Any apparent objects created will disappear if taken out of the Affected Area.

Any apparent hazards created cannot inflict any real damage.

Perceiving beings who have reason to disbelieve a Phantasmagoria receive a Saving Throw to realize its illusory nature. Actually touching a non-tactile Phantasmagoria automatically reveals its true nature. A Phantasmagoria lasts only as long as the User concentrates on it.

Infest Wounds (Malediction)
Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: 1 visible Recipient
Duration: 1 day per User level
Saving Throw: Negates

The User causes horrible maggot-like worms and crawling insects to erupt from the victim's wounds for days afterward. The effect can only be inflicted on someone who has already been wounded in combat. The infestation has the following effects:

1. The hideous vermin will torment the afflicted character incessantly, making it impossible for the victim to concentrate on anything but the constant itching and pain. Spell use is impossible while infested, and sleep will have to be chemically or magically induced. A character can stay awake for 2 days without harm, but each day afterward they must Save versus Constitution or lose 1 point from a random Basic Ability. If any Ability score reaches 0, the character is either dead or permanently insane. Death can still follow permanent insanity, if Abilities continue to drop. _Sleep_ before the point of death or permanent insanity will restore all lost Ability scores, but will not restore an insane character's mind.
2. The character will be unable to heal naturally at all while infested. The character can still be healed magically, however, and if the victim is magically healed of all damage the _Infest Wounds_ spell will be canceled.
3. The vermin will exude a horrible smell, causing anyone approaching within 5' of the character to Save versus Constitution or retch for a full minute.

Attempting to scrape off the infesting vermin will be ineffective, as more will simply erupt from the wounds to replace those removed. An infested character can make a new saving throw for every day of the spell's effect. Success will end the infestation. The spell can also be undone by _Remove Curse_, _Remove Disease_, _Dispel Magic_, or any effect that destroys or banishes disease or vermin. As previously noted, magically healing a character of all damage will cancel the spell, but surgical or other mundane means of healing will not stop the infestation.

Infest Wounds can be employed as a means of torture, by making shallow cuts all over a prisoner's body and then causing them to become infested.

Inflict Disease (Malediction)

Level: Pact 3, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: Permanent until cured or overcome naturally.
Saving Throw: Negates

The User inflicts a mundane disease of some some kind upon the Recipient. Possible contagious diseases inflicted can range from the Common Cold, to such serious conditions as Grippe (Influenza), Leprosy, or even the Black Plague. The User could also bring about a parasitic infection in the Recipient, such as lice, ticks, or intestinal worms. Note that the spell does not confer any kind of immunity upon the User, so it is quite possible for him to to catch a contagious disease he inflicts upon another!

Inflict Love (Fascination)

Level: Ceremony 1, Preternatural Power 3
Affected Area: 1 desired lover
Duration: Permanent, but see text
Saving Throw: Negates

The User names a desired person, who must Save versus Wisdom or fall completely in love. The desired lover will travel any distance to find the User, defying social conventions and personal discomfort to be with the object of their new love. If the desired lover succeeds at their Save, they will thereafter regard the User with antipathy.

Inflict Love carries a number of serious drawbacks. The new lover will never want to be apart from the User under any circumstances. The new lover becomes incredibly jealous, and will be extremely aggressive towards anyone they think is a rival for the attention and affection of the User. Worst of all, if the User ever actually spurns a person they have used *Inflict Love* on, that person will immediately attempt to murder the User in the most violent way possible.

Note: Presenters must never have any Player Character be the victim of this Effect, unless that Player has consented beforehand to playing out the consequences. Likewise, Presenters must not allow Player Characters to use this Effect against each other.

Inhuman Strength (Blessing)

Level: Preternatural Power 2
Affected Area: User
Duration: 1 hour
Saving Throw: None

The Vampyre's Strength temporarily increases to 22.

Insect Plague (Evocation)
Level: Incantation 5, Ceremony 5, Pact 5, Preternatural Power 5
Affected Area: 1 acre
Duration: 1 hour
Saving Throw: None

The User summons a swarm of locusts (or other destructive vermin) that covers a full acre of land. The insects appear from out of nowhere, and after an hour's time disperse into the environment. During that time they will fully consume all edible plants in the affected area. Anyone within the area of the swarm takes 1d6 points of Nonlethal Damage per Round. Visibility within the swarm is reduced to 5 feet, and flight through it is impossible.

Inspire Dark Devotion (Fascination)
Level: Preternatural Power 1
Affected Area: 1 Nearby visible person or creature (see text)
Duration: Until next New Moon
Saving Throw: Negates

The Recipient regards the Vampyre as a friend and ally who has the Recipient's best interests at heart. In particular, the devoted being will accept the Vampyre's condition without fear or alarm. The effect is similar in most other respects to *Charm Person*, except that it can also be used on wolves, bats, cats, rats, spiders, crows, owls, vultures, goats, moths, and snakes (including Gigantic and monstrous forms of such animals).

Invisibility (Transmutation)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 Recipient equal to human size, weight and shape per User Level.
Duration: Until dawn, or dispelled
Saving Throw: Negates (if subject is unwilling)

The Recipient vanishes from all forms of sight, including *Darkvison*, *Nightvision*, or vision based on heat. The effect can be used on either living or non-living matter. When the effect is created by supernatural or magical means a living Recipient's clothing and equipment are also made *Invisible*, but when *Invisibility* is caused by scientific or psychic means only the Recipient's body is affected.

If the Recipient of *Invisibility* directly and intentionally attacks another being the effect is dispelled.

J

Jump (Transmutation)
Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 jump per User Level
Saving Throw: None

The Recipient can make incredible jumps, 30′ forward, and 10′ feet vertically or backwards. For every Level of the User beyond 1ˢᵗ, the Recipient can *either* make an additional *Jump*, or extend the distance jumped by 5′.

The spell does not confer any ability to land without damage, so a Recipient who jumps straight upwards will usually suffer 1d6 points of impact damage per 10 feet that they fall down. Like many effects that grant exceptional abilities, the unwise use of *Jump* is an easy path to an early grave.

K

Knock (Transmutation)
Level: Incantation 2, Mad Invention 3, Preternatural Power 3
Affected Area: One visible door, box, or chest with an area of up to 10′ square per User Level
Duration: Instantaneous; see below
Saving Throw: None

The User opens a locked, barred, or stuck door, chest, box, or portal, even if it has been shut by magical means. Any lock targeted by *Knock* is unlocked. *Hold Portal* effects are spoiled. Suspected secret doors are opened, regardless of whether their mechanism has been figured out.

Know Direction (Divination)
Level: Incantation 0, Talisman 0, Mad Invention 1, Preternatural Power 0
Affected Area: User
Duration: Instantaneous
Saving Throw: None

The User knows the precise direction of true North, and the direction they are currently facing. If created through an Incantation, the knowledge is momentary, and does not prevent the User from getting lost again. If the effect is bound into a Talisman the User is granted continuous knowledge of their direction, and cannot get lost.

L

Lesser Globe of Invulnerability (Transmutation)
Level: Incantation 4, Pact 4, Preternatural Power 5
Affected Area: 10′ radius around User
Duration: 1 hour
Saving Throw: None

No Preternatural Effect of Level 3 or below can be directed by others against the User, or anyone within a 10′ radius of them. The User, however, can freely use any of their spells or Preternatural Powers. The sole exception is *Dispel Magic*, which if successful will dissipate the *Globe of Invulnerability*.

Lesser Restoration (Blessing)
Level: Ceremony 2, Pact 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous
Saving Throw: None

Recipients who have had Basic Abilities reduced by damage or magic can be healed with this effect. Either 1d4 points of Temporary Damage done to one of the Recipient's Basic Abilities is healed, or any Preternatural Effect temporarily reducing a Basic Ability is dispelled. Additionally, all fatigue or exhaustion is dispelled. *Permanent* reductions in Abilities cannot be undone.

Levitate (Transmutation)
Level: Incantation 2, Mad Invention 3, Preternatural Power 3
Affected Area: The User, or one target weighing up to 100 lbs per User level
Duration: 1 hour
Saving Throw: None

The Recipient floats in the air at a height controlled by the User. The Recipient can be moved up or down at the same speed as a walking person, but cannot be moved to any side. Moving a Recipient vertically also requires concentration, and if attempted is the only action a User can undertake in a combat round.

A living Recipient could move themselves horizontally by grabbing a wall or ceiling. Likewise, Recipients of the effect can be pushed through the air, but all movement will stop once the force is relaxed.

Physically acting (especially attacking) while Levitating inflicts a -1 cumulative Penalty per round due to instability, to a maximum Penalty of -5 on the 5th round. Taking a round to restore one's balance reduces the Penalty back to -1, at least until the Recipient begins taking physical actions again.

Light (Transmutation)
Level: Incantation 0, Talisman 1, Pact 0, Mad Invention 1, Preternatural Power 0
Affected Area: 1 touched object, or the Nearby Area
Duration: 1 hour
Saving Throw: None

Either a touched object, or the air itself, sheds light that brightly illuminates the Nearby Area. If used on an object the object can be moved, and will shed *Light* wherever it is taken.

Light and *Darkness* effects cancel each other out, leaving the area illuminated as normal.

Lightning Bolt (Malediction)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 target within visual range, and see below
Duration: Instantaneous
Saving Throw: Halves damage

The User creates a single bolt of lighting that inflicts 3d6 points of Lethal Damage. If the *Lightning Bolt* destroys or busts through the primary target it will continue in a more-or-less straight line towards another target, and so on until the bolt leaves visual range. Any inflammable materials struck by lighting are set on fire, and any metal with a low melting point is melted.

Locate Creature (Divination)
Level: Incantation 5, Ceremony 4, Preternatural Power 5
Affected Area: 1 Creature that can be reached in 1 hour's time
Duration: 1 hour
Saving Throw: None

The User knows the location of a desired creature, as long as the creature can be potentially reached within an hour's time. The User must have a firm mental image of the type of creature desired. The effect locates the nearest example. The effect does not locate a singular or legendary creature unless the User is already personally familiar with it.

Locate Creature is blocked by lead, aluminum, or tin. Creatures completely encased in, or surrounded by, such metals will be immune to the effect.

Locate Object (Divination)
Level: Incantation 3, Ceremony 2, Mad Invention 3, Preternatural Power 3
Affected Area: 1 Non-living target that can be reached in 1 hour's time
Duration: 1 hour
Saving Throw: None

The User knows the location of a desired object. The User must have a firm mental image of the object desired. Generally known objects (such as gold coins or leaves) can be located, provided the User has encountered them before. In such cases, the effect locates the nearest such object. The effect does not locate a singular or legendary item unless the User is already personally familiar with it.

Locate Object is blocked by lead, aluminum, or tin. Oddly, objects *made* of lead, aluminum or tin can be found by the effect, but objects *encased* by those metals cannot be. Living beings cannot be found.

Lull Victim (Fascination)
Level: Preternatural Power 1
Affected Area: One being in front of User, and within earshot.
Duration: Until dawn
Saving Throw: Negates

The Vampyre puts puts a single intended victim to sleep. The Recipient's Level or Hit Dice must not exceed the User's own. Creatures that do not sleep, or are already unconscious, are not affected.

M

Magic Cipher (Divination)
Level: Ceremony 1, Preternatural Power 1
Affected Area: 1 Page of text per User Level
Duration: Permanent
Saving Throw: None

The User encodes a text using a magical cipher that cannot be broken by any mundane means. Only the use of *Read Magic* will allow the enciphered text to be comprehended. A User can always freely read texts that they have encoded using this effect.
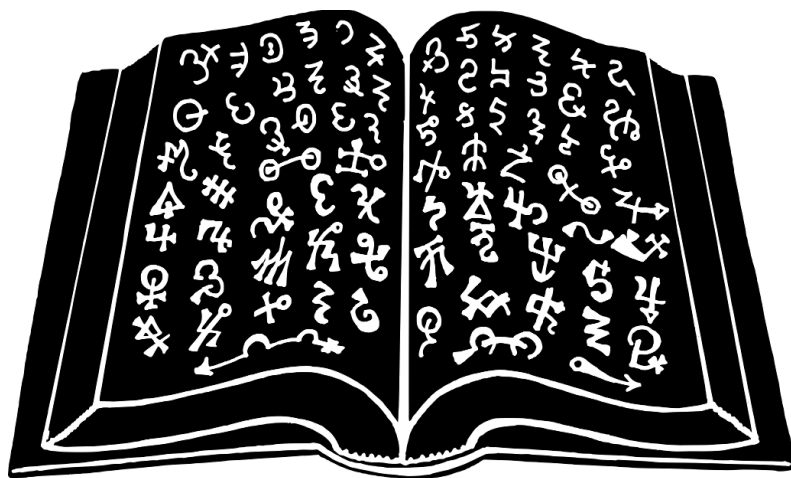
Magic Circle (Blessing)
Level: Ceremony 3, Preternatural Power 5
Affected Area: 1 Drawn circle or polygon up to 10′ in diameter
Duration: Until effaced, crossed, or dispelled by User
Saving Throw: None

The User creates a magical boundary that cannot be crossed by Spirits. The area must be actually marked on the ground, and if the markings are damaged the effect is immediately broken. Spirits cannot actually touch or use magical powers on a graven *Magic Circle;* if they want to break through one they have to find an indirect means of damaging the lines. *Magic Circles* can be drawn with various materials, including chalk, salt, flour, paint, ink, and colored sand, according to the practices of different Magicians.

A living being within a *Magic Circle* is granted the benefits of *Protection From Evil*, so long as no part of their body crosses the border drawn on the ground. Objects can be shot, swung, or held out of the *Circle*, however, so long as hands (and other body parts) stay within. Otherwise, a *Magic Circle* stays in effect until its User leaves, or decides to dispel it.

A *Magic Circle* can be constructed to keep Spirit in, as well as out. A Spirit can be summoned into such a *Magic Circle*, but cannot leave until it is dismissed, given permission, or the effect ends.

Many Magicians (especially those who have frequent dealings with Spirits) make it a habit to sleep inside of a *Magic Circle.*

Magic Lock (Transmutation)
Level: Incantation 2, Preternatural Power 2
Affected Area: A portal or container up to 30 square feet in size per User Level
Duration: Permanent
Saving Throw: None

The User magically locks a closeable box, door, gate, or other portal. The User can freely open their own *Magic Locks,* but nobody else can. A *Magic Lock* cannot be picked or forced open by any mundane means that does not break the door or container. *Magic Lock* is dispelled by *Dispel Magic*, and suppressed for 10 minutes by *Knock*.

Magic Mouth (Transmutation)

Level: Ceremony 2, Preternatural Power 3
Affected Area: One subject in Nearby Area
Duration: Until discharged.
Saving Throw: None

The User enchants an object or creature so that, when a chosen event occurs in Nearby Area, a message will be delivered audibly. The message must be expressed in 25 words or less. The effect only functions once and is then discharged (unless it is made enduring with a *Permanency* effect). At the time of the effect's initial creation the User can specify if they want the illusion of a mouth to appear on the chosen Recipient when the desired words are spoken.

The triggering event must be of a kind that would be discernible to the eyes of an average person. For example, a *Magic Mouth* can be programmed to deliver its message when a man wielding a musket passes by. It cannot be programmed to speak when an *Invisible* creature passes by, or when a 5th Level Evil Libertine handles an object (because an ordinary person cannot sense intangibles such as Level, Hit Dice, *Perversity*, or character Class).

Major Creation (Transmutation)

Level: Incantation 5, Ceremony 5*, Pact 5, Preternatural Power 5
Affected Area: Objects occupying no more than 1 cubic foot per User Level
Duration: Until dawn, or next full moon; see text
Saving Throw: None

The User creates one or more objects of common, non-precious materials. The User cannot create objects made of copper, silver, gold, platinum, semi-precious or precious stones, but any other materials are possible. The User cannot create objects made of materials that they have never experienced before, or which have properties not found in nature.

The objects created are crude and simple, unless the User is also skilled in the manufacture of finished objects of the material created. For example, any User could create an iron spike, but one who was also a blacksmith could make a horseshoe or knife.

Objects made of hard materials such as stone or metal will disappear at dawn. Objects made of of wood, cloth, paper, hemp, or other organic (but non-living) material will last until the next new moon. All objects can be made enduring with *Permanency*.

Mass Confusion (Fascination)
Level: Incantation 4, Mad Invention 5, Preternatural Power 4
Affected Area: All people in Nearby Area
Duration: 10 minutes
Saving Throw: Negates

All Nearby people except the User become disoriented, making it difficult for them to think and act in a rational manner. Each Round every afflicted person must roll a **d10** to determine their action.

1-3:	Act normally
4-5:	Make meaningless sounds or speak nonsense
6:	Pace back and forth in place
7:	Run away
8:	Stare blankly into space
9:	Stamp foot, tap fingers, or make similar repetitive sound with limb.
10:	Attack nearest creature (verbally or physically)

Mass Sleep (Fascination)
Level: Incantation 3, Pact 3, Mad Invention 4, Preternatural Power 3
Affected Area: One or more beings in front of User, and within earshot.
Duration: Until dawn
Saving Throw: Negates

The User puts puts to sleep one to more beings. For every Level possessed the User can affect one being, whose Level or Hit Dice must not exceed the User's own. Creatures that do not sleep, or are already unconscious, are not affected.

Mending (Transmutation)
Level: Incantation 0, Ceremony 0, Pact 0, Mad Invention 1, Preternatural Power 0
Affected Area: 1 Nearby object weighing up to 10 lbs
Duration: Instantaneous
Saving Throw: None

The User repairs damage to a small mundane item. A metal item (such as a chain or blade) will only have one break restored by the effect, but a wooden, glass, or ceramic item could be completely shattered and still be be repaired. Holes in cloth or leather are completely sealed as if they never existed.

Mesmeric Healing (Fascination)
Level: Incantation 2, Ceremony 1, Pact 2, Mad Invention 2, Preternatural Power 2
Affected Area: 1 touched subject
Duration: Until dawn
Saving Throw: Special – see text

The User places the Recipient in a trance and convinces them that they are being healed. If the User is convincing enough, the Recipient will seem to be relieved of their ills!

Mesmeric Healing can be used to replicate the effects of any other effect that cures damage, <u>disease</u>, or physical maladies such as blindness, deafness, or paralysis. The effect replicated must be of a Level that the User of *Mesmeric Healing* would be powerful enough to employ, if he knew it.

To employ *Mesmeric Healing*, the User must win a Contest of their Charisma versus the Recipient's Wisdom. If the User succeeds, the Recipient seems to actually enjoy the full benefit of the desired effect. If the malady was inflicted by supernatural means, *Mesmeric Healing* will actually remove it. If the malady was bestowed my mundane means, however, *Mesmeric Healing* will only remove it until dawn, at which time the damage or disability will return.

Minor Creation (Transmutation)
Level: Incantation 4, Ceremony 4*, Pact 4, Mad Invention 5, Preternatural Power 3
Affected Area: Objects occupying no more than 1 cubic foot per User Level
Duration: Until Dawn
Saving Throw: None

The User creates one or more objects of wood, cloth, paper, hemp, or other relatively soft, organic (but non-living) material. The objects created are crude and simple, unless the User is also skilled in the manufacture of finished objects of the material created. For example, any User could create a burlap sack, but one who was also a tailor could make a suit of fine clothes. Likewise, any food created will be simple and unsophisticated in taste, unless the User is also a skilled cook.

All objects created disappear at dawn, unless made enduring with *<u>Permanency</u>*.

Mirage Arcane (Glamor)
Level: Incantation 5, Ceremony 4, Preternatural Power 5
Affected Area: ¼ acre per User Level
Duration: Until dawn
Saving Throw: Reveals (see below)

The User can make any environment appear to be any other environment. The illusion includes thermal, olfactory, and auditory characteristics, and includes buildings and structures. For example, a forest could be make to look like a city. Note that the effect is purely illusory, so apparent building provide no shelter. Likewise, although those caught in the illusion might think they are climbing stairs or elevations, in reality they are not. The effect does not disguise creatures actually in the environment, although it can create the sounds of creatures appropriate to the new scene. Those who have reason to disbelieve the effect are entitled to a Wisdom Save to see through it.

Mirror Image (Glamor)
Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: User
Duration: 1 hour
Saving Throw: Defeats

The User surrounds themselves with a number of illusory copies of their body, confusing potential attackers. The number of copies created is equal to the User's Level. An attacker must make a successful Wisdom Check to attack the User, with a Penalty equal to the number of illusory bodies created. Even if the Wisdom Check succeeds, the attacker will still need to make a normal attack Check. A new Wisdom Check will be required for every attack attempt.

N

Neutralize Poison (Blessing)
Level: Incantation 4, Pact 4, Mad Invention 5, Preternatural Power 4
Affected Area: User, or 1 Touched Recipient
Duration: Permanent
Saving Throw: None

All poisons and toxins affecting the Recipient are neutralized. The effect can also be used directly on poisons, drugs, and toxins, rendering them inert. Mad Inventions that take the form of drugs will be ruined by *Neutralize Poison*.

Nightvision (Transmutation)
Level: Incantation 0, Talisman 1, Mad Invention 1, Preternatural Power 0
Affected Area: 1 Recipient
Duration: Until dawn
Saving Throw: None

The User can see in conditions of very low light with an ability equal to a cat. Shapes and contours are clearly apparent, but colors are barely distinguishable. *Nightvision* does not work in condition of *total* darkness (such as might be found underground), but can be used with as little light as a candle, or just the shining stars.

Nondetection (Transmutation)
Level: Ceremony 3, Pact 3, Preternatural Power 3
Affected Area: 1 Touched Recipient or object, or User
Duration: Until dawn
Saving Throw: None

The User protects a being or object against detection by effects such as *Locate Object*, *Clairaudience*, *Clairvoyance*, and the various *Detect* effects (such as *Detect Evil*). The Recipient becomes invisible to *Scrying* attempts. The User of effects countered by *Nondetection* will know that something is blocking their power, but will not know who or what exactly. Note that anything carried by a living Recipient of *Nondection* is also masked by the effect.

O

Obtain Oracle (Divination)
Level: Ceremony 4, Pact 4, Preternatural Power 4
Affected Area: 1 Proposed course of action
Duration: Instantaneous
Saving Throw: None

The User learns the result of a proposed course of action. The User makes a Wisdom Check. If successful, they will know what will happen if a proposed course of action is followed, as long as the result would happen within a week's time. The User will know if the Oracle has failed. Unlike a simple *Augury*, the User will receive a complete statement regarding the action's result. Unfortunately, such statements will often be ambiguous, and phrased in terms of metaphors. Even a true Oracle can misinterpreted.

The Presenter should be creative in creating the result of the Oracle. For example, a question of "Should I travel to the city?" may be answered "If the crow feeds from free corn, he may find himself in a box", meaning "If you do, you will be arrested."

A questioner can only inquire about a given action once. Subsequent attainments to obtain an *Oracle* regarding the subject will always fail.

Obscuring Mist (Transmutation)

Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: None

The User is surrounded by a mist that reduces visibility to 5'. Beings up to 5 into the mist enjoy a +2 Bonus on their Armor Class. Beings more than 5' into the mist enjoy a +4 Bonus on their Armor Class, and count as _Invisible_ for effects that require a visible target.

Obscurity (Fascination)

Level: Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: 1 Touched Recipient, or User
Duration: Permanent
Saving Throw: Negates

It becomes impossible for the Recipient to achieve any form of glory or recognition. The character's family and friends still remember who they are, but other people will be unable to recall the character, or anything they have done. Even family and friends will be unable to remember the character having ever done anything significant. The character will be ignored and overlooked whenever possible. If they perform any great deeds, they will either be forgotten or ascribed to others. Any records of the character having done anything notable will seem to disappear, and their name will be missing from any books or written materials that previously may have mentioned him. On the other hand, an Obscure character receives on a +3 bonus on attempts to Hide or Disguise themselves.

It is rumored that the most powerful Magicians of antiquity remain unknown due to their deliberate use of _Obscurity_.

Fame and _Obscurity_ cancel other out, restoring the character's normal level of recognition. The effect can also be undone by _Dispel Magic_ or _Remove Curse_. After the influence of _Obscurity_ ends, a character's notable (or infamous!) deeds will be remembered again, and recorded testimonies of such deeds will again exist.

Open/Close (Transmutation)

Level: Incantation 0, Mad Invention 1, Preternatural Power 0
Affected Area: One portal, or one item weighing up to 30 lbs, within 25'
Duration: Instantaneous
Saving Throw: None

The User opens or closes a container, box, bag, door, pouch, or other such item at a distance. The item must not be locked, barred, or secured in any way.

Overwhelming Fear (Fascination)

Level: Incantation 4, Mad Invention 5, Preternatural Power 4
Affected Area: Entire Nearby Area
Duration: 1 hour, or until the User is no longer in sight
Saving Throw: Negates

Every being not allied with the User in the Nearby Area must Save versus Wisdom or be overcome with *Overwhelming Fear.* Affected beings will seek to flee the User. If they cannot, they will suffer a -3 Penalty on all Ability Checks until they can. Affected beings receive a new Save each minute (6 Rounds) to shake the *Overwhelming Fear.*

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Pass Without Trace (Transmutation)

Level: Incantation 1, Talisman 2, Pact 1, Preternatural Power 1
Affected Area: 1 Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient leaves no footprints or scent for the duration of the effect. Tracking the Recipient is impossible without magical aid, even for creatures with exceptional vision or scent.

Perpetual Motion (Transmutation)

Level: Mad Invention 4
Affected Area: 1 Machine
Duration: Permanent until debunked (see below)
Saving Throw: Stops machine

The User causes a machine of some kind to continually operate without any apparent external energy source. The machine must be superficially plausible. For example, the User could make a wheel that appears to perpetually turn through a series of weights and pulleys, or create an engine that perpetually runs by recycling the lost heat from its steam boiler. If any viewer actively disbelieves the effect and makes their Saving throw, however, the *Perpetual Motion* is debunked and will immediately stop. The same machine can be restarted at a later time, when the disbelieving person is not watching. A stopped *Perpetual Motion* machine can be restarted a number of times equal to its creator's Level, before it ceases functioning permanently. However, the Mad Scientist can always create another *Perpetual Motion* Machine if he would otherwise be able to re-charge or create a new Mad Invention.

Permanency (Transmutation)

Level: Ceremony 5, Preternatural Power 5
Affected Area: 1 Preternatural Effect
Duration: Permanent
Saving Throw: As effect to be made permanent.

The User creates an enduring version of a normally impermanent Preternatural Effect. The effect to be made permanent must be one that the User could otherwise employ. The *Permanency* ceremony creates the desired Preternatural Effect, and makes it enduring. Effects made enduring by *Permanency* are still subject to *Dispel Magic*, or even mundane actions that would normally undo them.

Permanency is quite hazardous; the User always suffers 1 point of Permanent Damage to their Constitution. If used on oneself *Permanency* also results in a permanent reduction of Hit Points by 1d6 points. Nothing will allow the User to ever regain the lost Hit Points, although more can still be added by an increase in Levels (if the User is still able).

Phantasmagoria I (Glamor)

Level: Incantation 1, Mad Invention 1, Pact 1, Preternatural Power 1
Affected Area: A 10′ cube per User Level, located anywhere in visual range
Duration: Concentration
Saving Throw: Reveals (see below)

The User induces a hallucination involving one sense: vision, smell, taste, touch, or hearing. The User can create a false image, an apparent smell, a completely non-existent taste, an unexplainable sensation, or a disembodied voice. The sensory experience can be anything that the User has previously experienced. Specific people can be made to appear, the smell of specific flowers can fill a room, the taste of a precious wine can be created in people's mouths, the heat of a non-existent fire can be felt, and distinct speech can be produced in a the voice of an actual person.

The *Phantasmagoria* can be made to occur anywhere the User can see, but the area affected must spatially fit within a 10 foot cube per User Level. Visual and auditory Phantasmagorias can be perceived at the normal range for sight and hearing. Other sensory Phantasmagorias can only be perceived by those in the Affected Area. Any apparent objects created will disappear if taken out of the Affected Area.

Any apparent hazards created cannot inflict any real damage. For example, a *Phantasmagoria* of an invisible flame on the skin will be felt as hot, but cannot actually burn.

Perceiving beings who have reason to disbelieve a *Phantasmagoria* receive a Saving throw to realize its illusory nature. Actually touching a non-tactile *Phantasmagoria* automatically reveals its true nature. A *Phantasmagoria* lasts only as long as the User concentrates on it.

Phantasmagoria II (Glamor)

Level: Incantation 2, Mad Invention 2, Pact 2, Preternatural Power 2
Affected Area: A 10′ cube per User Level, located anywhere in visual range
Duration: Concentration
Saving Throw: Reveals (see below)

This effect is identical to _Phantasmagoria I_ in most respects, but the _Phantasmagoria_ can encompass any 2 senses. For example, the User can create the image of known person, and have the image speak in that person's voice.

Phantasmagoria III (Glamor)

Level: Incantation 3, Mad Invention 3, Pact 3, Preternatural Power 3
Affected Area: A 10′ cube per User Level, located anywhere in visual range
Duration: Concentration
Saving Throw: Reveals (see below)

This effect is identical to _Phantasmagoria I_ in most respects, but the _Phantasmagoria_ can encompass any 3 senses. For example, the User can create an illusory dog that will growl, smell, and look like a real one, but will have no substance if touched.

Phantasmagoria IV (Glamor)

Level: Incantation 4, Mad Invention 4, Pact 4, Preternatural Power 4
Affected Area: A 10′ cube per User Level, located anywhere in visual range
Duration: Concentration
Saving Throw: Reveals (see below)

This effect is identical to _Phantasmagoria I_ in most respects, but the Phantasmagoria can encompass any 4 senses. For example, the User can create an illusory apple that will look, smell, crunch, and feel like a real one, but which will have no taste.

Phantasmagoria V (Glamor)

Level: Incantation 5, Mad Invention 5, Pact 5, Preternatural Power 5
Affected Area: A 10′ cube per User Level, located anywhere in visual range
Duration: Concentration
Saving Throw: Reveals (see below)

This effect is identical to _Phantasmagoria I_ in most respects, but the _Phantasmagoria_ will encompass all 5 senses. For example, the User can create an illusory servant who can speak, be touched, will smell human, and who can pour wine that will seem real in every respect.

Phantasmal Killer (Glamor)

Level: Incantation 5, Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: 1 Nearby Recipient
Duration: Until mental combat is resolved
Saving Throw: Special

The User causes the victim to hallucinate a fight with an imaginary monster that embodies their greatest fears. The monster possesses apparent Hit Points equal to the victim's own. Each Round the victim must make a Saving Throw. If they succeed, they inflict 1d6 points of Lethal Damage upon the imaginary monster. If they fail, they suffer 1d6 points of actual Lethal Damage. When the monster's Hit Points reach 0, the hallucination ends. The monster appears to be a supernatural being of Evil, and can thus be mentally banished through Faith.

The victim of a *Phantasmal Killer* can be helped in a number of ways, if those around them realize what is happening. While the victim is still engaged with the imaginary monster a successful *Dispel Magic* will cause the victim to awaken from the hallucination. Placing the victim into a dreamless slumber with a *Sleep* effect will also end the mental combat. Anyone who uses *Astral Projection* in the vicinity of a victim fighting a *Phantasmal Killer* will actually be able to see the imaginary combat, and aid the victim in their fight!

Polymorph Other (Transmutation)
Level: Incantation 5, Ceremony 4, Pact 5, Mad Invention 5, Preternatural Power 5
Affected Area: 1 Nearby Recipient
Duration: Until dawn
Saving Throw: Negates

The Recipient (including all their clothing and equipment) is transformed bodily into a creature specified by the User. The new form can be any living being no smaller than a fly, and no bigger than an elephant.

The Recipient gains the Strength, Constitution, and Dexterity of the new form, but retains all other Abilities. The Recipient also gains the Hit Points, Armor Class, attacks, movement, and respiration of the new form, but not any other Special Abilities or Magical Powers. For example, if *Polymorphed* into a dove the Recipient can fly, and if *Polymorphed* into a salmon they will be able to swim and breathe water. Being *Polymorphed* into a dog does not grant an exceptional sense of smell, however, and being *Polymorphed* into a cat does not grant *Nightvision*. The Recipient retains the ability of speech, if they posses it in their normal form.

The Recipient only gains the Abilities of a creature by being fully transformed into it. For example, a User cannot declare that they are transforming the recipient into the shape of a person with the Dexterity of a tiger. The recipient must actually become a tiger if they wish to have a tiger's Dexterity.

The Recipient remains in the form chosen by the User until dawn, unless the User ends the effect before that time. A victim can be forced into the new form indefinitely with a *Permanency* effect.

Upon assuming the new form the Recipient is healed of 1 lost Hit Point per Level. If the Recipient is killed they instantly resume the true form.

Polymorph Self (Transmutation)
Level: Incantation 5, Ceremony 4, Pact 5, Mad Invention 5, Preternatural Power 5
Affected Area: User
Duration: Until dawn
Saving Throw: None

The User (including all clothing and equipment) is transformed bodily into any living being no smaller than a fly, and no bigger than an elephant.

The User gains the Strength, Constitution, and Dexterity of the new form, but retains all other Abilities. The User also gains the Hit Points, Armor Class, attacks, movement, and respiration of the new form, but not any other Special Abilities or Magical Powers. For example, if *Polymorphed* into a dove the User can fly, and if *Polymorphed* into a salmon they will be able to swim and breathe water. Being *Polymorphed* into a dog does not grant an exceptional sense of smell, however, and being *Polymorphed* into a cat does not grant *Nightvision*. The User retains the ability of speech.

The User remains in the form chosen until dawn, unless they decide to end the effect before that time. Assuming a new form (or reassuming the previous form of the *Polymorph*) will require activating a new *Polymorph* effect.

The User only gains the Abilities of a creature by actually transforming into its form. For example, a User cannot declare that they are transforming into the shape of a person with the Strength of an elephant. They must actually become an elephant if they wish to have an elephant's Strength.

Upon assuming the new form the User is healed of 1 Hit Point of damage per Level. If the Recipient is killed they instantly resume the true form.

Prestidigitation (Transmutation)
Level: Incantation 0, Talisman 0, Preternatural Power 0
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: None

The User can perform minor tricks of of an entertaining variety. The effect can be used to change the color, shape, position, or visibility of small Nearby objects up to 1 cubic foot in size, and weighing up to one pound. It can cause such objects to levitate, but only slowly and briefly. Simple objects without detailing (such as balls or crude coins) can be made to briefly appear, but such objects will instantly disappear if employed in any directly useful fashion. The markings on such things as cards or dice can be briefly changed. *Prestidigitation* can be used to warm or chill objects, or briefly create illusory flavors.

It is important to remember that almost all stage magicians create their tricks through mundane misdirection and legerdemain. An actual Magician who uses magical *Prestidigitation* is doing it the hard way!

Naturally, all changes created through *Prestidigitation* are undone in 1 hour.

Prodigious Regurgitation (Malediction)
Level: Incantation 3, Ceremony 2, Pact 3, Preternatural Power 3
Affected Area: 1 Nearby Recipient
Duration: 1 hour
Saving Throw: Negates

This horrific curse causes a single victim to be wracked with terrible nausea and abdominal pains. The pain is such that the victim suffers a -3 penalty on all Ability Checks. In addition, every 10 minutes the victim will vomit out a strange item or creature which may cause additional effects. The object or creature vomited is determined randomly on the following table:

d10	Object	Effect on Vomiting Person
1	Glass	1 point of Lethal Damage.
2	Toad	Save versus Constitution or hallucinate for 1 turn.
3	Pins	1 point of Lethal Damage.
4	Snake	Snake is mildly venomous, and behaves as normal.
5	Knife	1d6 points of Lethal Damage.
6	Insect	Stung for 1 point of Lethal Damage.
7	Egg	No damage, 2 in 20 chance egg hatches into a chicken, or an Imp.
8	Newt	Save versus Constitution or take 1 point of Lethal Damage from poison.
9	Feather	Save versus Constitution or suffer 1d6 points Lethal Damage from choking.
10	Fish	No damage, but everything tastes fishy for a day.

Anyone witnessing an incident of *Prodigious Regurgitation* must Save versus Wisdom, or be stunned and unable to act for a minute.

The effect of this curse may be stopped with a *Dispel Magic* or *Remove Curse* spell.

Projected Double (Glamor)
Level: Incantation 5, Preternatural Power 5
Affected Area: 1 double
Duration: 1 hour
Saving Throw: None

The User creates and projects their consciousness into an illusory double. The double bears illusory copies of everything the User had on them when they created the effect (including phantasmal versions of the Magician's Magical Implement and Power Object, if carried). The User can see, hear, and smell through the illusory body, while their real body lies in a catatonic trance. The body will look, sound, and smell like the User, but any attempt to touch it will reveal it to be insubstantial. The *Projected Double* can walk across open horizontal surfaces, but cannot otherwise interact with solid objects. For example, it can enter an open doorway, but not open a door.

The User can use any of their spells or Preternatural Powers through the *Projected Double*, and the effects will originate from the double, as if the User created them with their actual body.

Nothing can rouse the User's actual body while their consciousness is in the *Projected Double*. Once the effect's duration ends the *Double* disappears, and the User awakens in their real body. If the User's body is slain while their consciousness is in the *Projected Double*, the User's mind is trapped in the insubstantial form *forever*.

Programmed Phantasmagoria (Glamor)
Level: Preternatural Power 5
Affected Area: A 10 foot cube per User Level, located anywhere in visual range
Duration: Until dawn
Saving Throw: Reveals (see below)

The User creates a visual, sonic, olfactory, tactile, and thermal illusion that follows a predetermined series of actions. The actions depicted can occupy up to an hour's time, and will repeat until dawn. The illusion can include understandable speech, and specific people (if the User knows them well). The illusion can be made to appear anywhere the User can see, but must fit within a 10 foot cube per User Level. Those who have reason to disbelieve the scene are entitled to a Wisdom Save to realize it is an illusion. Otherwise, the scene can be interacted with as if it was fully real, but any living beings depicted will not deviate from their script.

Protection From Bullets (Blessing)

Level: Pact 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 touched being
Duration: 1 hour
Saving Throw: None

The Recipient becomes immune to bullets, thrown knives, arrows, or any other projectile weapon. Hand-held weapons will continue to harm the Recipient as normal.

Protection From Evil (Blessing)

Level: Incantation 1, Talisman 3, Pact 1, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient gains the following protections against Evil, Summoned, and Conjured beings:

- +2 Bonus to Armor Class
- +2 on all Saves against Preternatural Effects (from Evil, Summoned, or Conjured beings)
- Immunity to *Possession*, magical *Charms*, and all forms of mental domination.
- Recipient cannot be physically touched by Evil Spirits such as Devils and Demons.

If the Recipient voluntarily touches or attacks an Evil, Summoned, or Conjured being the effect is negated. Note that Preternatural Effects such as *Bind Spirit* and *Banish Spirit* do *not* count as attacks.

Protection From Serpents (Blessing)

Level: Incantation 1, Ceremony 1, Talisman 3, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

Snakes of any size are unable to touch or attack the Recipient. Serpents will move aside if the Recipient approaches them. The effect includes Gigantic snakes, but is not powerful enough to affect such Monsters as Lake Serpents, Sea Serpents, or Dragons.

Protective Beast (Fascination)

Level: Preternatural Power 1
Affected Area: 2 Levels of animals per User Level.
Duration: Permanent
Saving Throw: None

The Vampyre gains the trust and companionship of one or more wolves, bats, cats, rats, spiders, crows, owls, vultures, goats, moths, or snakes (including Gigantic and monstrous forms of such animals). The beasts will follow the Vampyre, and will protect them if necessary. For every point of Intelligence a *Protective Beast* possesses, it can be taught one "trick" such as guarding against as specific kind of person, or fetching objects. Teaching such tricks requires 1 week of daily instruction per trick. The total Levels of *Protective Beasts* a User can retain is equal to twice the User's Level.

If the Vampyre ever deliberately attacks or harms a *Protective Beast* it will either attack or desert him, depending upon the Animal's natural disposition. A Vampyre can dismiss the effect of their own *Protective Beast* effect at will.

Purify Food and Drink (Transmutation)

Level: Incantation 0, Ceremony 0*, Talisman 1, Pact 0, Mad Invention 1, Preternatural Power 0
Affected Area: 1 Human meal's worth of food and drink per User Level
Duration: Instantaneous
Saving Throw: None

Decayed, spoiled or contaminated food and drink become safe, wholesome and nutritious again. If not eaten the food and drink will degrade again at the normal rate. The effect can also be used to reverse the degradation of any non-toxic organic material. When bound into a Talisman, the effect automatically purifies whatever the owner eats or drinks.

Putrefy Food and Drink (Transmutation)

Level: Incantation 0, Ceremony 0*, Pact 0, Preternatural Power 0
Affected Area: 1 Human meal's worth of food and drink per User Level
Duration: Instantaneous
Saving Throw: None

Wholesome or nutritious food and drink become rotten, wormy and disgusting. If eaten the food will nauseate and sicken the consumer, and provide no nutrition whatsoever.

Food adulteration was a constant problem of the historical Ghastly Age. Candies were sometimes colored with toxic compounds, and flour might be stretched with everything from potatoes to chalk!

Pyrotechnics (Malediction)
Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: Nearby Area
Duration: 1 minute
Saving Throw: Negates

The User can choose to cause a flame to either explode in a blinding, brightly colored burst, or emit thick, choking smoke.

If *Pyrotechnics* is used to cause a blinding burst, everyone Nearby must Save or be blinded for a full minute. The burst itself is quite beautiful, and exactly resembles one created by a fireworks display.

If *Pyrotechnics* is used to create smoke the cloud fills the entire Nearby Area. Everyone engulfed by the cloud (including the User) must Save or suffer Penalties of -4 to Strength and Constitution for as long as they remain inside, and for 1 minute afterward. Additionally, the cloud obscures all vision, including *Darkvision*.

The fire used to create the effect is completely consumed and thus immediately extinguished.

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Quench Fire (Transmutation)
Level: Incantation 4, Talisman 7, Preternatural Power 4
Affected Area: Entire Nearby Area
Duration: Instantaneous (or until dawn)
Saving Throw: None

Every fire, mundane or magical, in the Nearby Area is immediately extinguished. Beings of elemental fire suffer 4d6 points of Lethal Damage. Weird Objects and Mad Inventions that create fire will not function until dawn.

A Talisman of *Quench Fire* actually prevents fires, mundane or magical, from being ignited or created in its Nearby Area.

Rain of Blood (Transmutation)

Level: Incantation 5, Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: 150 foot radius around User
Duration: 1 minute
Saving Throw: None

A large quantity of blood falls from the sky (or ceiling), with the following consequences:
- All people under Level 5 in the effected area must _Save_ versus Wisdom or be affected as by a _Scare_ effect.
- All movement in the area is reduced by half due to the downpour, and slippery pools of blood on the ground. Those who fail a Dexterity Check will fall down when they attempt to move on the ground.
- All predatory animals within 1 mile will be attracted to the area, and will move at high speed towards it.
- Any Vampyres (or similar blood drinking monsters) upon whom the rain falls will be strengthened, enjoying +1 Hit Point per HD until dawn.

The blood acts as if normal. After its falls it coagulates and decomposes just like any other blood.

Rain of Fish (Transmutation)

Level: Incantation 3, Ceremony 2, Pact 3, Preternatural Power 3
Affected Area: 150 foot radius around User
Duration: 1 minute
Saving Throw: None

A large quantity of living fish fall from the sky, with the following consequences:
- All intelligent creatures under Level 5 in the effected area must _Save_ versus Wisdom or stand and stare dumbfounded for the entire duration of the effect.
- Everyone who stays in the affected area will suffer 1 point of _Nonlethal Damage_ per round from being hit with fish.
- All predatory animals within 1 mile will be attracted to the area, and will move at high speed towards it.
- Any unintelligent carnivorous creature already in the affected area will stop whatever they are doing to consume the fallen fish.

The fish are real, and will be of a random type not necessarily native to the area. The effect can be used to stock ponds and streams. Fish that do not fall into appropriate water will die and decompose just like any other fish.

Rain of Frogs (Transmutation)
Level: Incantation 3, Ceremony 2, Pact 3, Preternatural Power 3
Affected Area: 150 foot radius around User
Duration: 1 minute
Saving Throw: None

This effect is similar in most respects to *Rain of Fish*, except that the falling animals are frogs or toads.

Rain of Flesh (Transmutation)
Level: Incantation 3, Ceremony 2, Pact 3, Preternatural Power 3
Affected Area: 150 foot radius around User
Duration: 1 minute
Saving Throw: None

Chunks of bloody flesh fall from the sky, with the following consequences:
- All people under Level 5 in the effected area must Save versus Wisdom or be affected as by a *Scare* effect.

- Everyone who stays in the affected area will suffer 1 point of Nonlethal Damage per round from being hit with meat.
- All predatory animals within 1 mile will be attracted to the area, and will move at high speed towards it.
- Any unintelligent carnivorous creature already in the affected area will stop whatever they are doing to consume the fallen meat.

The flesh is real. After its falls it decomposes just like any other flesh.

Raise Dead (Evocation)
Level: Ceremony 5, Pact 5, Preternatural Power 5
Affected Area: 1 recently dead corpse
Duration: Permanent
Saving Throw: Special

The User restores animation upon a recently dead creature. The creature can be dead for no longer than 3 days, after which time the flesh will have decomposed beyond the ability of the effect to repair.

Unfortunately, people restored to life through *Raise Dead* frequently come back twisted in some way. The User must make a Wisdom Check, with a Penalty of -10. If they succeed, the body is restored to life (but 1 point lower in Constitution). If the Wisdom Check fails, the Presenter should roll a **d10** on the following table:

1.   Recipient's Perversity becomes 20.
2.   Recipient is restored to life, but is is incurably insane.
3.   Recipient sees visions of horror whenever they close their eyes.
4.   Recipient's body is reanimated, but is actually inhabited by a Possessor Demon.
5.   Recipient appears normal, but now can only eat human flesh.
6.   Recipient's mind and body are restored, but the soul is lost. Recipient is immune to soul-affecting magic, but has no conscience, and no emotions.
7.   Recipient is restored to life, but Intelligence, Wisdom, and Charisma are all reduced to 3.
8.   Recipient develops an *Alter-Ego*, as per the Preternatural Effect. The *Alter-Ego* may be another soul that has latched on to the Recipient.
9.   Recipient becomes a Vampyre.
10. Recipient appears unchanged, but can remember the afterlife. For each hour they were dead the Recipient remembers 10 years in Heaven, Hell, or some other spiritual dwelling. A Recipient dead for 2 days might come back remembering 480 years of torment in Hell (or delight in Heaven). They might have some *difficulty* adjusting to life in the mundane world...

Raise Storm (Transmutation)

Level: Incantation 5, Ceremony 3, Pact 5, Mad Invention 5, Preternatural Power 5
Affected Area: 10 mile radius around User
Duration: Until Dawn
Saving Throw: None

The User creates a violent storm of a type appropriate to the climate and location. During the spring in a temperate climate, the User might raise a hailstorm or thunderstorm, while a blizzard would occur in the winter. On subtropical island a hurricane or typhoon would hit the area, while in the desert a sandstorm would occur. The storm forms suddenly, regardless of the current weather conditions. The User has no control over the type of storm that occurs, its strength, or its duration, unless he or she subsequently employs such effects as *Control Winds* or *Call Lightning*. The User is not in any way protected from the effects of the storm, unless they have appropriate shelter. The storm typically lasts until dawn, unless the User maintains it with another *Raise Storm* effect.

See the section on **Weather and Environmental Effects** in **Chapter 4: Common Situations** for examples of possible ill effects from exposure to extreme weather.

Ray of Enfeeblement (Malediction)

Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Nearby Recipient
Duration: 1 hour
Saving Throw: None

An invisible ray shoots from the User, reducing a Recipient's Strength by 1d6 points, +1 per User Level. The User must make a successful ranged attack against the Recipient. A Recipient's Strength cannot drop below the minimum rating (3 for a human).

Read Magic (Divination)

Level: Incantation 1, Talisman 3, Preternatural Power 1
Affected Area: User
Duration: 1 hour
Saving Throw: None

The User can decipher magically encrypted writings, as well as glyphs, sigils, and runes of a magical nature. The User will be able to know the name of a Spirit by looking only at its sigil. Once a particular piece of magical writing has been deciphered the User of *Read Magic* will always be able to read it thereafter.

Read Minds (Divination)

Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: Normal earshot range
Duration: Concentration, up to one hour
Saving Throw: Negates

The User can hear the current thoughts of any desired Recipient within normal earshot. The User must concentrate on the specific Recipient whose mind will be read. The effect does not grant comprehension of any unknown language. If the Recipient is intelligent the User will hear their thoughts expressed in the Recipient's own language. If the Recipient is an animal, or otherwise lacks language, the User will sense only the simple urges and instincts of the animal.

If a User is so foolish as to try to read more than one mind at the same time they must immediately make a Wisdom Save or be be driven insane for a period of days equal to the number of minds read. Even if they make the Save, the User hears only confusion.

The effect is blocked by lead, gold, tin, and aluminum.

Reconcile/Separate (Fascination)

Level: Incantation 3, Ceremony 2, Pact 3, Preternatural Power 3
Affected Area: 2 People
Duration: Instantaneous
Saving Throw: Negates

The User makes two former friends or lovers resume their relationship, or causes two current friends or lovers to feel antipathy for each other. Each unwilling subject of the effect receives a Save to resist. Whether the effect succeeds or not, the relationship between the two people will thereafter proceed as normal. Reunited lovers or friends could be subsequently separated for the usual reasons.

Reincarnate (Evocation)
Level: Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: 1 corpse dead no more than a day
Duration: Instantaneous
Saving Throw: Negates

The User causes a recently dead person to return in animal form as a Zoomorphic Revenant. The dead soul receives a Wisdom <u>Save</u> to resist, if they want. Failure means they are forced to inhabit a animal body (while retaining their own mind and identity), until the event that releases them is performed. The animal form will always be one symbolic of the characteristic of the qualities the person had in life. For example, a scholar is likely to come back as an owl, while a boxer may return as a bull.

Remove Blindness/Deafness (Blessing)
Level: Pact 3, Preternatural Power 3
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous
Saving Throw: None

The Recipient is cured of either *Blindness* or *<u>Deafness</u>*, whether magical or mundane in origin. The Recipient must still possess actual eyes in order to be cured of blindness.

Remove Curse (Blessing)
Level: Ceremony 3, Pact 3, Preternatural Power 3
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous.
Saving Throw: None

The Recipient is freed from any supernatural *<u>Curses</u>* that currently afflict them. The effect does not dispel permanent *Curses* placed on items or locations, but does allow people to separate themselves from the object or area.

Remove Disease (Blessing)
Level: Ceremony 3, Pact 3, Preternatural Power 3
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous.
Saving Throw: None

The Recipient is cured of all physical <u>diseases</u> and parasitic infections. The effect does not cure insanity or emotional disorders. Certain magical effects may be resistant to *Remove Disease.*

Remove Fear (Blessing)
Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Recipient within earshot, or User
Duration: Instantaneous.
Saving Throw: None

All *Fear* effects, mundane or magical, are removed from the Recipient.

Remove Paralysis (Blessing)
Level: Pact 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous
Saving Throw: None

The Recipient is cured of all paralyzing or movement inhibiting effects, including effects such as *Hold Person* or *Slow*.

Resist Cold (Blessing)
Level: Talisman 2, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient becomes partially immune to the effects of extreme cold. For every Level of the the User the Recipient can ignore 2 points of damage from cold. A 10th Level User, for example, can bestow the ability to ignore the first 20 points of cold damage from exposure.

Resist Fire (Blessing)
Level: Talisman 2, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient becomes partially immune to the effects of great heat. For every Level of the the User the Recipient can ignore 2 points of damage from a fire or source of heat. A 10th Level User, for example, can bestow the ability to ignore the first 20 points of fire damage from an attack or effect.

Restoration (Blessing)
Level: Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: 1 Touched Recipient, or User
Duration: Instantaneous
Saving Throw: None

All Experience Point loss and Ability Damage suffered by the Recipient for any reason will be restored. Additionally, all fatigue or exhaustion is dispelled. Unlike *Lesser Restoration*, Permanent reductions in Abilities are undone by a full *Restoration*.

Rope Trick (Transmutation)
Level: Incantation 2, Preternatural Power 2
Affected Area: 1 Rope up to 30 feet long.
Duration: Until dawn
Saving Throw: None

A length of rope becomes rigid and stands upright like a pillar. Anyone who climbs the rope will disappear once they reach the top. Such climbers exist in a place beyond all normal dimensions, and cannot be seen or afflicted by any effect in the mundane world. The climbers can see the mundane world as if they were standing atop a pillar the height of the rope. Those in the extra-dimensional space cannot do anything that affects the normal world, however. A climber can pull the rope up into the space after them, if they wish.

Those in the extra-dimensional space can enter and exit by means of the original rope. Otherwise, once the effect ends everyone in the space suddenly appears in the mundane world and falls from the height they were at when they disappeared.

The extra-dimensional space at the end of the rope has room for up to 10 people

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Sanctuary (Blessing)
Level: Pact 1, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: Negates

Anyone attempting to target the Recipient with an attack or Preternatural Effect must make a Saving Throw or abandon the effort. If the Recipient attacks any being the effect is broken for the being attacked.

Scare (Fascination)
Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: All Nearby creatures with 5 or fewer Levels or HD
Duration: 1 hour, or until Recipients can no longer see User
Saving Throw: Negates

The User causes all creatures in an area to become overwhelmed with fear, and they will seek to flee anyone who is hostile or aggressive towards them. The Presenter can further represent the effect with either a -3 Penalty to all the Recipients' actions, or by imposing the Affliction "Fearful" on all Recipients for the duration of the effect.

No being with 5 or more Levels or HD can be Recipient to this effect.

Scrying (Divination)
Level: Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: A targeted individual
Duration: 1 hour
Saving Throw: Negates

The User spies on a known individual from a distance. The User will be able to see and hear as if they were in close proximity to the target. The effect follows the target, and the User can only see what is immediately around the target, and hear what the target would be able to hear.

The target can be located anywhere in the Cosmos, but must be known to the User in some way.
A target counts as "known" if any of the following are true:
- The User knows the target's correct name.
- The User has has previously met the target.
- The User possess a piece of the target.
- The target is already famous.

Spirits *are* subject to this spell, but only if the User knows their name and sigil.

A successful Saving Throw negates the *Scrying*.

The User can cast certain spells onto the target or their Nearby Area. Any Ceremony of Level 0, 1, or 2, can be used on the target, just as if the User possessed a piece of the target's body or clothing. *Detect* Effects can be used on the target of *Scrying*, or their Nearby Area.

See Invisibility (Divination)

Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: User
Duration: 1 hour
Saving Throw: None

The User can see any creatures that are *Invisible*, whether due to a magical effect, or being in a fully Ethereal state. The User can discern the difference between magically *Invisible* and Ethereal beings. Hiding, or physically camouflaged creatures are not actually *Invisible*, and so are not revealed by this effect.

This effect is can be made permanent with *Permanency*.

Shadow Conjuration (Glamor)

Level: Incantation 4
Affected Area: 1 illusory creature
Duration: Until dawn, or apparent being is destroyed
Saving Throw: Negates

The User summons and commands an entity that appears to an actual creature, but is actually a quasi-real being made of shadows. The apparent creature summoned must be Level 8 or lower. The being will have all the Abilities and characteristics of its real counterpart, but minimum Hit Points. It can be commanded at will until it disappears at dawn, or is dispersed by being "killed". Those who have reason to disbelieve the existence of the being are entitled to a Save. If the Save is successful, all of the being's attacks against that person will be minimally effective, and the person will automatically Save against any apparent Preternatural Effects used by the shadow being.

Shatter (Malediction)

Level: Incantation 2, Mad Invention 3, Preternatural Power 2
Affected Area: Entire Nearby Area
Duration: Instantaneous
Saving Throw: None, or halves damage

The User emits a noise so loud that it shatters all thin items of glass, crystal, or similar materials. Mirrors, bottles, flasks, and laboratory glassware are all immediately destroyed. The effect inflicts 1d6 points of Lethal Damage per User Level against solidly-built objects (such as solid crystal statue), or creatures made of animated crystal.

Living beings receive a Save to suffer only half damage.

Shield (Blessing)

Level: Incantation 1, Talisman 2, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: Front of User
Duration: 1 hour
Saving Throw: None

The User is protected by an invisible disk of force similar in size and shape to a large antique-style shield. The *Shield* automatically interposes itself against harm. Against attacks from the front it provides the following benefits:

- +3 to Armor Class, even against incorporeal opponents
- +3 to Saves against *Fireballs*, *Acid Arrows*, and similar effects
- Negates *Elf Stroke* attacks

Shocking Grasp (Malediction)

Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient
Duration: Until used
Saving Throw: None

When they successfully touch or grab a Recipient the User inflicts 1d6 points of Lethal Damage. If the Recipient is carrying a large quantity of electrically conductive metal the User enjoys a +3 Bonus to the attack roll.

Shout (Malediction)

Level: Incantation 4, Preternatural Power 4
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: Negates deafness, halves damage.

The User emits a shriek or roar so loud and horrible that it deafens every Nearby being with ears (except themselves), and inflicts 4d6 points of Lethal Damage. Objects made of crystal, glass, or similar brittle materials are destroyed. A successful Saving Throw negates the deafness, and reduces the damage by half.

Shower of Stones (Malediction)

Level: Incantation 1, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Nearby target
Duration: Instantaneous
Saving Throw: Negates

The User causes several stones to materialize and strike a single target, collectively inflicting 1d6 points of Lethal Damage. The Stones can appear to fall from the sky, or be seemingly thrown from nowhere, but will only strike the intended target.

Shrink Person (Transmutation)

Level: Incantation 1, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Visible humanoid
Duration: 1 hour
Saving Throw: Negates

The Recipient grows 10% smaller than their original size per User Level. Every 10% of reduction temporarily subtracts 1 point from the Recipient's Strength, and 1 Hit Point (to a minimum of 1) A Recipient cannot be made more than 99% smaller than their original size. Subjects reduced by more than 50% receive a +2 Bonus to their Armor Class for their small stature. Subjects made more than 90% smaller receive a +4 Bonus to their Armor Class.

Clothing and possessions are not changed by the effect, so Recipients suddenly made extremely small while wearing very heavy clothing or gear could be slain as the items fall on them.

Shrink Person can be made permanent with *Permanency*.

Sleep (Fascination)

Level: Incantation 1, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: One being in front of User, and within earshot.
Duration: Until dawn
Saving Throw: Negates

The User puts puts a being to sleep. The Recipient's Level or Hit Dice must not exceed the User's own. Creatures that do not sleep, or are already unconscious, are not affected.

Slow (Transmutation)

Level: Incantation 3, Pact 3, Mad Invention 4, Preternatural Power 3
Affected Area: All desired Nearby beings
Duration: 1 hour
Saving Throw: Negates

The Recipient moves and acts at half their normal rate, suffering a -3 Penalty on the following:
- Armor Class
- All Checks involving Dexterity, including Saves
- Damage rolls for hand-held weapons

Additionally, the Recipient's Speed rating is reduced by half.

A Recipient can only suffer one *Slow* effect at a time.

Sorcerer's Hand (Transmutation)
Level: Incantation 0, Talisman 1, Mad Invention 1, Preternatural Power 0
Affected Area: Nearby Area
Duration: Concentration
Saving Throw: None

The User can move in any direction an object weighing up to 5 pounds. The object cannot move away from the Nearby Area.

Speak With Animals (Divination)
Level: Ceremony 2, Talisman 4, Pact 2, Mad Invention 3, Preternatural Power 2
Affected Area: Any animal encountered
Duration: 1 hour
Saving Throw: None

The User can speak to any Animals encountered. Most Animals can only communicate the most basic information, and are completely incapable of abstract thought. Only apes, monkeys, crows, ravens, elephants, and dolphins have sufficient Intelligence to hold an extended conversation with the User. Note that the effect only allows the User to s*peak* with Animals – it does not guarantee that the animal will be friendly!

Speak With Dark Beasts (Divination)
Level: Preternatural Power 2
Affected Area: Any dark animal encountered
Duration: 1 hour
Saving Throw: None

The Vampyre can speak with wolves, bats, cats, rats, spiders, crows, owls, vultures, goats, moths, and snakes. Otherwise, the effect is identical to _Speak With Animals_.

Speak With Dead (Divination)
Level: Ceremony 2, Pact 2, Mad Invention 3, Preternatural Power 2
Affected Area: 1 Corpse
Duration: 1 hour
Saving Throw: None

The User can gain knowledge from an inanimate corpse, including anything it knew while alive. The information tends to be tantalizingly incomplete, however. The User can only get an answer to 1 question per every 2 Levels they possess. The reply to any question will always be the simplest one possible Any inquiry that can be answered (however misleadingly) by a single word will be. A User can only attempt this effect once on a given corpse.

Speak With Plants (Divination)
Level: Incantation 3, Ceremony 2, Pact 3, Mad Invention 3, Preternatural Power 3
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: None

The User can question the local plants about actions that have transpired near them. Since plants have no true minds, the User can only ask questions that can be answered with a "Yes" or "No", and can only obtain such information as would have been apparent to an ordinary person. The User cannot ask questions about Class, Level, Hit Points, Perversity, or any other intangibles. Unless bound into a Talisman, the effect is static, affecting only the area where it was used.

Spider Climb (Transmutation)
Level: Incantation 1, Pact 1, Mad Invention 2, Preternatural Power 1
Affected Area: 1 Touched Recipient, or User
Duration: 1 hour
Saving Throw: None

The Recipient can walk (but not run) up walls and across ceilings in a manner similar to a spider. The effect prevents the User from becoming disoriented by such movement, so the User can otherwise act normally.

Steal Gender (Malediction)
Level: Incantation 5, Ceremony 4, Pact 5, Preternatural Power 5
Affected Area: 1 Nearby visible creature
Duration: Until next New Moon
Saving Throw: Negates

The Recipient loses all physical attributes of gender, which are teleported to an area determined by the User. The Recipient becomes a completely neuter being. The stolen attributes are preserved without rotting. On the positive side, effects which target specific genders no longer function on the Recipient. The Recipient is likewise immune to any effect that affects romantic love or arousal. Thus, the effect might actually be purposefully employed by those who need to do battle with Succubi!

The User must designate a place where the body parts taken from the Recipient will be stored. The place of storage could be a box or bag, or even the branches of a tree! The body parts cannot be destroyed. If they an attempt is made to do so, they are transported back to their owner, breaking the effect.

Steal Milk (Transmutation)
Level: Incantation 1, Ceremony 0, Pact 1, Preternatural Power 1
Affected Area: 1 Cow in visual range
Duration: Instantaneous
Saving Throw: Negates – see below

The User steals all the milk from inside the udder of a visible cow, goat, or ewe, and teleports it into a desired container. The animal will subsequently be unable to provide any more milk that day. The *owner* of the animal gets a Saving Throw to prevent the cow's milk form being stolen. If the cow has no owner, it gets no Save.

A typical day's milking for a cow is 1 gallon.

Stinking Cloud (Malediction)
Level: Incantation 3, Pact 3, Mad Invention 4, Preternatural Power 3
Affected Area: Any visible point within visual range – cloud fills entire Nearby Area.
Duration: 1 hour
Saving Throw: Negates; see below

The User creates a cloud of vapors that smell horrifically bad. Living creatures inside a *Stinking Cloud* must Save versus Wisdom each round or become nauseated for as long as they remains inside, plus 5 minutes afterward. Nauseated creatures are unable to perform any actions except moving away from the source of their nausea.

A *Stinking Cloud* fills the entire Nearby Area from its point of origin. When created by magic, a *Stinking Cloud* can originate from anywhere within visual range. Many creatures also create effects equal to a *Stinking Cloud.*

Stinking Clouds can be dispersed by strong winds, such as from a *Gust of Wind* effect. If a *Stinking Cloud* is made enduring with *Permanency,* it will always reform in 10 minutes.

Suggestion (Fascination)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 Being that can hear the User's voice
Duration: Until dawn, or until a suggested action is completed
Saving Throw: Negates

The User causes the Recipient to obey a single reasonable sounding directive, which must be phrased in a single sentence. *Suggestion* cannot force the Recipient to follow an obviously foolish or harmful course of action, unless the *Suggestion* is phrased in such a way as to make that action seem safe, sensible, or desirable. An affected Recipient continues to follow the *Suggestion* until either it is completed, or the effect's duration expires.

An exceptionally well-phrased or attractive *Suggestion* will inflict a -2 Penalty on the <u>Save</u>.

Novelist Germaine de Staël had plain looks, a predilection for faux Turkish costumes, and a nervous fidget. She was also an opium addict. Nonetheless, she was so brilliant that men fell in love with her after a conversation.

Summon Dark Beasts (Evocation)
Level: Preternatural Power 3
Affected Area: 2 HD of beasts per User Level, located within 1 mile
Duration: 1 hour, or until task is completed
Saving Throw: None

The User summons the traditional beasts of darkness and forces them to perform 1 service (which can last no more than 1 hour). The effect is limited to wolves, bats, cats, rats, spiders, crows, owls, vultures, goats, moths, and snakes, but includes the Gigantic and Monstrous forms of such beasts. The beasts must be present in the environment within 1 mile in order to answer the summoning. They arrive 1 minute after the Power is used.

The task imposed on the Dark Beasts can range from "attack my enemies" to "find the owner of this glove". The complexity of the task must be commensurate with the Intelligence of the monster, so most animals must be given only very simple tasks. The Beasts are in complete thrall to the Vampyre until their task is finished, and thereafter they go back to their normal dwelling place. If the same Beasts are somehow encountered again by the Vampyre they will react as normal for creatures of their kind.

The User must specify the Dark Beasts they want to summon, or else a random creature or creatures (determined by the Presenter) will appear.

Summon Spirit I (Evocation)
Level: Ceremony 1, Preternatural Power 1
Affected Area: 1 Spirit
Duration: Until the summoned Spirit leaves or is banished.
Saving Throw: Negates

The User causes the appearance of a Spirit creature (such as a Devil, Demon, Angel, Fairy, or Ghost) of Level 1 or 2. The Spirit is not controlled in any other way, so if the Spirit is unfriendly other effects will be needed to protect the User and force the Spirit to obey commands.

Typically, before summoning a Spirit the User will protect themselves with _Protection From Evil_ or a _Magic Circle_. Sometimes, the Spirit will be summoned into a _Magic Circle_, as a secondary layer of protection. Unfriendly Spirits must usually be forced into obedience with _Bind Spirit_, and/or sent away with _Banish Spirit_.

If the User wants, they can forgo using coercive effects such as _Bind Spirit_, and try bargaining with a Spirit so it will perform a task voluntarily. Spirits will typically demand tributes, according to their natures:

- A Devil will demand that the User perform one or more Evil deeds, or even offer up their soul.
- An Angel will desire some benevolent or righteous act.
- A Demon will want a blood sacrifice, or the performance of some destructive act.
- A Fairy will probably want the User to participate in some act of mischief, create or steal a work of art, or even obtain a seemingly impossible object (such as a hawk's whisper).
- A Ghost will usually want the User to avenge their death in some way, or else complete some work that was left unfinished by the death of the Spirit's former body.

Such bargaining must be role-played out, with offers and counter-offers proposed until both sides agree to the terms. Mortal summoners should be aware that the Spirits have been at the bargaining game for a very long time, and are experts at making people give far more than they get. On the other hand, bargaining with a Spirit can prevent angering it or its allies, as usually happens in cases where a Magician resorts to using _Bind Spirit_.

In order to _Summon_ any Spirit, the User must first know the being's name and _sigil_. A Spirit's sigil is a unique glyph that encapsulates the Spirit's existence. Names and sigils of specific Spirits are found in the manuals of magic known as _grimoires_, and true grimoires are jealously guarded by the Magicians who possess them.

Summon Spirit II (Evocation)
Level: Ceremony 2, Preternatural Power 2
Affected Area: 1 Spirit
Duration: Until the summoned Spirit leaves or is banished.
Saving Throw: Negates

The User summons a Spirit of Level 3 or 4. Otherwise, the effect is identical to *Summon Spirit I*.

Summon Spirit III (Evocation)
Level: Ceremony 1, Preternatural Power 3
Affected Area: 1 Spirit
Duration: Until the summoned Spirit leaves or is banished.
Saving Throw: Negates

The User summons a Spirit of Level 5 or 6. Otherwise, the effect is identical to *Summon Spirit I*.

Summon Spirit IV (Evocation)
Level: Ceremony 4, Preternatural Power 4
Affected Area: 1 Spirit
Duration: Until the summoned Spirit leaves or is banished.
Saving Throw: Negates

The User summons a Spirit of Level 7 or 8. Otherwise, the effect is identical to *Summon Spirit I*.

Summon Spirit V (Evocation)
Level: Ceremony 5, Preternatural Power 5
Affected Area: 1 Spirit
Duration: Until the summoned Spirit leaves or is banished.
Saving Throw: Negates

The User summons a Spirit of Level 9 or 10. Otherwise, the effect is identical to *Summon Spirit I*.
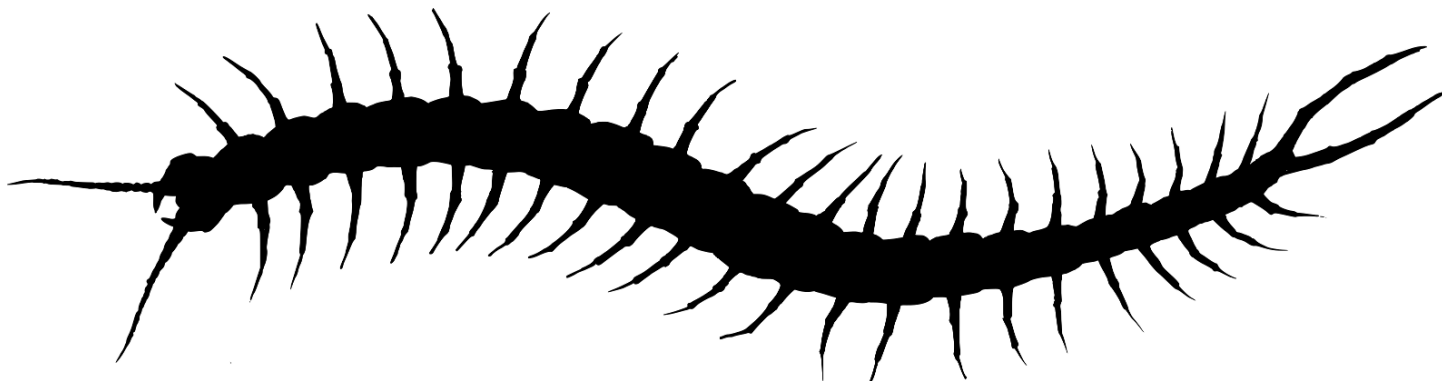
Summon Swarm (Evocation)
Level: Ceremony 2*, Pact 2, Preternatural Power 2
Affected Area: The Nearby Area surrounding a spot within visual range
Duration: Concentration + 1 minute
Saving Throw: None

The User causes a swarm of flies, rats, spiders, bats, cockroaches, centipedes, or other such disgusting vermin to suddenly appear. The swarm can be summoned to surround any Recipient within the area of the effect. Creatures within the swarm must make a Wisdom Save each round to perform any action but attempt to fight off the swarm. A summoned swarm is not otherwise under the User's control, and will simply move randomly and attack the nearest target.

Once the User stops concentrating the swarm will disperse over the course of a minute.

Swap Heads (Transmutation)
Level: Ceremony 5, Mad Invention 5, Preternatural Power 5
Affected Area: 2 Creatures
Duration: Permanent
Saving Throw: None

The User transposes the heads of any two organic creatures that are no more than one category different in size. For example the heads of two people can be swapped (both Human-sized), or those of a dog (Small) and a person (Human-sized). The heads of a horse (Large sized) and a fly (Small sized), however, could not be swapped (unless one was magically altered in size beforehand). The new body does not need to be the same gender or age as the old one. Due to the peculiarities of the effect, both heads must actually be swapped. The caster cannot simply throw one head away and let a donor body die, for example.

A transferred head keeps its own Class, Level, Intelligence, Wisdom, and Charisma, Preternatural Powers, special senses (such as _Darkvision_), and any biting or goring attacks possessed. The body that receives the new head retains its natural Armor Class, Speed, Strength, Dexterity, Constitution, body-based natural attacks, and Hit Dice (if they are higher than the Head's Class Level). Obviously, if the new body lacks hands the transferred head may be unable to employ certain Special Abilities, such as using Spells.

Certain twisted Magicians and Mad Scientists use this effect to create bizarre human-animal hybrids for use as slaves, or merely for their own twisted amusement. Sometimes, the effect is used as a reward, replacing an old or weak body with that of a hapless (but healthy) victim. There are horrible stories of entire families that were the subject of some warlock's sick joke, waking up to the shock of having their heads attached to the wrong bodies. Tales also tell of variations on the *Swap Heads* effect, allowing for the transplantation of other limbs and appendages.

A User cannot swap their own head. Those who wish to attain better bodies in this way must have the aid of an equally powerful sorcerer.

The Mad Invention of this effect requires the User to surgically remove the heads, and place them upon their new bodies. The wounds heal, leaving only thin red lines as evidence. The effect does not restrain the subjects in any way, so some other means must be used to make unwilling subjects submit to it. The effect can easily be used on slumbering subjects, however.

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Telekinesis (Transmutation)
Level: Incantation 5, Preternatural Power 5
Affected Area: Objects weighing up to 50 lbs per User Level anywhere within visual range
Duration: 1 minute
Saving Throw: Negates.

Through mental concentration the User can move objects in any direction through the air up to 50 feet per second (500 feet per Round, or 3,000 feet in a minute). The User can move up to 25 lbs per Level.

Telekinesis can be used to do anything the User can otherwise do with their hands in minute, but allows it to happen anywhere the User can see. It can be used to do such things as make repairs on roofs, erect poles, or even make Artillery attacks. If used to hurl heavy objects they inflict 1d6 Lethal Damage per 5 lbs of weight. If used on living subjects they receive a Saving Throw to resist being affected. If the User can lift their own body weight, *Telekinesis* can be used to fly (although only for a minute).

A User who is concentrating on moving objects can take no other actions in a Round, not even to defend themselves.

Telepathic Bond (Divination)
Level: Incantation 5, Preternatural Power 5
Affected Area: User, plus up to 1 visible Recipient per Level
Duration: 1 hour
Saving Throw: Negates if undesired

The User links the minds of a number of visible Recipients, so that they are able to communicate with each other through thought. Everyone affected will be able to instantly send and receive mental messages, regardless of how far they subsequently move from each other. Those included in the *Telepathic Bond* will always know where any of the others also included are currently located. Note that the effect does not confer the any ability to understand unknown languages.

Being part of a *Telepathic Bond* can be quite unnerving, and always requires a Perversity Check. The *Bond* can be made enduring with *Permanency*, but such will inevitably result in madness for all those affected.

Teleport (Transmutation)
Level: Ceremony 5, Incantation 5, Preternatural Power 5
Affected Area: User, or 1 Touched Recipient
Duration: Permanent
Saving Throw: Negates if undesired

The Recipient instantly disappears, reappearing in another place on the same world. A being can be teleported from one end of a continent to another, for example, but not from the Mundane World to Hell.

Teleportation is dangerous. Unless the User can see or is personally familiar with the target area, there is a a a chance that anyone they *Teleport* (including themselves) will arrive in an unsafe location. Roll a **d20** to determine where the Recipient arrives:

1-14	Target location
15	1 – 20′ above target location
16	1 – 20′ below target location
17	1 – 20′ feet in front of target location
18	1 – 20′ feet behind target location
19	1 – 20′ feet to the right of target location
20	1 – 20′ feet to the left of target location

A Recipient that arrives with their head or chest inside a solid object will be instantly slain. If only the Recipient's limbs, hands or feet are stuck inside a solid object (such as a wall), the unfortunate person can free themselves by amputating the affected body part.

Note that a User cannot deliberately *Teleport* someone unsafely into an otherwise safe location, but they can *Teleport* someone to an inherently hazardous area (such as a lava field). In such a case, if the intended victim makes their Saving Throw, the User is teleported to the deadly location instead!

Tongues (Divination)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: 1 Touched Recipient
Duration: 1 hour
Saving Throw: None

The Recipient is granted the ability to read, understand, and speak any language encountered.

Transform Other Into ... [Specific Creature] (Transmutation)
Level: Incantation 4, Ceremony 3*, Pact 4, Mad Invention 4, Preternatural Power 4
Affected Area: 1 Nearby Recipient
Duration: Until dawn
Saving Throw: Negates if effect is undesired

The User transform a Recipient's body into that of a single specific creature. Typical forms include newts, toads, wolves, pigs, horses, and other such creatures no smaller than a fly, and no bigger than an elephant. The Recipient can only transform into the one creature specified by the effect. For example, *Transform Other Into Toad* only allows its User to transform a Recipient into a toad, not any other creature.

The Recipient gains the Strength, Constitution, and Dexterity of the new form, but retain all other Abilities. The Recipient also gains the Hit Points, Armor Class, attacks, movement, and respiration of the new form, but not any other Special Abilities or Magical Powers. For example, *Transform Other Into Canary* allows the Recipient to fly, and *Transform Other Into Newt* allows the Recipient to swim and breathe water. *Transform Other Into Dog* does not grant an exceptional sense of smell, however, and *Transform Other Into Cat* does not grant *Nightvision*. The Recipient retains the ability of speech, but is locked into the new form for the duration of the effect (unless released by the effect's User)

Upon assuming the new form the Recipient is healed of 1 Hit Point of damage per Level. If the Recipient is killed they instantly resume the true form.

The effect does *not* transform any of the Recipient's clothing or equipment.

Transform Self Into ... [Specific Creature] (Transmutation)
Level: Incantation 3, Ceremony 2, Pact 3, Mad Invention 3, Preternatural Power 3
Affected Area: User
Duration: Until dawn
Saving Throw: None

The User transforms bodily into a single specific creature. Varieties of this effect allow their Users to transform into cats, dogs, goats, crows, and other such creatures no smaller than a fly, and no bigger than an elephant. The User can only transform into the one creature specified by the effect. For example, the *Transform Self Into Wolf* effect only allows its User to transform into a wolf, not any other creature.

The User gains the Strength, Constitution, and Dexterity of the new form, but retain all other Abilities. The User also gains the Hit Points, Armor Class, attacks, movement, and respiration of the new form, but not any other Special Abilities or Magical Powers. For example, *Transform Self Into Hawk* allows the User to fly, and *Transform Self Into Salmon* allows the User to swim and breathe water. *Transform Self Into Dog* does not grant an exceptional sense of smell, however, and *Transform Self Into Cat* does not grant <u>Nightvision</u>. The User retains the ability of speech, and can freely change back and forth between their natural and creature form for the duration of the effect.

Upon assuming the new form the User is healed of 1 Hit Point of damage per Level. If the User is killed they instantly resume the true form.

The effect does *not* transform the User's clothing or equipment.

True Seeing (Divination)
Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: Anywhere within visual range
Duration: 1 hour
Saving Throw: None

The User sees thing exactly as they are, or were before they were affected by any Preternatural Effects. *True Seeing* defeats all mundane obfuscations, including disguises, frauds, and a Bandit's attempts at Concealment. Secret and concealed doors are revealed. Likewise, *True Seeing* pierces all illusions, Glamors and other Preternatural Effects such as <u>Darkness</u>, <u>Invisibility</u>, <u>Disguise Self</u>, and even transformative magic such as *Polymorph*. Anything changed by a Preternatural Effect will be seen in its previous state. Fairies in particular will be revealed for what they actually are. Additionally, the User is able to see *Invisible* incorporeal beings and creatures currently in the <u>Ethereal Plane</u>.

U, V

Unnatural Charisma (Blessing)
Level: Preternatural Power 2
Affected Area: User
Duration: 1 hour
Saving Throw: None

The Vampyre's Charisma temporarily increases to 22.

Unseen Servant (Transmutation)
Level: Incantation 1, Ceremony 1, Talisman 2, Mad Invention 2, Preternatural Power 1
Affected Area: Entire area Nearby User
Duration: 1 hour
Saving Throw: None

The User creates an invisible force that serves as a completely obedient servant. The effect moves with the User. The *Unseen Servant* is capable of any simple task that requires no special training or creative thought, and no more strength than can lift 20 pounds (or drag 100). Washing windows, sweeping, cleaning chimneys, opening doors, closing chests, or mending ripped clothing with a simple stitch are all possible uses for an *Unseen Servant*. Because the force is essentially mindless, it will continue performing a task until it is impossible to perform any more, or the force is told to stop. Note that the *Unseen Servant* requires the proper tools to perform tasks such as sweeping, washing, and mending.

The *Unseen Servant* has no attack of its own, and cannot be attacked. It can be used to attack indirectly, however, by moving hazardous objects off a shelf, for example.

Ventriloquism (Transmutation)
Level: Incantation 1, Mad Invention 2, Preternatural Power 1
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: Recognize effect

The User's voice appears to come from some other place within the effect's area, while the User's lips do not move. The User can make any sound they would otherwise be able to vocalize. A listener who makes their Wisdom Save recognizes that the voice belongs to the User.

W

Walk Across Air (Transmutation)
Level: Incantation 4, Talisman 7, Pact 4, Mad Invention 5, Preternatural Power 4
Affected Area: User, and up to 1 Touched Recipient per User Level
Duration: 1 hour
Saving Throw: None

The Recipient can walk across air as if it was solid ground. The Recipient must actually walk through the air as if there was earth underneath his feet. All effects from carrying heavy equipment, or from such conditions as lameness, still apply. The User cannot move straight up or down, but can can gain or lose altitude at a rate of 10 vertical feet per 50 feet traveled horizontally.

Walk On Water (Transmutation)
Level: Incantation 4, Talisman 7, Pact 4, Mad invention 5, Preternatural Power 4
Affected Area: User, and up to 1 Touched Recipient per User Level
Duration: 1 hour
Saving Throw: None

The Recipient can walk across water (or any similar fluid, including quicksand) as if it was dry ground. All effects from carrying heavy equipment, or from such conditions as lameness, still apply. The Recipient cannot sink into the water, however, until the effect's duration expires.

Walk Through Shadows (Transmutation)
Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: User, and up to 1 Touched Recipient per User Level
Duration: 1 hour per User Level
Saving Throw: None

The User, and those they touch, can walk though shadows as a means of escape or long-distance travel. The Recipients can walk into a shadow chosen by the User, and exit through another shadow located up to 50 miles away per User Level. One hour of time will elapse per every 50 miles traveled. The User can determine the distance and direction of travel, but not the exact location of the exit point. Thus, walking through shadows can be quite dangerous.

Walk Through Walls (Transmutation)
Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: User, and up to 1 Touched Recipient per User Level
Duration: 1 minute
Saving Throw: None

The User (and any Recipients) can walk though a wall as if it didn't exist. The wall effect last no more than a minute, so the wall must be thin enough to traverse in that time. If anyone is still traveling through a solid wall when the effect expires, they will be melded with the wall and killed (no Saving Throw). The Recipient cannot pass through lead or gold, and a room with lead-lined walls is proof against the effect.

Wall of Fire (Transmutation)
Level: Incantation 4, Pact 4, Mad Invention 5, Preternatural Power 4
Affected Area: A wall capable of enclosing the entire Nearby Area.
Duration: 1 hour
Saving Throw: Halves damage (see text)

The User creates a thin wall composed of brilliant flame, located anywhere in the Nearby Area. The maximum dimensions of the wall if created indoors are 25′ high, with 100′ of total wall length. If created outdoors, the *Wall of Fire* can be up to 50′ high, and up to 200′ long. The wall can be formed into any shape desired, such as a ring or box, provided the area covered doesn't exceed the above stated dimensions. The wall cannot be created underneath a creature's feet. Anyone who contacts or tries to cross the wall will suffer 4d6 points of Lethal Damage. Only those who contact the *Wall of Fire* against their will receive a Saving Throw.

Wall of Force (Transmutation)
Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: A wall capable of enclosing the entire Nearby Area
Duration: 1 hour
Saving Throw: None

The User creates an invisible wall that blocks movement, located anywhere in the Nearby Area. The maximum dimensions of the wall if created indoors are 25′ high, with 100′ of total wall length. If created outdoors, the *Wall of Force* can be up to 50′ high, and up to 200′ long. The wall can be formed into any shape desired, such as a ring or box, provided the area covered doesn't exceed the above stated dimensions.

The wall cannot be breached by any mundane means, but neither can it be used to crush or otherwise damage opponents. Even if it completely encloses a victim they will still be able to breathe.

Wall of Ice (Transmutation)

Level: Incantation 4, Pact 4, Mad Invention 5, Preternatural Power 4
Affected Area: A wall capable of enclosing the entire Nearby Area
Duration: 1 hour
Saving Throw: None

The User creates a smooth, 1 foot thick wall of solid ice, located anywhere in the Nearby Area. The maximum dimensions of the wall if created indoors are 25′ high, with 100′ of total wall length. If created outdoors, the *Wall of Ice* can be up to 50′ high, and up to 200′ long. The wall can be formed into any shape desired, such as a ring or box, provided the area covered doesn't exceed the above stated dimensions. The wall cannot be created underneath a creature's feet. Anyone who contacts the wall with bare skin will suffer 1d6 points of Lethal cold Damage, plus 1d6 points of Nonlethal Damage.

A 1 foot thick section of the wall large enough for a person to pass through has 40 Hit Points. Only magic, or items harder than 1 foot of solid ice, can damage it. It cannot be damaged by fists and wooden clubs, for example.

Wall of Iron (Transmutation)

Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: A wall capable of enclosing the entire Nearby Area.
Duration: 1 hour
Saving Throw: None

The User creates a 1 inch thick wall of solid iron, located anywhere in the Nearby Area. The maximum dimensions of the wall if created indoors are 25′ high, with 100′ of total wall length. If created outdoors, the *Wall of Iron* can be up to 50′ high, and up to 200′ long. The wall can be formed into any shape desired, such as a ring or box, provided the area covered doesn't exceed the above stated dimensions. The wall can be created to be deliberately unstable, and then tipped to crush victims underneath it. Those crushed suffer 10d6 points of Lethal Damage (no Saving Throw), unless they had some means of stopping the wall.

A 1 inch thick section of the wall large enough for a person to pass through has 200 Hit Points. Only magic, or items harder than wrought iron, can damage it.

Wall of Stone (Transmutation)

Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: A wall capable of enclosing the entire Nearby Area.
Duration: 1 hour
Saving Throw: None

The User creates a 1 foot thick wall of solid stone, located anywhere in the Nearby Area. The maximum dimensions of the wall if created indoors are 25' high, with 100' of total wall length. If created outdoors, the *Wall of Stone* can be up to 50' high, and up to 200' long. The wall can be formed into any shape desired, such as a ring or box, provided the area covered doesn't exceed the above stated dimensions.

A 1 foot thick section of the wall large enough for a person to pass through has 200 Hit Points. Only magic, or items harder than granite, can damage it.

Wall of Thorns (Transmutation)

Level: Incantation 5, Pact 5, Preternatural Power 5
Affected Area: A wall capable of enclosing the entire Nearby Area.
Duration: 1 hour
Saving Throw: None

The User creates a 5 foot thick wall of twisting brush covered with finger-length thorns, located anywhere in the Nearby Area. The maximum dimensions of the wall if created indoors are 25' high, with 100' of total wall length. If created outdoors, the *Wall of Thorns* can be up to 50' high, and up to 200' long. The wall can be formed into any shape desired, such as a ring or box, provided the area covered doesn't exceed the above stated dimensions. Anyone who contacts or tries to cross the wall will be pierced and cut for 5d6 points of Lethal Damage, minus their Armor Class.

A 5 foot thick section of the wall large enough for a person to pass through has 40 Hit Points. Only magic, or items at least as hard as wood, can damage it. If fire is applied to a *Wall of Thorns* it will burn away in 10 minutes, meanwhile becoming equal to a *Wall of Fire*.

Water Breathing (Transmutation)

Level: Incantation 3, Pact 3, Mad Invention 4, Preternatural Power 3
Affected Area: User, and Recipients touched
Duration: 1 hour per User Level, divided among the Recipients
Saving Throw: None

The Recipient can breathe water as if it was air. The User can bestow the effect upon as many Recipients as they wish, but each additional Recipient reduces the total time all Recipients be able to breathe water. The listed duration is the total pooled time of the effect, divided among all Recipients. Affected Recipients can still breathe air as normal.

Web (Transmutation)
Level: Incantation 1, Mad Invention 3, Preternatural Power 1
Affected Area: A targeted spot within visual range – web fills entire Nearby Area of targeted spot.
Duration: 1 hour
Saving Throw: None, see below

The User creates a sticky *Web* similar to that of a spider, but on a much larger scale. It blocks movement, and traps anyone who contacts it. The *Web* must be created in an area where its ends will be anchored, or else with will collapse almost instantly. The *Web* can be created in an area already occupied by creatures.

Moving through a *Web* requires a Strength Check for every 5' traversed. If the check is failed, the creature becomes stuck, and can move no further until they make another successful Strength Check. Traversing 5' of *Web* takes a full minute. The *Web* can be burned away at the rate of 5' per round. Creatures caught in a section of web that is burning away suffer 1d6 points of <u>Lethal Damage</u>. If a *Web* is made permanent it will regrow in 1 Turn after being burned away.

Whispered Message (Transmutation)
Level: Incantation 0, Ceremony 0, Mad Invention 1, Preternatural Power 0
Affected Area: 1 Visible Recipient per User Level, plus User
Duration: 1 hour
Saving Throw: None

The User can have a whispered conversation with one or more desired Recipients at a far distance. The effect can cut through ambient noise, allowing a User to initiate a conversation with a desired paramour on the other side of a crowded ballroom, for example. The Recipient of a *Whispered Message* can likewise whisper and be heard by the User. The Recipient must be initially visible to the User, but can subsequently be anywhere. *Whispered Message* is blocked by a <u>*Zone of Silence*</u>, thick surrounding walls without an opening, or a lead enclosure. The User (and replying Recipients) must actually move their lips and be whisper in order to use the *Whispered Message* effect.

Wind Wall (Transmutation)
Level: Incantation 3, Mad Invention 4, Preternatural Power 3
Affected Area: A wall up to 10 ft. per User Level long and 5 ft. per User Level high
Duration: 1 hour
Saving Throw: None; see text

The User creates a vertical sheet of strong, upward wind 2 feet in thickness. It is impossible for arrows, flung objects, or any flying animal smaller than an eagle to pass through the *Wind Wall* without being flung upwards. Gas clouds, and creatures in gaseous form, cannot pass the *Wind Wall*. Bullets shot through a *Wind Wall* suffer a -4 Penalty on the Attack roll. Projectiles heavier than 50 lbs can pass through unaffected, however.

The User can create a curved or completely enclosing wall if desired.

Witch's Mount (Transmutation)
Level: Incantation 4, Ceremony 2*, Talisman 5, Pact 3, Preternatural Power 3
Affected Area: 1 Nearby Recipient
Duration: From nightfall until dawn
Saving Throw: Negates

The User confers strength and flying ability on a person, and compels them to serve as a mount or beast of burden. The Recipient is entitled to a Saving Throw. If they fail, they are under the witch's control. Controlled people will allow the witch to ride on their back or shoulders, and can be directed as if they were horses. The mount so bewitched retains his or her natural human shape, but is granted the following abilities:

- Flight (as per the *Fly* spell)
- Speed of 13
- Carrying capacity equal to a riding horse

Powerful witches and warlocks will use *Witch's Mount* to fly to their gatherings, or simply for their own amusement. Both they and their infernal patrons consider this to be a better mode of transportation than a simple *Fly* charm, due to the misery it inflicts upon the hapless mount.

Alternately, the spell can also be used to turn unlucky people into virtual draft animals, who can then be harnessed to help plow fields or drag heavy loads. A *Witch's Mount* can only be used in any way that a normal mount or draft animal would be. They are not compelled to fight on behalf of their new mistress, for example. If actually attacked, they can defend themselves.

Like many other works of maleficium, the spell cannot take effect before nightfall, and lasts until dispelled by the rays of the rising sun. A victim's memories of the time they spent as a *Witch's Mount* will be hazy, and the entire experience will seem to have been a dream.

The Talisman version of *Witch's Mount* is particularly insidious, as it creates an item which transforms the victim if it is worn at night. If the Talisman is worn during the day, it will have no effect, but as soon as night falls the hapless victim becomes a *Witch's Mount.*

X, Y, Z

Zone of Silence (Transmutation)
Level: Incantation 3, Pact 3, Mad Invention 3, Talisman 5, Preternatural Power 3
Affected Area: Entire Nearby Area
Duration: 1 hour
Saving Throw: None

The User turns the Nearby Area into a zone of impenetrable silence. No sound can be made inside, or enter, the zone. Spells cannot be cast, (but Preternatural Powers can still be used, and Talismans will continue to function). All those inside the zone are immune to sound-based attacks or effects from those outside the zone. Leaving the zone allows creatures to make and hear sound once again.

EXAMPLES *OF* MAGICAL RITUALS

Please note that the following Magical Rituals are obviously **not real**. They are described for entertainment purposes only. The Presenter can use them as a guide to creating unique Magical Rituals for use in Affairs. Obtaining the necessary materials and arranging a time and place to perform a Magical Ritual should be challenging to the Player Characters, and actually played out if possible. Some of the following Magical Rituals are intentionally vile, as befits the Gothic genre.

To Insure Luck at the Gaming Table
Effect: The Ritualist or other desired person enjoys good luck when gambling, as per the Effect *Gambler's Luck*.
Requirements: The Ritualist must personally catch a rabbit, sacrifice it to the god Mercury, and sever its foot. The recipient of the effect must wear the rabbit's foot. The magic of the foot only lasts for 1 hour after the bearer begins gambling.
Drawback: The next time the recipient gambles or is in danger without the benefit of the effect *Gambler's Luck*, they will suffer a *Gambler's Curse* for 1 hour.

To Obtain the Love of Another
Effect: The desired person is overcome with love for the Ritualist, as per the Preternatural Effect *Inflict Love*.
Requirements: The Ritualist must obtain a lock of the intended object's hair, which must be bound together with the Ritualist's own on a Friday during the waxing moon, and buried near a place where prostitutes conduct their business.
Drawback: Beside the lover invariably becoming jealous and obsessive, the Ritualist also suffers 1 point of Temporary Wisdom Damage.

Obtaining an Oracle of the Cards, in the Gypsy Manner

Effect: The Ritualist receives an oracular statement, as per the Preternatural Effect *Obtain Oracle*

Requirements: A deck of Tarot cards. The user must pray to the Angel of Mercury for the Cards to give a true oracle. The Ritual takes 10 minutes, and can be used only once a day.

Drawback: 1 point Temporary Constitution Damage.

A Ritual for Summoning the Imp Sarathicus

Effect: An Imp named Sarathicus is summoned, as per *Summon Spirit I*. He is not controlled in any way, but will bargain.

Requirements: The Ritual must be performed on a Saturday during a waxing moon. The Ritualist must wear a red robe, burn specially prepared candles made of the finest beeswax, light sulfurous incense, and bear a wax pantacle inscribed with Sarathicus's seal. A black rooster must be sacrificed to Sarathicus. The ritual occupies 30 minutes.

Drawback: Automatically gain 1 Point of Perversity.

A Ritual for Summoning the Dark Possessor

Effect: An unspecified Possessor Demon is summoned, as per *Summon Spirit III*. It is not controlled in any way, but may listen to a proposal.

Requirements: The Ritual must be performed during the new Moon. The Ritualist must wear a black robe, burn specially prepared candles made of the finest beeswax, light sulfurous incense, and bear a specially inscribed lead pantacle. A black goat must be sacrificed to the Demon. The ritual occupies 1 hour.

Drawback: Automatically gain 2 Points of Perversity.

A Ritual to Banish All Spirits

Effect: A Spirit of equal or lower in Level to the Ritualist is banished, as per *Banish Spirit*.

Requirements: The Ritualist must know the name of the spirit to be banished. The Ritualist must boldly present the Spirit with some material that it hates, while clearly intoning the being's name, and telling it to depart. The ritual takes a full round.

Drawback: 1 point Temporary Dexterity Damage

The Salve of Healing

Effect: The Ritualist creates a salve which will heal 1 point of Lethal Damage per Character Level or HD (if a creature) of the recipient, as per *Cure Light Wounds*.

Requirements: A poultice made from human fat, stolen consecrated communion wafers, and mandrake root. The mixture must be made on a Sunday while Masses are being said, and takes 1 hour to prepare.

Drawback: 1 point Lethal Damage, which cannot heal back until the salve is applied.

REGARDING MAGICAL CEREMONIES *AND* RITUALS THAT AFFECT PLAYER CHARACTERS

Player Characters should not be arbitrary subjected to Preternatural Effects from assailants located at a distance. For example, the Presenter should never simply tell a Player that their Character must make a Saving Throw or suffer the effects of _Cause Serious Wounds_. Such effects should solely be used to further the plot of an Affair. For example, an Affair could start with a Player being *Cursed* as a result of publicly humiliating an old woman who is actually a witch. The plot will thereafter revolve around lifting the _Curse_. Presenters should be especially careful not to make a Player Character suffer the effects of Ceremonies such as _Inflict Love_ or _Change Gender_. Such effects may be part of the group's list of Forbidden Topics.

Legendary Schools of the Dark Arts

According to legend, there were three places in Europe where the Devil taught the Dark Arts. The cost of tuition was always the same – one of the scholars would afterwards be claimed by Lucifer as his personal servant.

The **Scholomance** was said to be underneath the Carpathian Mountains in Transylvania. One of the scholars from every class of ten would be selected to thereafter fly across the sky on the back of a dragon, raising storms on behalf of the Devil.

The **Black School of Wittenberg** was located in an underground chamber in the German university town otherwise famous as the place where Martin Luther began the Protestant Reformation. Would-be magicians spent several years in complete darkness, reading books whose letters glowed like hot coals. The last scholar to reach the door once the lessons concluded would be the one taken by the Devil. A well-known legend of the Black School concerns a student who escaped becoming Lucifer's servant by tricking the Devil into taking the man's shadow instead.

The **Cave of Salamanca** in Spain was said to host nightly gatherings where the Devil would lecture seven select students on Black Magic. The students drew lots to determine who would be taken by Lucifer. The most famous alumni of the Cave was said to be none other than Pope Sylvester II!

Appendices *and* Glossary

S.A. Kaelin
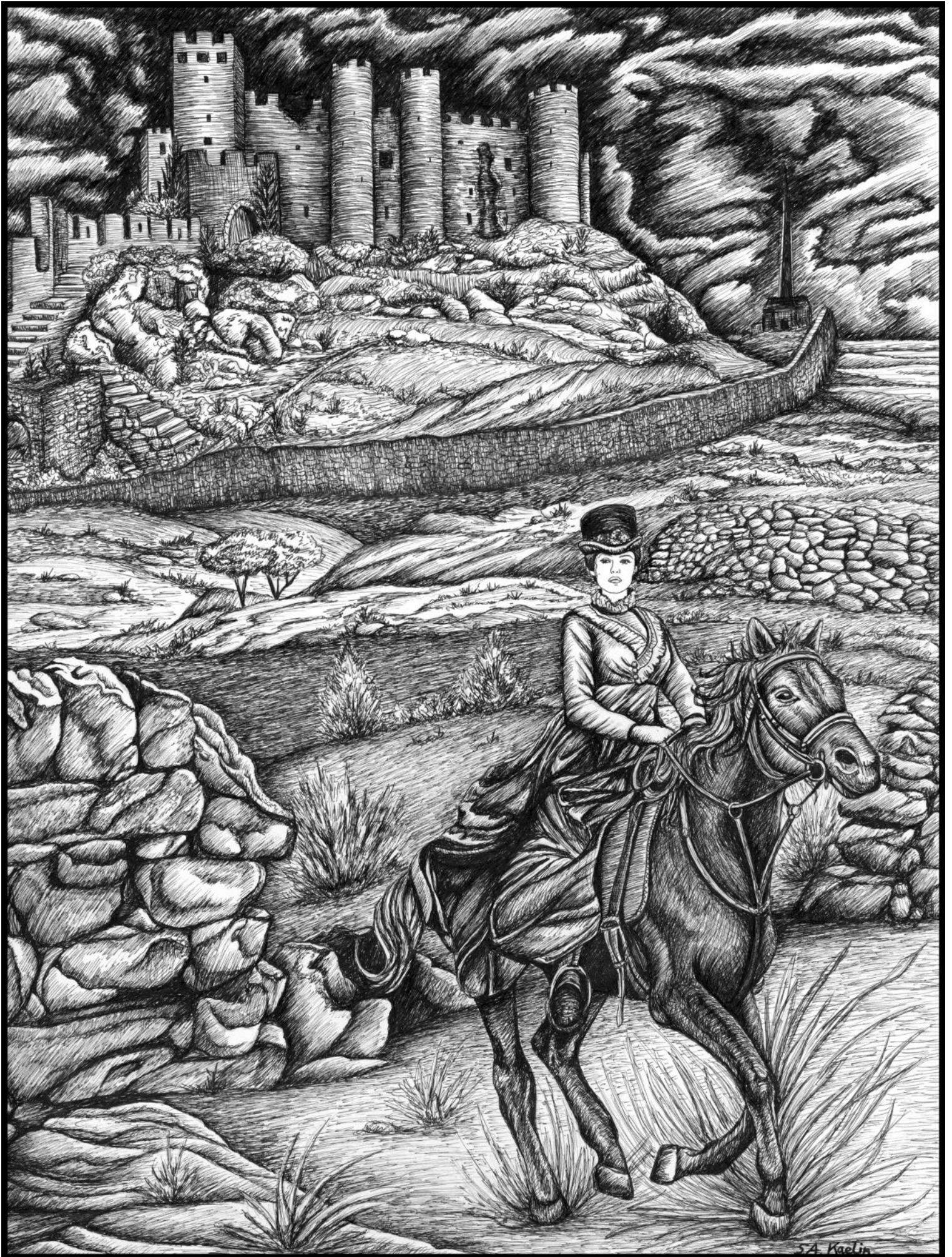
APPENDIX I: VAMPYRES & WEREWOLVES

USING THE VAMPYRE *AND* WEREWOLF CLASSES

Vampyres and Werewolves have been a part of Gothic tales since the early 19th Century. It is therefore inevitable that some Players will eventually want to have Vampyre and Werewolf characters. Nonetheless, such Player Characters are not suitable for all Sagas, so the rules for their creation have been thus been separated from those defining the other Classes. Additionally, Vampyres and Werewolves make perfect adversaries, so the Vampyre and Werewolf classes allow Presenters to create fiendish Antagonists of any desired power.

Player Character Vampyres and Werewolves should always be Multi-Classed characters, being at least Level 1 in whatever Class they belonged to before their curse. Unless playing a One-Shot Affair, it is suggested that you play out the circumstances that lead to Player Characters becoming Vampyres and Werewolves.

Acquiring the Vampyre and Werewolf classes is different from normal Multi-Classing. The character does not need to qualify to advance in their existing Class to add the Vampyre or Werewolf Class. Additionally, acquisition of the Vampyre or Werewolf Class immediately modifies Ability scores, unlike adding a normal Class. In the case of becoming a Vampyre, the dead character awakens the next night to their new existence as a Level 1 Vampyre. Similarly, a newly cursed Werewolf simply adds the Werewolf Class at Level 1, with all appropriate Special Abilities and Weaknesses.

VAMPYRE

A restless soul imprisoned in flesh, condemned to drink the blood of the living.

ABILITY ADJUSTMENT: Strength +2,
Dexterity +2
SPECIAL ABILITIES: Assume Vampyric
Form, Preternatural Powers, Revenant
Immunities,
Rise From Death, Supernatural Combatant
WEAKNESSES: Blood-Lust,
Vampyric Debilities
HIT DICE: d6

Those who have suffered unnatural deaths, who practiced in life unnatural arts, or who held in their hearts unnatural lusts, are sometimes denied even the peace of the grave. Condemned to wander the earth in a grotesque parody of life, they hunger for the blood of living beings. Such damned souls are called Vampyres.

During the day, most Vampyres appear exactly the same as ordinary human beings. Some older Vampyres, however, are marked by physical deformities, such as hairy palms, cadaverously pale skin, or permanent fangs. Once night falls, all Vampyres can assume a truly horrific form, like a combination of a shriveled corpse and predatory beast. Certain Vampyres can also assume animal forms at night – commonly those of wolves, bats, and large cats, but sometime even rats, owls and moths.

A Vampyre in her human form may appear to die many times, but each night she will rise again as a monster to torment the living. A shaft of wood, iron, or silver, driven through the heart of the Vampyre, will prevent her from rising from her grave, but only as long as it remains in place. There are only two ways for a Vampyre to truly die: she must either be beheaded, or her body fully consumed by flames. Immolation is perhaps the most painful death of all, and it is notoriously difficult to behead oneself. Although they are filled with self-loathing, Vampyres also fear the potential pain of dying, as well as the possibility of eternal torment thereafter. In their cowardice, most Vampyres resign themselves to their abominable existence.

Vampyres are not natural creatures, but damned souls condemned to a restless death. Their condition

is a curse of the soul, not a disorder of the body. Consequentially, it cannot be undone by any natural means short of actual beheading, or cremation. Even such Preternatural Effects as *Remove Disease*, *Remove Curse,* and *Raise Dead* are ineffectual. Only the intervention of a powerful spiritual entity can remove the curse of Vampyrism, and restore the victim to true human life. Some tales state that when necromancers attempt to raise the dead without divine sanction, the result is always a Vampyre.

Vampyres can eat and drink normally, but do not need to. Their necessary sustenance is blood, but they are perfectly capable of satiating their blood lust with animals. Human blood is far more delicious to the Vampyre's perverted tastes, however. As Vampyres suffer increasing years of torment as Undead monsters, most gradually lose any compunctions they once had about using human beings as food.

A Vampyre's human form will age at the normal rate when exposed to sunlight. Thus, the bodies of those who become Vampyres at an early age can indeed mature, albeit at half the speed of a living human. Likewise, an adult Vampyre must be careful not to spend too much time in actual sunlight, lest they be forced to eventually exist in an old and shriveled human form during the day. Vampyres who avoid direct sunlight during the day do not need to fear aging.

Tales insist that male Vampyres can impregnate human women, resulting in strange offspring called Dhampirs. The reverse may also be true, although such a child would be condemned to existence as a full Vampyre.

Only certain very old and powerful Vampyres can deliberately inflict their condition upon their victims. Usually, dying as a result of a Vampyre's attack is only one of many possible unnatural deaths that can result in the victim rising again. Other examples of unnatural deaths include being slain by a Werewolf, dying as a result of witchcraft, or committing suicide. Executed criminals are at risk, especially murderers or witches. Heretics, wicked Magicians, perverts, and Libertines sometimes rise again as Vampyres, regardless of how they die. Being the illegitimate child of illegitimate parents, or the result of incest, can also damn a soul to restless death as a Vampyre. The most certain way of all to become a Vampyre is to have been a Werewolf in life.

Almost all Vampyres hate their miserable semi-life. They long simultaneously for death and companionship, and are cursed to never truly know either. As years pass, most Vampyres lose interest in the concerns of their previous life, becoming true monsters. Their relationships with the living become limited to domination and exploitation. Only a few Vampyres are able to resist such urges. Most elder Vampyres are little more than single-minded curses upon the living. They are terrifying but ultimately pathetic abominations.

Those few Vampyres who find accepting companions may become obsessively protective of them. There is always an element of desperation in a Vampyre's relationship with the living, and it is usual for a Vampyre's obsessive love to eventually turn deadly. A Vampyre determined to have friends or lovers among the living must constantly check her own twisted desires.

Although some tales speak of Kings and Queens who hold dominion over other Vampyres, the domain of such revenant royalty almost certainly extends only to such broods as they may have themselves created. Otherwise, Vampyres are generally too few in number, and too locked into their own misery and obsessions, to have anything resembling their own society. Since Vampyres cannot feed from each other, most see no point in associating with other Vampyres.

Because of their long years and unnatural powers, it is not unusual for Vampyres to grow wealthy and powerful in human society. Rumors persist of isolated regions where Vampyres secretly rule as nobility, constantly fighting each other for ownership of peasant necks. A common trick for wealthy Vampyres is to periodically stage their own deaths, and return in the guise of long-lost heirs. Such Vampyre must always remain careful to hide their true nature.

On the other end of the social spectrum are those Vampyres who haunt burial grounds and ruins, consumed by a resentful hatred of the still-living. Such Vampyres may hide in their own graves or tombs during the day, even if there is no actual need for them to do so. Their entire existence may consist of hunting victims, and returning to their grave to brood upon their own damnation.

Rarest of all are those Vampyres who accept their condition, and roam in search of adventure. Often, such a Vampyre was a wanton Libertine in life, so her desire for new experiences remains undeterred by the inconvenience of her death.

Vampyre Special Abilities

ASSUME VAMPYRIC FORM: At night, the Vampyre can assume a terrible form that truly reflects the abominable condition of her soul. The Vampyre's skin becomes cadaverous and slightly translucent, while her body becomes disturbingly lean. Her face assumes a sunken and feral cast, with features suggestive of a wolf, bat, cat, or rat. Her ears will become pointed, while her eyes become like those of a demon. Her canine teeth will become long and pointed, while her fingernails become cruelly sharp claws. When in that form, the Vampyre gains a number of fearsome abilities and powers:

- The Vampyre can attack for 1d6 points of Lethal Damage. If the victim is restrained (asleep, hypnotized, bound, or held), the Vampyre can bite and drain 1 pint of blood per round, causing the victim to also suffer 2 points of Temporary Constitution damage per pint of blood taken. If the Vampyre wishes, they can bite in such a way as to only inflict 1 point of Lethal damage.
- The Vampyric Form can see perfectly in conditions of complete darkness, as if in daylight.
- Vampyres do not need to be in Vampyric Form to enjoy their Revenant Immunities.
- Vampyres can freely switch between their Vampyric and human forms at night.

PRETERNATURAL POWERS: As souls caught between the worlds of the living and the dead, Vampyres gain strange Preternatural Powers during the hours of darkness.

- At 1ˢᵗ Level a Vampyre has a single Preternatural Power, which she can use once a night.
- With each Level, the Vampyre gains another nightly use of her Preternatural Powers, and a new Power as well. A 5ᵗʰ Level Vampyre therefore possesses five Preternatural Powers, and gets five uses of Powers every night. After five total uses, she has to wait until the next night to use any Preternatural Powers.
- The Player of a Vampyre character can choose to add any Power available to her own Level, or a lower Level.
- A Vampyre can use whichever of her Preternatural Powers she wants, to her nightly limit.
- Once it is chosen, a Power can not be exchanged for another one.
- Preternatural Powers can be used only at night.

Powers available to all Vampyres:

Cause Fear	Enhanced Sense of Taste	Lull Victim
Darkness	Enhanced Sense of Touch	Obscuring Mist
Daze	Enhanced Vision	Protective Beast
Disguise Self	Hypnotism	Spider Climb
Enhanced Hearing	Inspire Dark Devotion	Whispered Message
Enhanced Sense of Smell	Jump	

Powers available to Vampyres of Level 3 and above:

Blazing Dexterity	Read Minds	Summon Swarm
Incredible Constitution	Scare	Unnatural Charisma
Inhuman Strength	Speak With Dark Beasts	

Powers available to Vampyres of Level 5 and above:

Gaseous Form
Inflict Love
Invisibility
Suggestion
Summon Dark Beasts
Transform Self Into Bat

- Only the forms of a normal or Gigantic bat can be assumed. If the Vampyre reverts to human or Vampyric Form, transforming back into a bat will count as another use of the Power. Otherwise, the Power is identical to the Preternatural Effect Transform Self.

Transform Self Into Cat

- Only the the forms of a domestic or wild cat can be assumed. If the Vampyre reverts to human or Vampyric Form, transforming back into a cat will count as another use of the Power. Otherwise, the Power is identical to the Preternatural Effect Transform Self.

Transform Self Into Fly

- The Vampyre may only assume the forms of a single normal fly, or a swarm of flies (10 flies per Hit Point possessed). If the Vampyre reverts to human or Vampyric Form, transforming back into a fly will count as another use of the Power. Otherwise, the Power is identical to the Preternatural Effect Transform Self.

Transform Self Into Moth

- Only the form of a moth or butterfly may be assumed. If the Vampyre reverts to human or Vampyric Form, transforming back into a moth will count as another use of the Power.

Transform Self Into Owl

- Only the form of an owl may be assumed. If the Vampyre reverts to human or Vampyric Form, transforming back into an owl will count as another use of the Power. Otherwise, the Power is identical to the Preternatural Effect Transform Self.

Transform Self Into Rat

- The Vampyre may only assume the forms of a single normal rat, a Gigantic Rat, or a swarm of rats (each rat representing one hit point). If the Vampyre reverts to human or Vampyric Form, transforming back into a rat will count as another use of the Power. Otherwise, the Power is identical to the Preternatural Effect Transform Self.

Transform Self Into Spider

- The Vampyre may only assume the forms of a single normal spider, a Monstrous Spider the size of a person, or a swarm of spiders (each spider representing one hit point). If the Vampyre reverts to human or Vampyric Form, transforming back into a spider will count as another use of the Power. Otherwise, the Power is identical to the Preternatural Effect Transform Self.

Transform Self Into Wolf

- Only the forms of a normal wolf or Gigantic wolf can be assumed. If the Vampyre reverts to human or Vampyric Form, transforming back into a wolf will count as another use of the Power. As Otherwise, the Power is identical to the Preternatural Effect Transform Self.

Powers available to Vampyres of Level 7 and above:

Bond With Victim	Create Vampyre	Fly

Powers available to Vampyres of Level 9 and above:

Control Winds Raise Storm	Walk Through Shadows	Walk Through Walls

Preternatural Powers are explained in detail in the section on Preternatural Effects

REVENANT IMMUNITIES: At night, Vampyres become immune to all magic that affect minds or induces sleep, as well as to paralysis, all poisons, disease, or stun effects.
- Naturally, at night Vampyres are immune to Preternatural Effects which kill instantly.
- Note that that Vampyres *can* be affected by such effects during the day.

RISE FROM DEATH: A Vampyre's body is recreated every night.
- All wounds are healed, broken or amputated limbs are restored, any diseases acquired are cured, and all deleterious conditions of the body are undone.
- If the Vampyre was slain during the day, and not beheaded and /or destroyed by fire, he will be fully restored to life.
- Only a wooden stake, iron or silver spike, or a blade driven through his heart will prevent a Vampyre's Rise From Death.

SUPERNATURAL COMBATANT: A Vampyre is a supernatural creature, and can kill other supernatural creatures.
- Attacks from a Vampyre's teeth, claws, fists, or feet can strike and damage creatures that are otherwise only harmed by special or magical weapons.
- For example, a Vampyre can harm a Demon with her claws, or even with her fists!

Vampyre Weaknesses

BLOOD-LUST: Vampyres require blood, and in increasing amounts as they grow in power.
- A Vampyre must consume 1 pint of blood per night, *per Level.* Thus, a 9ᵗʰ Level Vampyre requires 9 pints of blood *every night.* Removing more than 3 pints of blood from a single person is usually fatal without medical attention.
- The blood a Vampyre needs can come from any mammal, but humanoid blood tastes best.
- A Vampyre that does not consume enough blood in a night will collapse at daybreak, her body apparently dead. Once nights falls, she will automatically Assume Vampyric Form. The Vampyre must make up her blood deficit in order to leave Vampyric Form, and again function in the daylight.

VAMPYRIC DEBILITIES: As Vampyres continue in years, they lose connection with the natural world. They become subject to strange compulsions, acquire bizarre allergies, and even their daytime bodies can become grotesquely twisted.

- Every Vampyre has at least one Debility, chosen form the list below.
- For every character Level that a Vampyre has or acquires, the player must choose another Debility for the character to suffer.
- The Vampyre suffers from his Debilities at all times, even during the day in his human form.

Possible Vampyric Debilities include:

Affected By Holy Symbols: The Vampyre cannot come within 10′ of an exposed and visible holy symbol at any time. Holy symbols include (but are not limited to) a cross, a crucifix, a bible, Saint's relics, any religious medal, the Star of David, the Hand of Fatima, the Om, and the Taoist Bagua.

Afraid of Fire: Any time the Vampyre sees a flame larger than that of a torch, he must Save versus Wisdom, or flee until he can no longer see the flame. He must also Save if actually threatened with a flame of any size.

Blood-Red Hair: The Vampyre's hair grows long, and becomes deep red. In a breeze the Vampyre's hair will seem to ripple and flow like a torrent of blood. While the effect can actually be quite beautiful, the unusual color will mark the bearer as abnormal.

Blood Stained Lips: The Vampyre's lips are permanently stained crimson. Unfortunately for Vampyres hoping to save money on cosmetics, the red stain is irregular, bleeding out of the lip line.

Cannot Cross Running Water: The Vampyre suffers 1d6+2 points of damage per round from any running water, such as a stream or river. Even pouring water on the Vampyre will damage him.

Cannot Enter Homes Uninvited: A Vampyre with this debility cannot enter any structure that a person considers to be their home, without the express voluntary invitation of that person. Such Vampyres do not make good thieves.

Casts No Shadow: The Vampyre never casts a shadow, regardless of lighting conditions.

Cadaverous Skin Color: The Vampyre's skin is sickly pale and slightly blue in hue, even during the hours of the day.

Cold As A Corpse: Even during the day, the Vampyre has no body heat. Anyone touching her will know that something is very wrong.

Counting Obsession: Any time the Vampyre is presented with numerous small objects, she must stop whatever she is doing and count them. Throwing rice in front of such a Vampyre will effectively neutralize them. The character should never be allowed to actually see a sack of coins being opened...

Daylight Slumber: During the day the Vampyre remains in deep sleep, from which nothing can wake her.

Grotesque Facial Features: The Vampyre's facial features become permanently grotesque, reducing Charisma by 3 points. Typical changes include heavy eyebrows that meet, an oddly shaped nose, hollow checks, sunken eye sockets, an overly prominent brow, and pointed ears. Sometimes the face becomes rodent-like, with an overbite, and small, beady eyes. While the changes are not as extreme as those of a full Vampyric Form, they are nonetheless ugly. The Vampyre's former associates may no longer recognize the creature with his new, Grotesque Facial Features.

Haunted: The Vampyre is tormented by the phantoms of his former victims. It is up the Presenter to decide whether the phantoms are hallucinations, or the actual souls of those the Vampyre has harmed.

Hairy Palms: Hair grows on the palms of the character's hands, marking him as one of the Undead. Such a Vampyre is advised to wear gloves at all times.

Horrible Breath: The Vampyre's breath always stinks like old blood, inflicting a -3 Penalty on all Charisma Checks if another character can smell it.

Hunted: The Vampyre has attracted the notice and enmity of a <u>Demon Hunter</u> of at least equal Level. The Demon Hunter will constantly seek to locate, hinder, and if possible, destroy the Vampyre. If the Vampyre kills the Demon Hunter, the adversary will replaced by another trained by, or inspired by, the original.

Must Rest In Native Soil: A Vampyre with this debility must spend at least 1 hour a day per Level resting in the dirt from her original grave.

No Reflection In Mirror: The Vampyre cannot be seen in reflective surfaces, and others will thus have an easy time uncovering her true nature.

Obsessive Love: The Vampyre is always in love with some <u>innocent person</u> of low <u>Perversity</u>, and will do anything to make that person love them back. However, the Vampyre can never receive the <u>benefits of True Love</u>. Their love does not preclude the Vampyre feeding on the beloved. If the beloved person ever becomes a Vampyre, or <u>increases in Perversity</u> past 6, the Vampyre character will lose all romantic interest in her, and fall in love with another virtuous person.

Permanent Claws: The Vampyre always possesses long, claw-like fingernails, even during the day. On the positive side, the Vampyre can always make Lethal attacks.

Permanent Fangs: The Vampyre's canine teeth are permanent enlarged and pointed, regardless of her current form. Such a Vampyre may use their bite attack at any time, but will have great difficulty hiding their condition.

Putrefying Presence: All food (except garlic) within 10' of the Vampyre spoils and becomes inedible, and all flowers (except garlic blooms) wither and die. Toxic and inedible plants are unaffected. A Vampyre with this Debility cannot have normal food to eat, even during the day.

Repelled By Garlic: The Vampyre cannot come within 10' of garlic bulbs or flowers.

Restored By The Moon: If he suffers from this debility, the Vampyre can only restore his wounds, or Rise From Death, if his body is exposed to moonlight. Otherwise, he remains damaged, or dead.

Revolting To Animals: Most natural animals are disturbed by the presence of a Vampyre with this debility. Disturbed animals will threaten, attack, or flee from the Vampire. The exceptions are wolves, bats, cats, rats, spiders, crows, owls, vultures, goats, moths, and snakes. Horses and dogs particularly hate Vampyres who are Revolting To Animals.

Spreads Disease: Although immune to <u>disease</u>, the Vampyre is a carrier. Anyone bitten by the Vampyre must <u>Save</u> versus Constitution, or be infected. The Vampyre with this debility must choose the disease that he spreads, which could be anything from the Black Plague to Syphilis.

Strange Eyes: The Vampyre's eyes no longer appear normal, even during the day. Sometimes the eyes become frighteningly bloodshot, with red irises. Other times, the entire eye becomes completely white. The eyes of some Vampyres are even permanently changed to those of an animal, typically a wolf.

Uncontrollable Blood-lust: Any time the Vampyre sees blood she will fly into a berserk rage, rushing to consume the spilled blood, and attacking any bleeding creatures to drain them. Vampyres with this debility cannot restrain themselves from killing their victims.

Vulnerable to Holy Water: The Vampyre suffers 1d6+2 points of burning damage from a phial of Holy Water, even when in human form. Since it inflicts burning damage, the Vampyre can be permanently destroyed with Holy Water.

Vulnerable to Sunlight: The Vampyre suffers 1d6+2 points of damage per Round of exposure to direct sunlight. Unless the Vampyre also suffers from Daylight Slumber she can still function in human form during the day, but must remain in dark or shaded areas.

Vulnerable to Iron: Weapons of pure iron are +2 to hit versus the Vampyre, and inflict an additional 2 points of damage per die. The Vampyre will not voluntarily touch pure iron. The Vampyre can be permanently slain by damage from iron.

Vulnerable To Silver: Silver weapons +2 to hit versus the Vampyre, and inflict an additional 2 points of damage per die. The Vampyre will not voluntarily touch silver. The Vampyre can be permanently slain by damage from silver.

VAMPYRE ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Powers and Debilities	Damage Bonus
0	1	1d6	1	+1
10	2	2d6	2	+2
14	3	3d6	3	+3
18	4	4d6	4	+4
22	5	5d6	5	+5
26	6	6d6	6	+6
30	7	7d6	7	+7
34	8	8d6	8	+8
38	9	9d6	9	+9
42	10	10d6	10	+10

WEREWOLF

A person cursed to transform into a savage amalgam of human and wolf.

ABILITY ADJUSTMENT: Strength +2, Constitution +2, Charisma -2
SPECIAL ABILITIES: Assume Lupine Form, Great Strength, Great Speed, Great Constitution, Fast Healing
WEAKNESSES: Compulsory Transformations, Savagery
HIT DICE: d12

Among the most feared denizens of the dark is the terrible Werewolf. By day he could be anybody, but by night he transforms into an abominable hybrid of man and beast. The curse of the Werewolf compels its victim to remain in bestial form until he satisfies his hunger for flesh.

The curse of the Werewolf can be acquired in many ways. Eating a human corpse, constant cruel childhood abuse, or indulging in violent and perverted desires can all twist the soul and inflict the curse. Drinking the water from a wolf's footprint is also said to turn the imbiber into a Werewolf. Often, the curse is inflicted by a witch or holy man, as fitting punishment for a person's vicious crimes. Sometimes, the curse is brought down upon the heads of the impious by vindictive religious authorities. Certain families are cursed to become Werewolves, often on account of an ancestor's wrongdoing. Some foolish people actually inflict the curse upon themselves by means of a magical ritual. Lastly, the curse can be acquired at the hands of certain evil spirits, who sometimes trick the person so inflicted into believing they have actually gained a great power.

During the day, Werewolves are humans. Their faces often have a vaguely feral cast, however, with bushy eyebrows that meet. Their bodies tend to be unusually hirsute, even in the case of females. Werewolves tend to be short-tempered, and overly aggressive. Depending upon their nature, they may either be wracked with guilt and shame over their secret, or have fully succumbed to their abominable hunger. When Werewolves transform at night, they can have a variety of forms that combine the features of humans and wolves. The form of a large wolf with human eyes is common, as is a shape like a bipedal wolf, or a fur-covered man with lupine features.

An unusual kind of Werewolf called a Versipellis grows hair internally, rather than externally. He will be no hairier in his Lupine Form than in human form, and in fact may simply look like a muscular person with sharp teeth and claws. He may actually appear to be completely hairless. The interior hair of a Versipellis is always present, however, even in human form. If a Versipellis is cut, hair will be seen in the wounds. If one is skinned, the inside surface of the hide will be as hairy as a wolf.

Werewolves often become voluntary exiles from normal society, either to protect others from their savagery during the nights they change, or to have free reign to indulge their bestial desires. The curse often destroys a Werewolf's ability to hold regular employment. Consequentially, many Werewolves turn to a life of crime out of necessity. Those Werewolves who remain in close contact with humans may arrange for themselves to be restrained during nights when they are compelled to transform. Worst of all are those Werewolves who indulge their craving for human flesh by dwelling amidst their favorite prey.

Legends speak of noble-born Werewolves who suffer from ancestral curses. Such Werewolves tend to occupy manors and castles in isolated areas, where they can be forgotten by those who would eradicate all the monsters of the night.

It is important to remember that Player Character Werewolves are *cursed*. They are *not* diseased, cannot transmit their condition to others, and are *not* vulnerable to silver in any way. Unlike witches who assume wolf form through sorcery, the cursed Werewolf is only a wolf by night, and always retains at least one human characteristic when transformed. Cursed Player character Werewolves are not natural creatures. They have no special affinity with Nature, or natural wolves. They do not usually form packs, and do not have truly wolf-like behaviors. Their sole similarities to natural wolves are their Lupine Form, and their hunger for raw flesh.

The curse of the Werewolf is extraordinarily powerful. It can not be removed even by Preternatural Effects like *Remove Curse* or *Remove Disease*. Only spiritual intervention can usually remove the curse and change the Werewolf back into a human. There are said to be certain difficult rituals that will also undo the curse, but if they exist, they are known only to a very few. As part of their curse Werewolves are often denied the peace of the grave, and rise as Vampyres after death.

Werewolf Special Abilities

ASSUME LUPINE FORM: At night, a Werewolf can assume their terrifying Lupine Form.

- A Werewolf's Lupine form usually resembles a man-sized wolf, but always retains at least one human characteristic.
- Human characteristics that could be retained in Lupine Form include the ears, eyes, chest, feet, groin, limbs, or hands. The Lupine Form might have bipedal stature, or lack a tail. In some particularly grotesque cases, the body of the Lupine Form exactly resembles a wolf, but possesses its original human head!
- The player of the Werewolf selects what human characteristics are retained. Different characteristics could be retained on different occasions when Lupine Form is assumed.
- Whatever other human characteristics it may retain, the Lupine Form will always possess fearsome teeth and claws.
- Only the Werewolf's body changes. Unless the Lupine Form is humanoid, the transformation may destroy any clothing worn.
- The Werewolf can attack with its bite and claws as a Lethal attack for a base 1d6 points of damage, plus the Werewolf's Damage Bonus.
- Because they are unnatural beings, Werewolves can use their teeth and claws to damage and kill creatures only hit by special or Enchanted weapons, and kill Vampyres.
- Werewolves retain the ability to speak in Lupine Form, although their Savagery often robs them of the ability to communicate *intelligently.*
- Werewolves lose all Special Abilities from any other Class while in Lupine Form. In particular, they cannot use Incantations, perform Ceremonies, create Talismans, employ Pacts, or activate Mad Inventions.
- A Werewolf cannot leave Lupine Form during the night before killing and eating a warm-blooded animal.
- A Werewolf always changes back to human form at dawn.

FAST HEALING: Werewolves in either human or Lupine form are possessed of an unnatural vitality.

- A Werewolf heals Lethal Damage at the rate of 1 point an hour, and Ability Damage at the rate of 1 point a day.
- A Werewolf can can also heal normally Permanent Ability Damage at the rate of 1 point a day.
- A Werewolf heals Nonlethal Damage at the normal rate, however.
- A Werewolf will regenerate any severed limbs or missing body parts the next time they Assume Lupine Form.

GREAT CONSTITUTION: A Werewolf in their Lupine Form receives a +4 Bonus to their Constitution score (No Maximum).

GREAT SPEED: A Werewolf in their Lupine Form has a Speed of 13, and receives a +4 Bonus to their Dexterity score (No Maximum).

GREAT STRENGTH: A Werewolf in their Lupine Form receives a +4 Bonus to their Strength score (No Maximum).

Werewolf Weaknesses

COMPULSORY TRANSFORMATIONS: The Werewolf suffers from a powerful curse. As part of the curse, there are always certain nights upon which the Werewolf will be compelled to assume Lupine Form.

- The player of a Werewolf character must select at least 30 nights a year, on which their character must remain in Lupine Form from nightfall until dawn.
- Such Compulsory Transformations often occupy the nights of the full moon, but other times are possible. It is not unknown for the the change to occur during holy days, or for all the nights of a certain month.
- During their Compulsory Transformations, Werewolves are completely immune to all Preternatural Transmutation effects.

SAVAGERY: Werewolves are consumed with an unnatural hunger for warm flesh.

- A Werewolf in Lupine Form has both both Intelligence and Charisma reduced by 4 points, to a minimum of 3 each.
- A Werewolf in Lupine Form cannot voluntarily change back into his human shape until he personally kills and devours a mammal of some kind.
- The creature slain and eaten must posses at least 1 full Hit Die. A Werewolf's savage hunger will not be satisfied by a mere rat, but it could be by the flesh of a dog.
- A Werewolf will always change back to human form at sunrise, however, whether or not he has sated his *Savagery*.

WEREWOLF ADVANCEMENT TABLE

Exp. Points	Level	Hit Dice	Damage Bonus
0	1	1d12	+2
8	2	2d12	+3
12	3	3d12	+4
16	4	4d12	+5
20	5	5d12	+6
24	6	6d12	+7
28	7	7d12	+8
32	8	8d12	+9
36	9	9d12	+10
40	10	10d12	+11

APPENDIX II: INSPIRATIONAL MATERIALS

The following recommendations are not meant to be comprehensive lists, but simply suggestions of materials that most closely fit the themes and motifs of Ghastly Affair. Familiarity with them will deepen your appreciation of the game, but is in no way necessary.

LITERARY WORKS

The Castle of Otranto – Walpole, Horace. "The Castle of Otranto" is the original Gothic novel, containing every stylistic hallmark of the genre. Although somewhat stilted and rambling by modern standards, it remains the archetype for every Gothic novel that follows.

Confessions of an English Opium-Eater – De Quincey, Thomas. A stark reminder that Regency England wasn't all country manors and marriage plots, "Confession of an English Opium-Eater" chronicles De Quincey's desperate life as an opium addict in the very early 1800's. Prefiguring writers like William S. Burroughs, De Quincey chronicles all sides of his experience with the drug, neglecting neither the phantasmagorical euphoria of the experience or the misery of its aftermath.

Frankenstein; or, The Modern Prometheus – Shelley, Mary. The first work of modern Science Fiction is also a first-rate Gothic novel, written by Mary Shelley when she was just 18 years old. Yes, a teenage girl invented the Science Fiction genre. The novel is famously the result of a summer Mary and Percy Shelley spent at Lord Byron's chateau on Lake Geneva, during which the group told each other ghosts stories at night. "Frankenstein" still stands up as both readable and thought-provoking. If you only know the movie versions, you've never been truly introduced to Frankenstein (or his creature).

Justine; or, The Misfortunes of Virtue – de Sade, Donatien- Alphonse-François, Count. Better known as the "Marquis", de Sade's works are simultaneously pornographic and political. Unlike de Sade's later works, "Justine" is written in a formal style that belies its outrageous subject matter. If you dig deeper into his other novels be warned you are likely to be confronted with utterly revolting situations interspersed with long diatribes on human nature and the French Revolution. *You have been warned.*

Les Liaisons dangereuses (The Dangerous Liaisons) – Choderlos de Laclos, Pierre-Ambroise-François. Instead of vampires and werewolves "Les Liaisons dangereuses" presents us with human monsters, engaged in cruel games of lust and betrayal. A portrait of the corruption and decadence of the Ancien Régime in France, and a source-book for playing your Libertine PC!

Nightmare Abbey – Peacock, Thomas Love. A satire of the Gothic genre, "Nightmare Abbey" is filled with characters meant to lampoon various literary figures of the Romantic Era (many of whom were Peacock's own friends). A good starting point for Presenters who wishes to run self-consciously ironic Sagas that use the Gothic genre for comedic effect.

The Manuscript Found in Saragossa – Potocki, Count Jan. A masterwork of French literature written by an eccentric Polish nobleman, "The Manuscript Found in Saragossa" is an intricate series of nestled stories that range from the horrifying to the philosophical. One of the strangest and most rewarding books ever written.

The Monk: A Romance – Lewis, Matthew Gregory. Scandalously shocking in its time, "The Monk" established the literary career of Mathew Lewis, who was thereafter known as "Monk" Lewis. "The Monk" is a horrific story of murder, blasphemy, and incest, standing in stark contrast to Radcliffe's considerably less salacious take on the Gothic genre.

The Mysteries of Udolpho – Radcliffe, Ann. Ann Radcliffe embodies the branch of Gothic fiction that would become the modern Romance novel. Radcliffe specialized in a type of Gothic where all the apparently supernatural elements are in the end explained as natural occurrences.

The Vampyre – Polidori, Dr. John William. The first modern vampire story, Doctor Polidori's "The Vampyre" was the result of the same series of storytelling sessions that produced Frankenstein. The titular vampire Lord Ruthven (a thinly veiled parody of Polidori's client Lord Byron) is the archetype for every noble vampire character that follows, from Dracula to Lestat. Before "The Vampyre" blood-drinking revenants were depicted as little more than disgusting walking corpses – afterward they become figures of erotic fascination.

Vathek – Beckford, William. A dark take on the "Arabian Nights", "Vathek" is a tale of immorality, sorcery, and supernatural evil, set against the backdrop of medieval Iraq.

Both William Blake and his wife Catherine were fans of Gothic novels and plays. Besides the books that she hand-colored with her husband, one of the few surviving examples of Mrs. Blake's painting is a portrait of the character Agnes from Matthew Lewis' "The Monk".

Later Literary Works

Carmilla – Le Fanu, Joseph Sheridan
The Complete Works of Edgar Allan Poe – Poe, Edgar Allan
Dracula – Stoker, Bram
Jane Eyre – Brontë, Charlotte
The Island of Doctor Moreau – Wells, H.G
The Strange Case of Doctor Jekyll and Mister Hyde – Stevenson, Robert Louis
Wuthering Heights – Brontë, Emily
Varney the Vampyre; or, The Feast of Blood – Prest, Thomas Peckett, (and/or Rymer, James Malcolm)

ARTISTS

Blake, William. The greatest apostle of the Imagination, and possibly the most important *total* artist England ever produced, Blake wrote, illustrated, and printed poetic works far ahead of their time. He invented a process for printing pages where the text and illustrations form a single unified composition, which he and his wife later hand colored to produce beautiful books which still impress to this day. Blakes' painting style shares many similarities with Fuseli's, and the two were friends.

Boilly, Louis-Léopold. Boilly's work constitutes a priceless documentation of France just before, during, and after the Revolution.

Friedrich, Caspar David. Friedrich's Romantic paintings are supreme images of sublime melancholy, meant to elevate the human mind to contemplation of a divine nature far beyond human capacity to understand or control.

Füssli, Johann Heinrich. Füssli (known in English as Henry Fuseli) is the artist whose work most fully embodies the spirit of Ghastly Affair. His oeuvre ranges from the purely horrific to the darkly magical, with a strong current of dangerous eroticism running throughout.

Goya, Francisco José. At a time when artists were expected to celebrate war as a glorious pursuit, Goya instead depicted its true atrocity and stupidity. The famous Black Paintings are among his best-known works, but be sure to also see his print series "Los Caprichos" and "The Disasters of War".

Rowlandson, Thomas. Rowlandson's caricatures capture the hypocrisy, grotesquery, and absurdity of Georgian and Regency England.

POETS

Blake, William. Blake's brilliant poetry startlingly subverts the reader's expectations. He celebrates wild energy, free love, and pure Imagination as the true religion of Christ, and condemns chastity, repression, and hierarchical organizations as the rotten fruit of Satan. Those who know Blake only from the English hymn "Jerusalem" may be surprised by work like "The Marriage of Heaven and Hell".

Byron, Lord George Gordon. The Libertine par excellence, Byron was famously described as "mad, bad, and dangerous to know" by his obsessed (and married) lover Lady Caroline Lamb. Not only is his poetry among the greatest in the English language, but he even has a literary archetype named after him – the "Byronic Hero."

Coleridge, Samuel Taylor. Poetic genius and hopeless laudanum addict, Coleridge embodies much of what was best and worst about the historic Romantic era. "The Rime of the Ancient Mariner" is a meditation on the horrors of the sea, and the realization of mankind's kinship with all living things. "Christabel" is the original lesbian vampire tale, and a likely source of inspiration for Le Fanu's "Carmilla". "Kubla Khan" is a fragment of fevered opium dream.

Shelley, Percy Bysshe. Atheist and social radical, Shelley's best works (such as "Ozymandius") lampoon the pretensions of the powerful and celebrate dreams of revolutionary freedom. Percy and his lover Mary (later his wife, and author of "Frankenstein") were close associates of Lord Byron.

MOVIES

Barry Lyndon. Based on Thackeray's novel "The Luck of Barry Lyndon", Stanley Kuberick's classic film follows the rise and fall of a late 18th century Irish rake.

Black Sunday. Barbara Steele plays both the villainess and heroine in Mario Bava's classic 1960 Gothic vampire movie. Widely regarded as among the best horror films ever made.

Bram Stoker's Dracula. Francis Ford Coppola's lush take on Bram Stoker's novel is a sumptuous (if sometimes overwrought) adaptation that weaves in the historical Vlad Tepes, and adds an epic romance to the story. Still arguably the best cinematic adaptation of "Dracula".

The Brothers Grimm. Terry Gilliam directed this flawed but fun imagining of the historical Brothers Grimm as traveling con-men who are thrust into a real-life fairy tale.

Brotherhood of the Wolf. The infamous "Beast of Gévaudan" that terrorized late 18th-century France inspired this action-packed French film.

Burke & Hare. A dark comedic retelling of the historical exploits of a pair of enterprising grave robbers who turned to murder to provide the freshest possible bodies for their discriminating client.

Captain Kronos - Vampire Hunter. A thrill ride of a movie that blends horror and action. Originally intended to be the start of a series, but the planned sequels were never produced.

The Company of Wolves. Neil Jordan directed this magic-realist take on Angela Carter's feminist retelling of "Little Red Riding Hood". "The Company of Wolves" explores the sexual undercurrents of the werewolf story, dwelling on the parallels between animal and human predators.

Crimson Peak. Director Guillermo del Toro's under-appreciated masterpiece is a perfect Gothic Romance that rewards repeated viewing. The set design is nothing short of breathtaking.

Dangerous Liaisons. A big-budget, star-studded adaptation of Christopher Hampton's play based on de Laclos' epistolary libertine novel. "Dangerous Liaisons" is a grand film in every way, and won numerous Acadamy Awards (including Best Picture).

The Doctor & The Devils. Another fictionalization of the infamous Burke & Hare murders, this time with a serious tone and the names changed.

Gothic. Director Ken Russell's manic imagining of the night that inspired the writing of "Frankenstein" is excessive, overacted, historically questionable, and a tremendous amount of fun. It's a pitch-perfect model for a good session of Ghastly Affair!

I Sell The Dead. A rollicking tale of grave robbery, skulduggery, and the reanimated dead, "I Sell the Dead" is equal parts gore-fest, comedy, and action movie

Mary Shelley's Frankenstein. Kenneth Branagh directed and starred in this mostly faithful cinematic adaptation of "Frankenstein", with Robert De Niro portraying the Creature, and Helena Bonham Carter as the Doctor's inamorata.

Plunkett & Macleane. Jake Scott's depiction of Georgian banditry is freely adapted from the lives of actual 18th Century highwaymen William Plunkett and James MacLaine (whose most famous victim was the same Horace Walpole that created the Gothic novel).

Pride and Prejudice and Zombies. Jane Austen's classic marriage plot is re-imagined in an alternative Regency England overrun by the brain-eating undead. Based on the best-selling book.

Quills. A fictionalization of the Marquis de Sade's final years in Charenton asylum, "Quills" takes generous liberties with historical facts, but features great performances from the likes of Geoffrey Rush and Kate Winslet.

Sleepy Hollow. Tim Burton re-imagines Washington Irving's classic tale as the story of scientifically minded Ichabod Crane investigating a series of murders in backwoods New York State at the turn of the 19th Century.

The Vampire Lovers. Hammer Studios' sexy adaptation of "Carmilla" stars the incomparable Ingrid Pitt as the mysterious Mircalla, and scrumptious Madeline Smith as her beloved victim. This is the first movie in Hammer's "Karnstein Trilogy", followed by "Lust for a Vampire" and "Twins of Evil".

APPENDIX III: SUGGESTED ASSETS & AFFLICTIONS

SOME SUGGESTED ASSETS (+3 Bonuses)

The following is a sample list of suggested Assets, and some situations in which they might confer a benefit. The suggestions are not meant to be definitive. At the Presenter's discretion, Assets can grant benefits in addition to the usual +3 Bonus on relevant Ability Checks. For example, the Presenter might allow a character with a Gift For Languages to start the game with 3 more languages than usual. In all cases the Presenter should adjudicate the benefits of an Asset with an eye to creating an interesting story. An Asset should never allow a Player Character to completely dominate game play, but a Player should always see some kind of benefit from having an Asset.

Attractive to Fairy Folk: reactions when dealing with Fairies
Beautiful/Handsome: initial reactions, Seduction attempts
Brave: Saving Throws against *Fear* Effects, Morale checks
Charming: all Charisma Checks
Euphoric: Saving Throws versus *Fear* Effects, resisting pain or fatigue, Morale Checks
Expert Equestrian: fighting from horseback, chases on horseback, jumping obstacles
Fast: Chases, order of action when character's side has Initiative in a fight
Fast Learner: gaining new skills, memorizing information, learning languages
Gift For Languages: comprehending an unknown language, speed at which one learns languages
Good Bargainer: Ability Checks involving the prices of goods or services, finance
Good Judge of Character: sensing motivations, detecting Evil, resisting Seduction, Saving Throws against *Charm Person*.
Good Liar: Fraud, acting
Good Manners: all Check that involve etiquette or High Society
Good Reputation: all Charisma Checks when identity is known
Good Sense of Direction: following a map, intuiting direction
Good Shot: all attacks with guns
Good Singing Voice: Singing
Good Throwing Arm: attacks with thrown weapons
In True Love: all Ability Checks when acting on behalf of your True Love
Intimidating: intimidation
Libidinous: Seduction attempts, all Constitution Checks relating to physical love
Loved By Animals: initial reactions from Animals, Animal training, calming Animals
Lucky at Love: Seduction attempts
Master of Disguise: disguise
Mechanical Genius: repairing broken machines or guns, disarming mechanical traps

Musical: Dexterity Checks to play a musical instrument notably well, writing music, remembering a tune or piece of music

Naturally Skeptical: Saving throws versus Glamor Effects

No Fear of ... (something frightening): Morale Checks

Patient: all Ability Checks relating to detailed or repetitive work

Profession (choose one): all Ability Checks relating to your chosen occupation

Quick-witted: All Intelligence Checks

Resistant to Alcohol: no bonuses to Ability Checks, but can take three more drinks before becoming Heavily Intoxicated, or suffering Overdose

Resistant to Cold: Saving Throws to avoid the effects of cold temperatures

Resistant to Disease: Saving throws to avoid or recover from most diseases and natural maladies

Resistant to Pain: all attempts to resist pain

Sharp Eyes: searching an area, finding secret doors, avoiding traps

Sharp Hearing: noticing hidden creatures

Shrewd: detecting lies

Sneaky: hiding, moving silently

Special Knowledge (choose field): all attempts to remember or use the Special Knowledge

Strong: all Strength Checks

Strong Stomach: Saving Throws against nausea

Strong Will: Saving Throws against Fascination effects, resisting intimidation

Talent For (a Special Ability): All use of that Special Ability, for a total Bonus of +4

Tracker: tracking

Wealthy Family: familiar with High Society

Well Spoken: social manipulation of all kinds

Wily: Fraud, Saving throws versus Fascination effects

SOME SUGGESTED AFFLICTIONS (-3 Penalties)

The following are some sample Afflictions, and some situations which could be adversely affected by them. Afflictions can create problems in addition to the the usual -3 Penalty – for example a Magician who is "Unlucky At Love" might always get an undesirable result if they attempt to use the *Attract Lover* Spell. As with Assets, the Presenter should always adjudicate Afflictions in a way that promotes a more interesting and exciting story, and not get bogged down with rules minutia. The Presenter can always forget to enforce an Affliction if doing so would cause problems in the plot of an Affair...

Addicted to... (substance): resisting manipulation by those who offer the drug

Afraid of ... (something common): Strength and Dexterity Checks, Saving throws versus *Fear* Effects, Morale Checks

Aggressive: all Wisdom Checks to discern true motivations, all Saving throws to avoid being manipulated into anger or aggression

Allergic to... (something common): all Ability Checks in presence of allergen

Asthmatic: all attempts to avoid Fatigue, all Saving throws versus gases or inhaled Hazards

Bad Judge of Character: sensing motivations, attempts to detect Evil, attempts to resist Seduction or *Charm Person* effects

Bad Liar: lying, acting

Bad Memory: remembering facts

Bad Reputation: all Charisma Checks when identity is known

Bad Sense of Direction: intuiting direction, following a map

Bad Shot: all Attack Checks involving guns

Bad Throwing Arm: all attempts to use thrown weapons

Badly Spoken: all Charisma Checks

Blind: any Ability Check that involves vision

Chronic Disease (choose one): Constitution Checks to resist or recover from disease

Clumsy: all Dexterity Checks

Creepy Presence: Perversity Checks, avoiding increases to Perversity, Seduction attempts, using Faith to repel Evil

Cowardly: Saving throws against *Fear* Effects, Morale Checks

Deaf: noticing hiding creatures

Delirious: all Charisma, Intelligence, and Wisdom Checks

Demented: all Charisma, Intelligence, and Wisdom Checks, attempts to avoid Perversity Increase

Disfigured: Charisma Checks to determine initial reactions, Seduction attempts

Disoriented: all Intelligence and Wisdom Checks

Dull: all Intelligence Checks

Easily Frightened: Saves against *Fear*, resisting intimidation

Easily Fooled: Saving Throws to resist Fascination or Glamor Effects, Checks to resist Seduction

Easily Panicked: *Fear* Effects, Morale Checks

Elderly: Strength and Dexterity Checks, resisting or recovering from disease, intimidation, Seduction attempts

Emotional: Saves against Fascination Effects, resisting Seduction

Encumbered: all Speed and Dexterity Checks

Fatigued: all Ability Checks

Fearful: Charisma, Strength and Dexterity checks, intimidation attempts, Morale Checks

Gauche: all Charisma checks in High Society

Gullible: Saving Throws against Fascination or Glamor effects

Hated By Animals: reactions from Animals, training Animals

Horrible Body Oder: Seduction attempts, attempts to hide

Horrible Manners: all Checks involving etiquette or High Society

Hungry: Intelligence and Wisdom checks, unless eating

Incompetent Equestrian: fighting from horseback, chases on horseback, jumping obstacles
Impatient: all Ability Checks that require patience
In Pain: all Ability Checks
Insane: Saving Throws against Glamor or Fascination Effects
Lame: balancing, Chases, Dodging
Lost Love: all Wisdom checks, except when working to avenge, regain, or otherwise aid a lost love.
Manic: Saving Throws versus Fascination Effects, cannot sleep
Missing Arm: balancing, Seduction attempts (unless there is also a heroic or romantic story explaining the loss)
Morbidly Obese: Chases, Dodging, Armor Class
Naive: all attempts to understand Forbidden Books, Shocking Letters, or Magical Rituals
Nauseous: all Ability Checks that require mental concentration or physical exertion
Nearsighted: all Ability Checks that involve seeing outside the Nearby Area, artillery attacks
Nervous: all Charisma and Dexterity Checks
No Head For... (a common field of knowledge): all Ability Checks relating to the subject
Satyriasis/Nymphomania: all attempts to avoid Seduction attempts, or *Charm Person* Effects from the desired gender
Obnoxious: all Charisma Checks
Paranoid: Wisdom Checks to discern true motivations
Sensitive to Alcohol: Heavily Intoxicated from one strong drink
Shamed: all Charisma Checks when identity is known
Sleazy: all Checks involving etiquette, avoiding Faux Pas, reactions from conservative people
Sleepy: attempts to stay awake, all Intelligence and Wisdom checks
Slow: Chases, distance traveled in a day
Slow Learner: all Intelligence Checks to learn information, length of time to acquire a language
Slow-witted: all Intelligence Checks
Still a Child: all intimidation attempts, Chases against adults, escaping from Holds from adults
Susceptible to Disease: All Saves to avoid or recover from disease
Swollen... (specific limb): all Strength, and Dexterity Checks on actions involving the affected limb
Traumatic Memory: all Charisma, Intelligence or Wisdom Checks in situations similar to the traumatizing event
Ugly: Seduction attempts
Unlucky at Love: Seduction attempts
Vulnerable to Magic: Saving throws against Preternatural Effects
Weak: all Strength Checks

APPENDIX IV: CREATURES BY LEVEL

The following list can be used by Players of Mad Scientist characters to select their Monstrous Servants, and also to determine the results of Magicians' Conjure Monster and Summon Spirit effects. Human Adversaries are not included, except for the Brutes, Cannibals, Degenerates, Feral Children, and Raging Lunatics that can be employed as Monstrous Servants.

Full descriptions and game statistics for these Creatures will be found in the "Ghastly Affair Presenter's Manual".

READING THE CREATURE LIST

Italics indicates a Creature can be a Mad Scientist's Monstrous Servant.
Bold indicates a Creature can be Conjured with a Conjure Monster effect.
An underlined Creature can be Summoned with the Summon Spirit effect

* after a name indicates the Creature is a Revenant or Ghost,
and subject to all Preternatural Effects that target such creatures.

LEVEL 1 CREATURES

Albatross
Baboon
Brute, 1ˢᵗ Level
Cannibal, 1ˢᵗ Level
Degenerate, 1ˢᵗ Level
Domestic Cat
Feral Child, 1ˢᵗ Level
Fighting Dog
Fox
Goblin
Hawk
Hunting Dog
Imp
Lapdog
Phantom, 1 Hit Die *
Raging Lunatic, 1ˢᵗ Level
Rat
Raven
Rooster
Spectral Albatross *
Spectral Baboon *
Spectral Domestic Cat *
Spectral Fighting Dog *
Spectral Fox *
Spectral Hawk *
Spectral Hunting Dog *

Spectral Lapdog *
Spectral Rat *
Spectral Raven *
Spectral Rooster *
Spectral Vulture *
Spectral Wild Cat *
Spectral Wild Dog *
Sprite, 1 HD
Vulture
Walking Skeleton *
Wild Cat
Wild Dog
Zoomorphic Revenant: Albatross *
Zoomorphic Revenant: Baboon *
Zoomorphic Revenant: Domestic Cat *
Zoomorphic Revenant: Fighting Dog *
Zoomorphic Revenant: Fox *
Zoomorphic Revenant: Hawk *
Zoomorphic Revenant: Hunting Dog *
Zoomorphic Revenant: Lapdog *
Zoomorphic Revenant: Rat *
Zoomorphic Revenant: Raven *
Zoomorphic Revenant: Rooster *
Zoomorphic Revenant: Vulture *
Zoomorphic Revenant: Wild Cat *
Zoomorphic Revenant: Wild Dog *

LEVEL 2 CREATURES

Badger
Beast-Man
Brute, 2nd Level
Cannibal, 2nd Level
Deer
Degenerate, 2nd Level
Feral Child, 2nd Level
Ghoulish Revenant*
Guard Dog
Mindless Revenant
Phantom, 2 Hit Dice *
Pig
Raging Lunatic, 2nd Level
Spectral Badger *
Spectral Deer *
Spectral Guard Dog *

Spectral Pig *
Spectral Viper *
Spectral War Dog *
Spectral Wolf *
Sprite, 2 HD
Viper
War Dog
Wolf
Zombi Servant *
Zoomorphic Revenant: Badger *
Zoomorphic Revenant: Deer *
Zoomorphic Revenant: Guard Dog *
Zoomorphic Revenant: Pig *
Zoomorphic Revenant: Viper *
Zoomorphic Revenant: War Dog *
Zoomorphic Revenant: Wolf *

LEVEL 3 CREATURES

Black Bear
Brute, 3rd Level
Cannibal, 3rd Level
Carriage Horse
Cheetah
Crocodile
Degenerate, 3rd Level
Demoniac Beast, 3 Hit Dice
Demoniac Corpse, 3 Hit Dice *
Demoniac Object, 3 Hit Dice
Demoniac, 3 Hit Dice
Draft Horse
Elk
Feral Child, 3rd Level
Gigantic Albatross
Gigantic Baboon
Gigantic Domestic Cat
Gigantic Fighting Dog
Gigantic Fox
Gigantic Hawk
Gigantic Hunting Dog
Gigantic Lapdog
Gigantic Rat
Gigantic Raven
Gigantic Rooster
Gigantic Vulture
Gigantic Wild Cat
Gigantic Wild Dog
Gorilla
Moose

Phantom, 3 Hit Dice *
Possessor Demon, 3 Hit Dice
Python
Raging Lunatic, 3rd Level
Riding Horse
Spectral Black Bear *
Spectral Carriage Horse *
Spectral Cheetah *
Spectral Crocodile *
Spectral Draft Horse *
Spectral Elk *
Spectral Gorilla *
Spectral Moose *
Spectral Python *
Spectral Riding Horse *
Spectral Wild Horse *
Sprite, 3 HD
Vampyre, Common *
Wild Horse
Zoomorphic Revenant: Black Bear *
Zoomorphic Revenant: Carriage Horse *
Zoomorphic Revenant: Cheetah *
Zoomorphic Revenant: Crocodile *
Zoomorphic Revenant: Draft Horse *
Zoomorphic Revenant: Elk *
Zoomorphic Revenant: Gorilla *
Zoomorphic Revenant: Moose *
Zoomorphic Revenant: Python *
Zoomorphic Revenant: Riding Horse *
Zoomorphic Revenant: Wild Horse *

LEVEL 4 CREATURES

Brute, 4th Level
Bzou
Cannibal, 4th Level
Cattle
Degenerate, 4th Level
Demoniac Beast, 4 Hit Dice
Demoniac Corpse, 4 Hit Dice *
Demoniac Object, 4 Hit Dice
Demoniac, 4 Hit Dice
Feral Child, 4th Level
Gigantic Badger
Gigantic Deer
Gigantic Guard Dog
Gigantic Pig
Gigantic Viper
Gigantic War Dog

Gigantic Wolf
Leopard
Ogre
Phantom, 4 Hit Dice *
Poltergeist *
Possessor Demon, 4 Hit Dice
Raging Lunatic, 4th Level
Spectral Cattle *
Spectral Leopard *
Spectral Wild Boar *
Werewolf, Common
Wild Boar
Zoomorphic Revenant: Cattle *
Zoomorphic Revenant: Leopard *
Zoomorphic Revenant: Wild Boar *

LEVEL 5 CREATURES

Brute, 5th Level
Cannibal, 5th Level
Degenerate, 5th Level
Demoniac Beast, 5 Hit Dice
Demoniac Corpse, 5 Hit Dice *
Demoniac Object, 5 Hit Dice
Demoniac, 5 Hit Dice
Feral Child, 5th Level
Gigantic Black Bear
Gigantic Carriage Horse
Gigantic Cheetah
Gigantic Crocodile
Gigantic Draft Horse

Gigantic Elk
Gigantic Gorilla
Gigantic Moose
Gigantic Python
Gigantic Riding Horse
Gigantic Wild Horse
Mermaid
Phantom, 5 Hit Dice *
Possessor Demon, 5 Hit Dice
Raging Lunatic, 5th Level
Reanimated Wretch
Tomb Wight*
Wraith *

LEVEL 6 CREATURES

Brown Bear
Brute, 6th Level
Cannibal, 6th Level
Degenerate, 6th Level
Feral Child, 6th Level
Gigantic Cattle
Gigantic Leopard
Gigantic Wild Boar

Lion
Raging Lunatic, 6th Level
Satyr
Spectral Brown Bear *
Spectral Lion *
Zoomorphic Revenant: Brown Bear *
Zoomorphic Revenant: Lion *

LEVEL 7 CREATURES

Brute, 7th Level
Cannibal, 7th Level
Degenerate, 7th Level
Feral Child, 7th Level
Lake Serpent

Raging Lunatic, 7th Level
Spectral Tiger *
Tiger
Vampyre, Experienced *
Zoomorphic Revenant: Tiger *

LEVEL 8 CREATURES

Brute, 8th Level
Cannibal, 8th Level
Degenerate, 8th Level
Feral Child, 8th Level
Gigantic Lion

Polar Bear
Raging Lunatic, 8th Level
Spectral Polar Bear *
Zoomorphic Revenant: Polar Bear *

LEVEL 9 CREATURES

Brute, 9th Level
Cannibal, 9th Level
Degenerate, 9th Level
Erlking

Feral Child, 9th Level
Giant Octopus
Gigantic Tiger
Raging Lunatic, 9th Level

LEVEL 10 CREATURES

Brute, 10th Level
Cannibal, 10th Level
Degenerate, 10th Level
Dragon
Dragon Worm
Elephant
Feral Child, 10th Level
Gigantic Elephant

Raging Lunatic, 10th Level
Sea Serpent
Spectral Elephant *
The Kraken
Vampyre, Master *
Vampyre, Plague *
Zoomorphic Revenant: Elephant *

GLOSSARY OF GAME TERMS

Ability Check: Rolling a d20 to obtain a number under the rating of a Basic Ability (as temporarily modified by any applicable Bonuses or Penalties). An Ability Check is required when a character or creature attempts something difficult or dangerous. An Ability Check takes the name of the Ability used: *Charisma Check*, *Dexterity Check*, etc.

Ability Contest: An Ability Check made when two beings directly oppose each other. The Standard System for resolving Ability Contests is for the weaker side to make an Ability Check, with a Contest Penalty equal to the half the stronger side's Ability score, rounded down.

Advancement Table: a table that indicates the Hit Dice, Damage Bonus, and other characteristics of a character of a particular Level, as well the Experience Points needed for a character to advance to a certain Level.

Adversary: any character or creature that opposes the Player Characters.

Affair: a series of related Game Sessions that constitute a complete story.

Affliction: a personal characteristic that inflicts a -3 Penalty on Ability Checks that could reasonably be affected by it.

Animal: a mundane beast of some kind, such as cat or horse.

Antagonist: a human Adversary.

Armor Class: a measure of how difficult it is to successfully harm a subject, inflicted as a Penalty upon the Dexterity Check of an attacker. Most unarmored people have Armor Class 0, or None.

Artillery (Fight): a fight between sides that are further than 20 feet from each other.

Asset: a personal characteristic that confers a +3 Bonus on Ability Checks that could reasonably be helped by it.

Attack Check: the Dexterity Check used to determine the success of an attack.

Basic Ability: Charisma, Intelligence, Wisdom, Strength, Dexterity or Constitution, rated as a number. A human average for any Basic Ability is 9, and human maximum is 20. A Basic Ability is temporarily modified by Bonuses and Penalties before an Ability Check.

Blessing: a Preternatural Effect that aids, improves, or protects a recipient.

Bloody Era: the later years of the Ghastly Age, corresponding to Europe in the years after the French Revolution.

Bonus: a number that is temporarily added to a Basic Ability before an Ability Check is made.

Ceremony: a Spell that creates a Preternatural Effect through a stylized series of words and actions.

Chapter: all the actions of a character or group of characters in a single location during a Game Session. A Chapter ends when the characters resolve (or else succumb to) whatever challenge the situation presents.

Character Inspiration: something that inspires the portrayal of a character in the game, such as a song, painting, or character from literature or cinema.

Charisma: a numerical representation of a character's social skills and force of personality. Average human Charisma is 9.

Charisma Check: An Ability Check made by applying all relevant Bonuses and Penalties to a character's Charisma score, and then attempting to roll under the Modified Ability on a d20.

Class: an archetypal grouping of characters or creatures, based upon the tropes of Gothic fiction.

Constitution: a numerical representation of the soundness of a character's endurance, disease resistance, and overall health. Average human Constitution is 9.

Constitution Check: An Ability Check made by applying all relevant Bonuses and Penalties to a character's Constitution score, and then attempting to roll under the Modified Ability on a d20.

Contest Penalty: Half the higher Basic Ability (rounded down) in an Ability Contest, suffered as a Penalty to the Ability Check made by the weaker side.

Cover: An object that is resistant or impervious to an attack, which bestows additional Armor Class to a person behind it.

Creature: any non-human being.

d4: a die with four numbered sides.

d6: a die with six numbered sides.

d8: a die with eight numbered sides.

d10: a die with ten numbered sides.

d12: a die with twelve numbered sides.

d20: a die with twenty numbered sides.

Damage Bonus: a number that is added to both mundane Lethal Damage and Nonlethal Damage caused by an attacker. Damage Bonus is not added to the damage caused by Preternatural Effects, or to Ability Damage of any kind.

Danger: A suspenseful period during the game where one or more characters could potentially be harmed through violence. Game time during periods of Danger is measured in 10-second Rounds rather than the usual 10-minute Turns.

Dark Arts: a collective term for the Spells used by Magicians.

Decadent Era: The early years of the Ghastly Age, corresponding to Europe in the years before the French Revolution.

Dexterity: a numerical representation of a character's agility, physical grace, and coordination. Average human Dexterity is 9.

Dexterity Check: An Ability Check made by applying all relevant Bonuses and Penalties to a character's Dexterity score, and then attempting to roll under the Modified Ability on a d20.

Disposition: the way a creature typically reacts to an encounter.

Divination: a Preternatural Effect that increases knowledge or predicts the future.

Down-Time: the period of in-game time between Affairs.

Drawback: the negative side-effect of a Magical Ritual

Experience Points: points used to track character improvement, earned through game play.

Evil: possessing a Perversity of 15 or over. Also called Wicked, Twisted, or Perverse.

Evocation: a Preternatural Effect that summons a being, especially a Spirit.

Fairy: a class of creatures who posses characteristics of both Spirits and material beings. Fairies posses powerful magic, but also suffer from strange limitations.

Fascination: a Preternatural Effect that alters feelings, perceptions, or behaviors.

Faith: strong belief and spiritual power that can repulse Evil Spirits and certain other supernatural creatures.

Faux Pas: a serious blunder committed in High Society.

Forbidden Topics: a list compiled by the Players, indicating what subjects they do not want the Presenter to include in the game.

Game Session: a single occasion of game play in a particular place.

Ghastly Age: the assumed time period and cultural milieu of the game, corresponding to Europe in the period from 1765 to 1820.

Ghost: the Ethereal Spirit of a dead person or creature. Varieties of Ghost include Phantoms and Wraiths.

Glamor: a Preternatural Effect that creates illusions or purely illusory changes.

Good: possessing a Perversity of 6 or lower. Also called Virtuous or Innocent.

Gothic: relating to a genre of entertainment that combines aspects of both Horror and Romance in an atmosphere that emphasizes gloom, extreme behaviors, weird occurrences, and relics from previous ages. Romantic Horror. Also used to indicate a type of medieval architecture, and as an archaic synonym for "barbaric".

Hand-to-Hand: a fight between opponents that are within 20 feet of each other.

Hazard: an object or environmental effect that can cause potential harm.

High Society: the social world of the upper class, characterized by intricate codes of etiquette and endless intrigue.

Hit Die: the type of die that is rolled to determine a being's Hit Points.

Hit Points: a numerical measure of how hard a being is to kill. Lost Hit Points above 6 heal at the rate of 1 per day; each Hit Point below 6 takes 1 week to heal.

Incantation: a Spell that quickly creates a Preternatural Effect, but weakens the Magician thereby.

Initiative: a determination of the side which declares their actions and make their Ability Checks first in a Round during times of Danger. Determined by flipping a coin, with the individuals on a side then acting from highest Dexterity to lowest.

Intelligence: a numerical representation of a character's conscious reasoning ability, memory, and education. Average human Intelligence is 9.

Intelligence Check: An Ability Check made by applying all relevant Bonuses and Penalties to a character's Intelligence score, and then attempting to roll under the Modified Ability on a d20.

Lethal Damage: damage that is subtracted directly from Hit Points. Most weapons and attacks inflict 1d6 points of Lethal Damage.

Level (Character): a number from 1 – 10 that measures how strong a character is relative to others of their own Class.

Level (Creature): a number from 1 – 10 that measures how strong a creature is relative to others of their own Class (Animal, Antagonist, Fairy, Monster, Revenant, or Spirit).

Level (Preternatural Effect): a number from 0 – 9 that measures the power of a Preternatural Effect.

Mad Invention: an object that a Mad Scientist uses to create Preternatural Effects.

Magical Ritual: a stylized series of actions that allows anyone to create a Preternatural Effect.

Magical Spheres: the seven types of Preternatural Effects: Blessings, Divinations, Evocations, Fascinations, Glamors, Maledictions, and Transmutations

Malediction: a Preternatural Effect that directly harms a victim, or causes destructive changes in the environment.

Modified Ability: A Basic Ability after all applicable Bonuses and Penalties have been applied for the purpose of making an Ability Check.

Modifier: a Bonus or Penalty.

Morale Check: A Dexterity Check to determine if creatures flee or stands their ground in a fight.

Monster: a strange creature with a bizarre physiology.

Monstrous Servant: a creature that serves the will of a Mad Scientist

Multi-Classing: gaining an additional Class.

Most Memorable Characteristic: the most prominent and recognizable thing about a character.

Nonlethal Damage: damage that is *not* subtracted from Hit Points, but is *added together* until it equals the current number of Hit Points. The subject then becomes completely incapacitated or unconscious. Nonlethal Damage heals at the rate of 1 point per 10 minutes of complete rest.

Nearby: within 25′ if indoors, or within 50′ if outdoors.

Nearby Area: an area within a 25′ radius of the point of origin, or a 50′ radius if outdoors.

Non-Player Character: a character portrayed by the Presenter.

Pact: a Spell that is effected by making a sacrifice to a Spirit.

Penalty: a number that is temporarily subtracted from a Basic Ability before an Ability Check is made.

Penny: the basic unit of monetary value in the game. For convenience, all prices are listed in Pennies (or Pence), abbreviated as "p".

Permanent Ability Damage: damage to a Basic Ability that never heals back naturally.

Perversity: a measure of a being's moral and mental corruption, and likelihood to engage in bizarre or senselessly malevolent action. Average human Perversity is 9.

Perversity Check: An Ability Check made using Perversity. Used to determine the reactions of creatures, and whether Player Characters can understand outrageous, blasphemous, or bizarre information.

Player: a person who portrays a Player Character.

Player Character: a protagonist character portrayed by a Player.

Presenter: the person in charge of narrating and refereeing the game.

Preternatural Effect: an extraordinary event that violates the normal laws of nature.

Preternatural Power: a Preternatural Effect that can be created by a creature through their own power, without using Spells or Mad Inventions.

Recipient: the target of a Preternatural Effect.

Revenant: a walking corpse, the result of a soul being trapped in its dead body.

Round: 10 seconds, used to track game time during Danger sequences. A character can only perform 1 significant action in a Round.

Safe Word: an agreed-upon word or phrase that can be used by Players to stop the game if the Presenter veers into offensive topics or portrayals.

Saga: a series of Affairs linked by characters, place, time, or location.

Save: another name for a Saving Throw.

Saving Throw: an Ability Check that, if successful, allows a being to escape the worst consequences of a hazard or Preternatural Effect. A Saving Throw (or Save) takes the name of the Ability used: *Wisdom Saving Throw*, *Constitution Saving Throw*, etc.

Secondary Player Character: a non-protagonist character portrayed by a Player.

Situational Bonus: a +2 Bonus to an Ability Check conferred by a favorable environmental factor.

Situational Penalty: a -2 Penalty to an Ability Check inflicted by an unfavorable environmental factor.

Special Ability: a characteristic that allows a being to perform actions that other cannot, or to perform them much better than others can.

Speed: a numerical measure of a being's rate of travel. Average human Speed is 9.

Spell: a Preternatural Effect created by a Magician; also the means by which that effect is created. A Spell can be effected through an Incantation, Ceremony, Pact, or Talisman.

Spirit: non-corporeal creatures with powerful abilities, such as Demons and Ghosts.

Strength: a numerical representation of a character's raw muscle power and ability to effectively carry, lift, and pull weight. Average human Strength is 9.

Strength Check: An Ability Check made by applying all relevant Bonuses and Penalties to a character's Strength score, and then attempting to roll under the Modified Ability on a d20.

Talisman: an object that creates a constant Preternatural Effect.

Temporary Ability Damage: damage to a Basic Ability that is healed at the rate of 1 point per week.

Transmutation: a Preternatural Effect that transforms the recipient in a non-lethal way.

True Love: a character that is the object of a Player Character's genuine love. Also, genuine love itself. Characters who have a True Love receive the Asset "In True Love", conferring a +3 Bonus on all Ability Checks made on behalf of their True Love.

Turn: 10 minutes of game time, used to measure time when no character's life is threatened.

User: a being who originates a Preternatural Effect.

User Level: The User's Level in whatever Class enables them to create a particular Preternatural Effect. No other Class Levels possessed count towards the User Level. For creatures with Preternatural Powers, their User Level is the same as their general Level.

Weakness: a characteristic that imposes a unique limitation or debility.

Weird Object: an item that can create one or more Preternatural Effects, but is not a Talisman or Mad Invention.

Wisdom: a numerical representation of a character's insight, intuition, and connection to the spiritual world. Average human Wisdom is 9.

Wisdom Check: An Ability Check made by applying all relevant Bonuses and Penalties to a character's Charisma score, and then attempting to roll under the Modified Ability on a d20.

INDEX OF TOPICS

INDEX OF PRETERNATURAL EFFECTS

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GHASTLY Affair

PLAYER CHARACTER RECORD

NAME

CHARACTER INSPIRATION

CLASS | LEVEL | XP

APPEARANCE / MOST MEMORABLE CHARACTERISTICS

BASIC ABILITIES

Ability Check or Saving Throw: roll under Ability as modified by Bonuses and Penalties

CHARISMA
Attracting, Inspiring, Persuading
Notes

INTELLIGENCE
Learning, Reasoning, Remembering
Notes

WISDOM
Discerning, Intuiting, Praying
Notes

STRENGTH
Lifting, Pulling, Pushing
Notes

DEXTERITY
Aiming, Dodging, Jumping
Notes

CONSTITUTION
Enduring, Healing, Resisting
Notes

PERVERSITY
Notes

ASSETS *(+3 Bonus)*

AFFLICTIONS *(-3 Penalty)*

SPECIAL ABILITIES

WEAKNESSES

DANGER!
Game time changes from 10 minute Turns to 10 second Rounds

DAMAGE BONUS

SPEED
x 20 = max. feet per Round

HIT POINTS | CURRENT HP | NONLETHAL DMG.

Dexterity Check to attack. Penalty = opponent's AC
Most attacks inflict 1d6 damage, + Damage Bonus

ARMOR CLASS | ARMOR & PROTECTIONS

Armor Class =Penalty to attacker's Dexterity Check

EQUIPMENT CARRIED

MONEY, WEALTH, & PROPERTIES

GHASTLY Affair

SECONDARY PLAYER CHARACTER RECORD

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DO'S:

DON'TS

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EQUIPMENT CARRIED

Ghastly Affair is...

The Gothic Game of Romantic Horror.
Live shocking stories of love and death, where the supernatural is always near, and the Devil himself may be your next paramour. Passions are writ large, and madness threatens at every turn. Some men transform into wolves at night, but not all monsters lose their human shape.

Roleplaying in the time of Marie-Antoinette, the Marquis de Sade, and Napoleon.
Experience the fevered era when soldiers fought with muskets, and ladies battled with colorful hand fans. When courtesans in sumptuous silk gowns glided through filth-choked streets, and revolution brewed in the coffee houses. When poets and philosophers challenged a decaying society, and men dueled for the honor of their kept mistresses. When a continent exploded, and lovers held close in the growing darkness.

A simple, easy-to-learn system.
The basic rules of Ghastly Affair can be learned in a few minutes, using widely known terms and concepts. Game-play is fast and smooth, with mechanics designed to support a deeply immersive experience.

A world where the masquerade balls are as dangerous as the battlefields.
Debate blasphemous books at the salon, dance at court, or evade a murderous husband to pursue a desperate affair. The hazardous world of High Society is filled with terrors as frightening as any ghost.

Your chance to be the villain, the heroine, or anything in-between.
Defy the law as a Bandit, or fight the darkness as a Demon Hunter. Grow rich off the dead as a Grave Robber, or command the spirits as a Magician. Indulge your vices as the Libertine, or be the True Innocent inspiring the virtuous. The choices are yours.

A true Gothic experience for adults.
The full panoply of the Gothic is here for you, in all its decadent glory. It is a world of desperate addicts, syphilitic aristocrats, and forbidden passions, where the innocent are imperiled by monsters both supernatural and human.