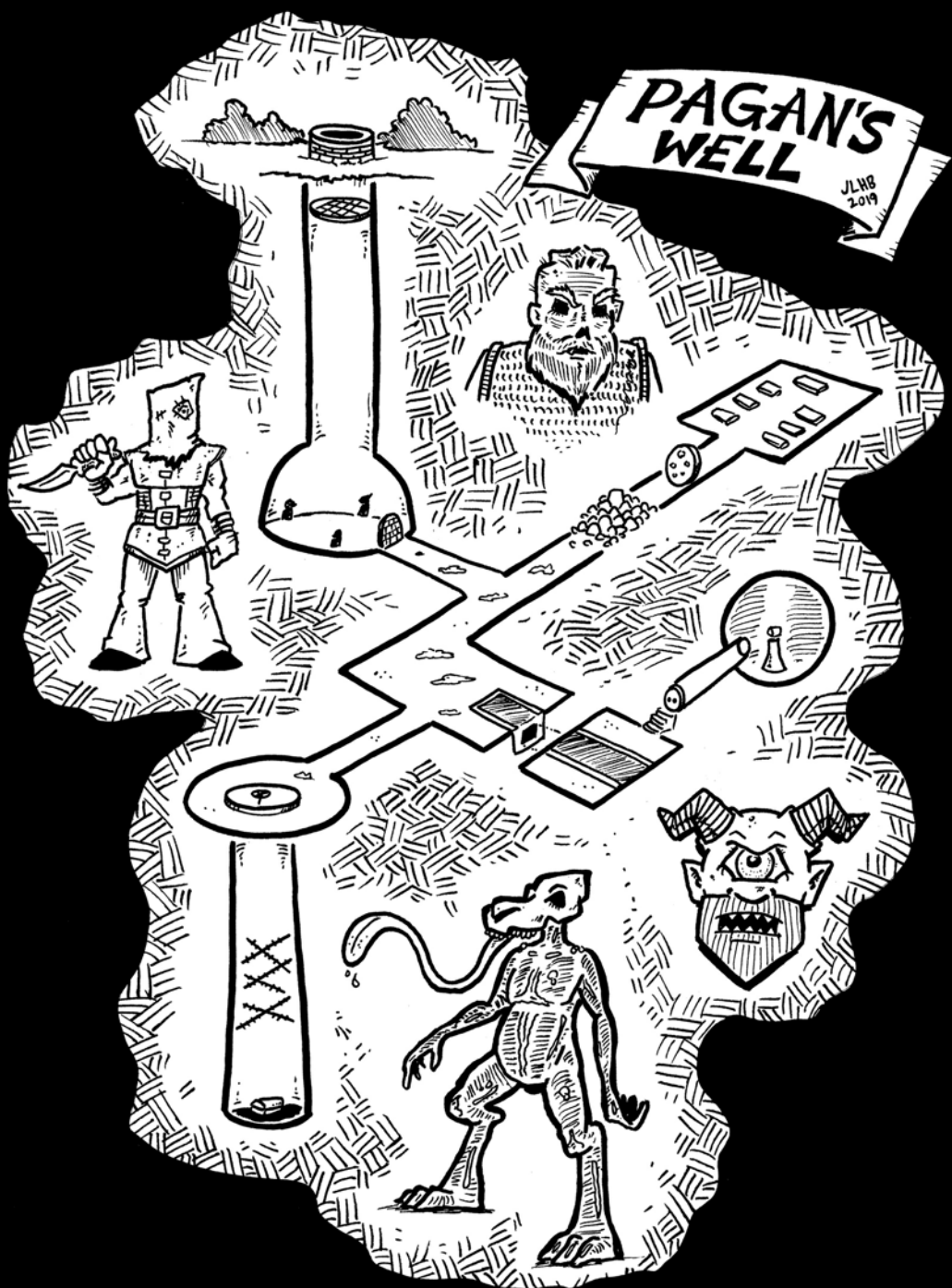


DRAGONZ- DRACULAS



By JOSHUA H. BURNETT

A Zine for Old-Style Roleplaying Adventure Games



DRALLGRZ DRACULAS

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Introduction

"One thing I never could stomach about living in Transylvania. All the damn vampires."
—Abraham Van Helsing (probably)

Dracula, king of the vampires! Vampires, the most noble of undead! For too long these classic monsters have been tweaked, bent, and reimagined to where they no longer resemble the classic bloodsuckers of old. But no more! *Draugr & Draculas* brings the vampire back to its evening-wear-clad glory. Retro Draculas for retro RPGs! The kind that would make Lee and Langella proud.

Also, just for fun, we've got some undead Vikings.

Draugr & Draculas is a one-off zine dedicated to these beloved monsters. Most of the content was originally created for my home campaign and has been tested-in-action by my bi-weekly group in my own basement. The Zine Quest initiative on Kickstarter gave me the opportunity and motivation to share it with all of you. Thanks for picking it up!

SPECIAL THANKS TO:

Leighton Connor, Wes Rovella, Brad McDevitt, Andy Markham, Dungeons & Possums, and Justin Ryan Isaac for moral support and/or spreading the word about the project. And thanks especially to all the people who generously donated to the Kickstarter! You made this zine possible!

Finally, let's all pour one out for G+.

A NOTE ABOUT RPG SYSTEMS

Draugr & Draculas is intended to be usable with any popular Old-Style Roleplaying adventure game. By default, I am using the *Lamentations of the Flame Princess* system, by James Raggi, because that is what I am playing as I write this (I have no official connection with or endorsement from LotFP or Mr. Raggi). It should be simple to convert any mechanics to the specific old-style game of your choice. Specific mechanical conventions you will find in this zine include:

- Ascending Armor Class with AC: 12 indicating an unarmored human.
- Attack Bonuses instead of an attack matrix or THACO.
- A 120' speed for an unencumbered human.
- A silver standard for treasure.



MY FAVORITE DRACULA MOVIES

Listed below are some of my favorite movies feature Dracula (except for *Countess Dracula*, which is actually a Lady Bathory movie, and *Castlevania*, which is an animated series). All of them had some measure of influence on the contents of this book, and all of them are worth adding to your movie collection. Other influences include the many “Universal monsters” films, and the collected works of both Vincent Price and Roger Corman.

- *Nosferatu* (1922)
- *Dracula* (1931)
- *House of Frankenstein* (1944)
- *Abbott & Costello Meet Frankenstein* (1948)
- *Horror of Dracula* (1958)
- *Dracula Has Risen from the Grave* (1968)
- *Countess Dracula* (1971)
- *Dracula* (1979)
- *Bram Stoker’s Dracula* (1992)
- *Castlevania* (2017)

CREATIVE PLAYLIST FOR THIS PROJECT

- Blood Ceremony
- Green Lung
- Jess and the Ancient Ones
- Purson
- Uncle Acid and the Deadbeats
- The Devil’s Blood
- Lucifer
- Clutch
- The Sword



Draugr

Draugr are a plague that haunt the blackest nights of the frozen North. This pernicious breed of Nordic undead are said to be the cursed fate of those who died in a forsaken state—cowards, poisoners, blasphemers, warriors without honor, or those struck down by witchcraft. Although they vary in appearance, draugr generally resemble desiccated corpses with leathery gray skin, black teeth and nails, and beards caked with old blood and ash. They move with remarkable alacrity, and their eyes glow with a hateful bluish light. Draugr usually wear the remains of whatever armor they wore in life, although their preternaturally tough hide offers them a modicum of protection. If weapons are not at hand, a draugr will claw at his opponents with iron-hard nails. They are damnably hard for clerics to turn.

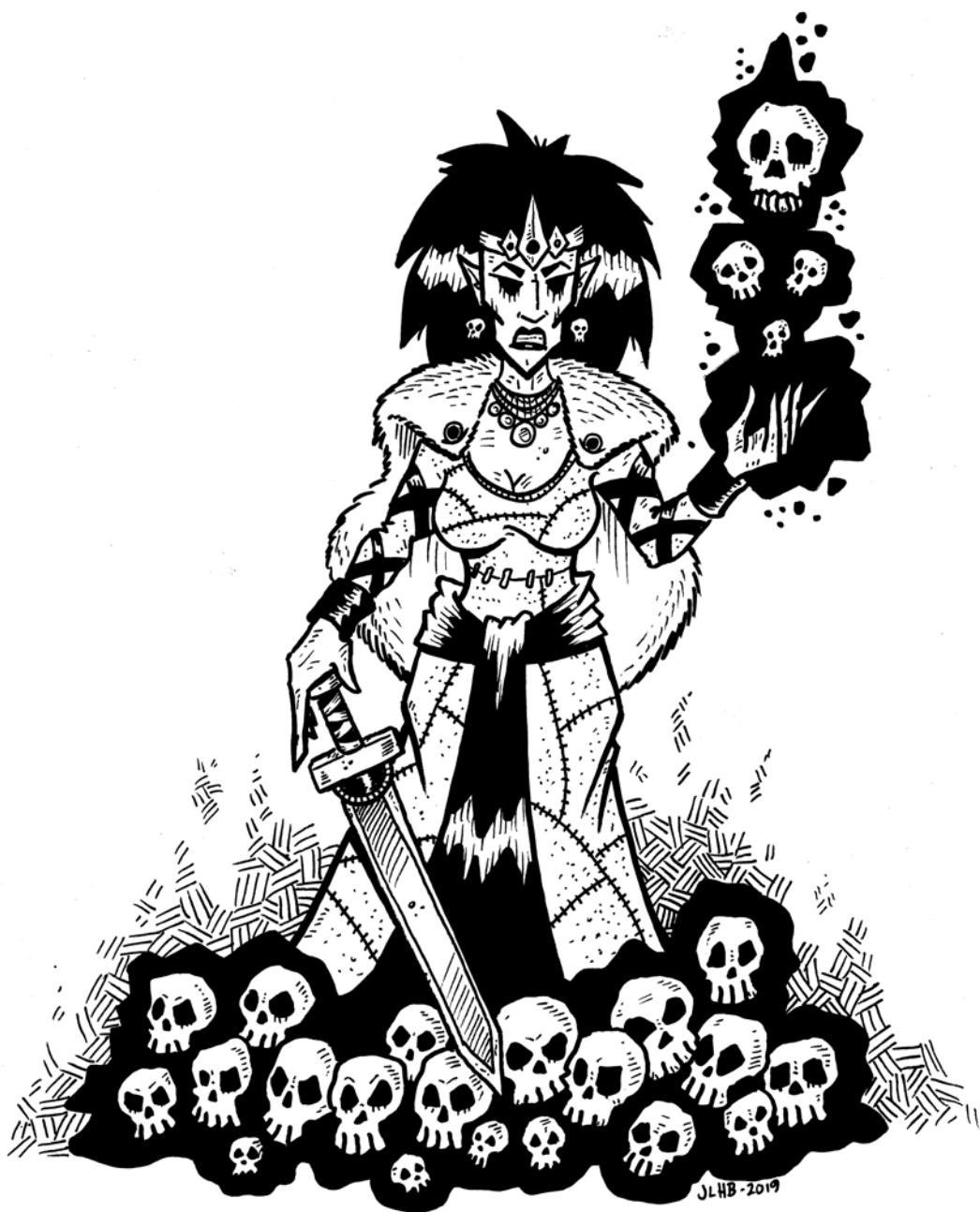
Draugr are instinctively drawn to each other and tend to form large groups or small armies led by more powerful undead. Draugr can vary wildly in power. Greater draugr and draugr lords were very often great captains or kings before their cursed death. The Draugr Queen is a seemingly immortal creature, ancient beyond the recounting of sagas, and unique among her kind.

The standard draugr is very much like a sentient zombie or a less-powerful wight. They fight without fear or mercy and follow their evil masters' orders without hesitation. **Greater draugr** rise from more powerful warriors, although sometimes a lesser draugr of unusual wickedness will rise in power. An aura of fear and despair radiates from the greater draugr, weakening the sword arms of any who come near. In combat, the greater draugr will also use dark magic to grow in size.

Once chieftains and kings in life, the fearsome **draugr lords** are second in power only to the singular Draugr Queen. The lords' iron-hard skin allows them to forsake armor all together, and they are immune to non-magical weapons besides. Draugr lords command terrible magics that allow them to grow to giant size or call down storms of ice and lightning. Many also carry enchanted weapons into combat.

The Draugr Queen rules armies of the cursed dead from her Fingerbone Hall, far to the north beyond the aurora, where the sun is afraid to rise. She is a grey-skinned, withered beauty who drapes her 7-foot frame in gowns made of child-hide. She commands powerful magic to rival any wizard. It is said that any living thing that dies within her view rises up as the cursed-dead under her command. She can promote even the lowliest of draugr to draugr lord with a kiss of her dead lips.





Draugr: AC: 14 (as leather) or by armor; HD: 2; Attacks: claw/claw +1/+1 (1d4/1d4), or weapon +2 (damage by weapon); Morale: 12; Move: 120'; AL: C; Special: Undead; treat as 4HD creature for purposes of turning or control

Greater Draugr: AC: 16 (as chain) or by armor; HD: 4; Attacks: claw/claw +2/+2 (1d4+1/1d4+1), or weapon +4 (damage by weapon +1); Morale: 12; Move: 120'; AL: C

- Undead. Treat as 6HD creature for purposes of turning or control;
- Aura of dread (living creatures within 10' must save vs. magic or suffer -2 to hit).
- Cast *Enlarge* on self 1/day (as a 3rd level caster).

Draugr Lord: AC: 18 (as plate); HD: 9; Attacks: claw/claw +5/+5 (1d6/1d6), or weapon +10 (damage by weapon +2); Morale: 10; Move: 150'; AL: C

- Undead. Treat as 11HD creature for purposes of turning or control.
- Aura of dread (living creatures within 10' must save vs. magic or suffer -4 to hit).
- Immune to non-magical weapons.
- Spells (3/day each, as a 9th level caster): *Cone of Cold*, *Control Weather*, *Enlarge* (self only), *Invisibility*.
- A human or demihuman slain by a draugr lord will rise up as a draugr 2d6 rounds later unless the body is burnt or blessed.

Draugr Queen: AC: 18 (as plate); HD: 13 (75 hp); Attacks: claw/claw/bite +10/+10/+10 (1d6/1d6/1d6), or weapon +13 (damage by weapon +3); Morale: 10; Move: 150'; AL: C

- Undead. Treat as 15 HD creature for purposes of turning or control.
- Aura of dread (living creatures within 30' must save vs. magic or suffer -4 to hit).
- Immune to non-magical weapons.
- Perilous Charm: creatures struck her claw, bite, or weapon attack must save vs. magic or become *Charmed*, as per the spell.
- Spells (3/day each, as a 13th level caster): *Animate Dead*, *Breath of the Draugr* (page 59), *Change Self*, *Cone of Cold*, *Contact Other Plane*, *Control Weather*, *Death Spell*, *Detect Invisible*, *Dimension Door*, *Divination*, *Enlarge*, *Fly*, *Invisibility*, *Wall of Ice*.
- Any human or demihuman that dies within 300' of her rises up as a draugr 1d6 rounds later unless the body is burnt or blessed.



Draugr Karl (Class)

There are many ways a Player Character can become a draugr. A new PC may simply start with the Draugr Karl class. An artifact of dark magic, like the *Crown of the Draugr Queen* (page 63) might transform an existing PC into one of the living dead. Alternately, a kind (or cruel!) GM might allow a slain PC to return as a draugr, swapping their previous class for the Draugr Karl.

Your flesh is leathery and gray, and your black eyes weep frost and tar. Your heart is silent and your breath no longer clouds the arctic air. You've got a taste for people meat. As a Draugr Karl ("free man"), you are different from most other draugr. You retain more of your ego and personality from your previous life and are more willful and independent than your undead kin. While you are not part of her armies, you still visit the Draugr Queen in your dreams and report your activities. Draugr Karl are uniformly Chaotic in alignment. You might not be classically "evil," but you don't function at all well in normal society. You're a perfect dungeon adventurer, in other words.



Level	XP	HP	Paralyze	Poison	Breath	Device	Spell	Trollskap
1	0	1d8	14	12	15	13	16	<i>Enlarge 1/day</i>
2	3,000	+1d8	14	12	15	13	16	
3	6,000	+1d8	14	12	15	13	16	<i>Invisibility 1/day</i>
4	12,000	+1d8	12	10	13	11	14	
5	24,000	+1d8	12	10	13	11	14	<i>Enlarge 2/day</i>
6	48,000	+1d8	12	10	13	11	14	
7	96,000	+1d8	10	8	9	9	12	<i>Enlarge 3/day</i>
8	192,000	+1d8	10	8	9	9	12	
9	384,000	+1d8	10	8	9	9	12	<i>Cone of Cold 1/day</i>
10	576,000	+3*	8	6	7	7	10	
11	768,000	+3*	8	6	7	7	10	
12	960,000	+3*	8	6	7	7	10	
13	+192,000/ level	+3*	6	4	5	5	8	

*Constitution modifier no longer applies



- **XP/Level:** as Elf
- **Attack:** as Fighter
- **Saving Throws:** as Fighter
- **Weapons/Armor:** Any
- **Hit Die:** d8 (as Fighter)

LIVING DEAD

You are immune to *Charm* and *Sleep* spells unless they specifically affect the undead. You are immune to hunger and thirst, and you do not bleed out.

You cannot benefit from clerical spells, and you are burned by holy water (1d6 hp, +1 hp for each level you have) You can be turned as undead by clerics and their ilk. A “turned” result affects you like a *Cause Fear* spell. A “destroyed” result means you must make a save vs. death. Success means you take 1d6 damage for each level the cleric has. Failure means you are blasted to ash.

You have a -2 to reaction rolls with the living, but you get a +2 to all reaction rolls when dealing with sapient undead.

While you don’t exactly sleep, you must enter a deathlike state for 6 hours every day. While in such a state, your soul visits the Draugr Queen to report all you have discovered about the world of the living.

INFRAVISION

If infravision is a thing in your campaign, you can see up to 60’ in the dark.

MANEATER

You do not naturally heal, and you cannot benefit from clerical healing magic. In order to heal damage, you must eat human corpses, no more than 24 hours old. Three times per day, you can eat the choice bits (brain, heart, liver, sweetbreads) of a human and regain 1d8 points of damage. This meal takes a turn to consume. If you take a full hour to consume the entire body, you heal 2d4 hit points, plus an additional 1d4 hp for each level or Hit Die possessed by your meal. Additionally, whenever you eat a someone’s brain, you can ask the GM three yes-or-no questions about that person. The GM will answer truthfully.

Even if you can’t heal any more damage, this is still a handy way to dispose of inconvenient corpses.

TROLLSKAP

The Draugr Queen has granted you several magic abilities. At 1st level you can cast *Enlarge* (on yourself only) once per day. This increases to twice per day at 5th level and three times per day at 7th level. At 3rd level you can cast *Invisibility* (on yourself only) once per day. At 9th level you can cast *Cone of Cold* once per day. You don’t need material components for these spells, but you must be able to speak and have one hand free in order to chant the proper runes and make the correct signs. Your caster level for these spells is equal to your Draugr Karl level.



Pagan's Well

Pagan's Well isn't a well for water, but a deep shaft of cyclopean stone that leads to the ancient burial crypt of a pagan chieftain in the service of the dark god Balor. The well lies in a patch of light forest about a mile and a half south of the village of Kotstadt. The well's location is common knowledge among the villagers, and young lovers often pitch copper pennies down the well for good luck and healthy children.

WHY ARE YOU HERE?

- 1) Rumors of old viking gold at the bottom of the well has tempted the party members' baser natures.
- 2) The Church has hired the party to cleanse the well of the old pagan evil said to lurk in its depths.
- 3) Many of Kotstadt's young people have been found murdered near the well recently. The party has been hired to investigate.
- 4) Count Dracula wants the *Horn of the Draugr* said to be hidden somewhere in the well. You've been recruited by the Count to find it (or by his enemies to prevent him getting it). "Follow the blood" you were told.

MADMAN MURPHY

The well is secretly guarded by Madman Murphy, a creepy hermit who worships the old god Balor and watches the well as he hides in the trees. He doesn't like people snooping around the holy well, but he appreciates the villagers unintentionally paying homage to Balor with their money offerings. As long as interlopers pitch their pennies and leave (and maybe make out a bit), he'll remain hidden and watching. If anyone dares to enter the well, however, he will silently follow them until he can kill them one-by-one.

Madman Murphy: AC: 14 (leather); Specialist 4 (13 hp); Attacks: longknife +1 (1d6), garrote +1 (1d6 per round), or light crossbow +3 (1d6); Morale: 8 (unshakable while guarding the well); Move: 120'; AL: C; Skills: *Bushcraft* 3, *Stealth* 4, *Sneak Attack* 3;

As part of his devotion to Balor, Murphy burnt out his own left eye with a flaming brand. Through his scarred and empty socket, he can see in complete darkness as though it were dusk. While his morale is unbreakable while guarding the well, if a fight is going poorly for him, he will break off and hide, preferring to harrow the intruders with sneak attacks and ambushes.



Murphy lives in a small lean-to hidden in the woods, not too far from the well. It can be found in 1d6 turns with a successful *Search* or *Bushcraft* roll. The lean-to contains only Murphy's few meager belongings: simple cooking tools, several poor-quality badger skins, 327cp in a burlap sack, a bowl of hallucinogenic mushrooms, his father's skull, and a crudely carved statue of a one-eyed giant.

THE PAGAN'S WELL

1) Top of the Well: The well is made of mortared stone and rises to about waist-height. It's about eight feet wide. About 15 feet down, the well shaft is blocked by a rusty iron grate. The spaces between the crisscrossed bars are wide enough for a large man to put his leg through, but there is no door or gate to get through. It would take 1d4+2 hours of work with the proper tools to safely remove the grate and continue downward. However, the grate is not secure in its moorings. The weight of three men (or one man jumping) will cause the grate to bust free of the walls, sending everyone on the grate to fall 100' to the bottom of the shaft (10d6 damage). A save vs. paralysis will allow a character to grab hold of ledge or outcropping and avoid falling (for now).

2) Bottom of the Well: The bottom of the well opens into a circular chamber of carved stone. A foot of stagnant water covers the muddy floor. 537cp are scattered under the water. Crude stone statues of a raven, a stag, and a wolf sit against the wall. A bricked-up doorway rests between the raven and stag statues. It would take about 15 minutes with a sledgehammer to batter it open.

3) The Hidden Burial Complex: The underground chambers and passages are carved out of the native stone with evidence of impressive engineering skill. It is not illuminated, and there are no torch or lamp holders anywhere. The whole place is cold and damp and filled with clinging fog. Even with torches or lanterns, vision is limited to 20 feet due to the fog. The cold mist even limits infravision (but not Madman Murphy).

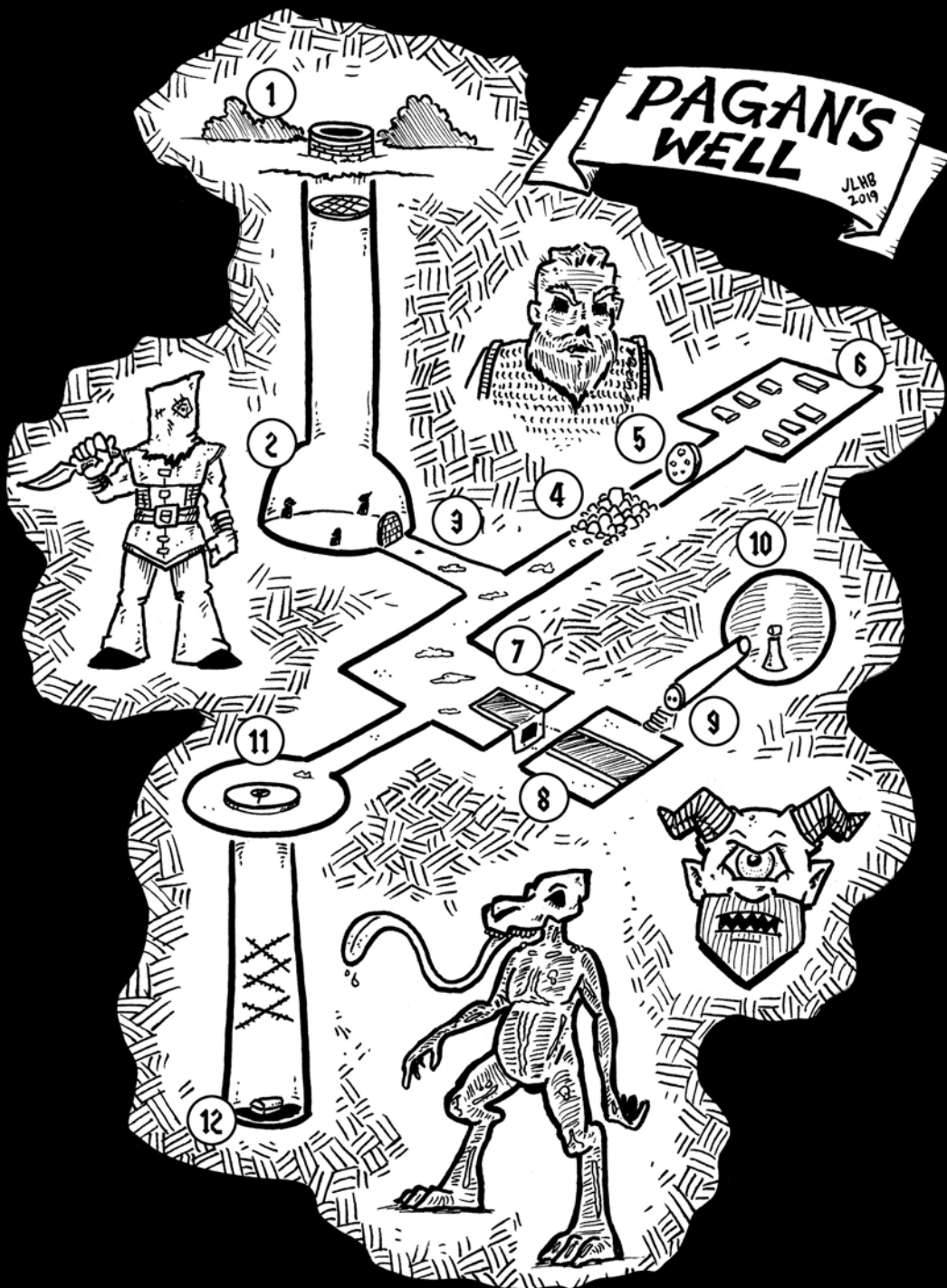
4) Collapsed Tunnel: The roof here has collapsed but can be cleared with the proper tools and 2d6 man-hours of work.

5) Circular Door: This part of the corridor is blocked by a round stone door carved with one-eyed skulls. It will easily roll away to one side with a good shove. However, it is much harder to roll it back into place. Ironically, it requires a successful Open Doors roll to close the door. This is important if the PC are, for instance, running away from the draugr in the next room.



PAGAN'S WELL

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6) Tomb of Jarthdrek Godflayer: The pagan war-priest Jarthdrek Godflayer was buried here a thousand years ago with his six acolytes. Their mummified bodies lie on stone biers carved with images of trolls and blood-gnomes. Their armor has long rotted away, but each acolyte bears a gold torc worth 100sp. Jarthdrek still clutches his mighty weapon (the *Baleful Spear*, page 62) to his chest. As soon as anyone violates the tomb, the bodies will rise up as draugr and attack the interlopers.

Draugr (7): AC: 14 (as leather) or by armor; HD: 2; Attacks: claw/claw +1/+1 (1d4/1d4), or weapon +2 (damage by weapon); Morale: 12; Move: 120'; Special: Undead; treat as 4HD creature for purposes of turning or control

7) Blood Pool: This room is empty except for the rectangular pool of dark, but disturbingly fresh blood at one end. The face of a one-eyed giant is carved into the wall over the pool. The pool is five feet wide, ten feet long, and eight feet deep. The stone lip of the pool is only two inches high. The pool is full almost to the brim, so it will slosh over should anyone enter it. Hidden three feet under the surface of the blood, there is a four-by-four foot hole in the wall that leads fifteen feet to the blood trough in the secret room beyond.

8) Blood Trough: A trough of blood stretches from one end of this room to the other. Like the pool in the connected room, it is five feet wide, ten feet deep, and filled to the brim. While free of fog, it is utterly dark in this chamber, and any light sources a character had were likely soaked in the swim to get here. On the far end of the trough, another face of a one-eyed giant is carved into the stone wall. A steady trickle of dark blood falls from his mouth, filling the blood trough.

Stairs on one side of the trough lead up to a circular door of polished stone. On the other side of the trough, the **Thing in the Well** lurks in a corner. Its glowing red eyes will pierce the darkness. Roll to see what its disposition is.

Disposition of the Thing in the Well (2d6)

2: Horny

3-5: Uninterested

6-8: Inquisitive

9-10: Hungry

11-12: Angry

The Thing in the Well resembles a lanky, skinless humanoid with a sheen of oil covering its bare muscles and tendons. Its head is like the naked skull of a horse. A long, obscene tongue lolls from its jawless mouth. It cannot speak, only gurgle. The Thing's glowing red eyes let it see perfectly in the darkness.



The Thing in the Well: AC: 14 (as leather); HD: 4 (20 hp); Attacks: tongue +4 (1d6 + numbness); Morale: 9; Movement: 120'; AL: C; Special: A creature struck by the Thing's tongue attack must save vs. poison or become numb for 1d6 turns. A numb creature has -2 to their attack and *Tinkering* rolls. Also, the player is not allowed to keep track of their own HP and damage. The GM will roll any damage suffered by the numb character in secret and keep track of it. The GM should still provide the player with visual details and clues about their health

9) Door of Polished Stone: This large, circular door is eight feet in diameter and is made of polished stone, much darker than the rest of the dungeon. Two holes sit side-by-side near the center of the round door. The holes open into shafts about 18 inches deep and six inches wide. At the end of each shaft is an iron handle which can be easily rotated clockwise or counterclockwise. To open the door, the left handle must be turned counterclockwise, while the right handle is turned clockwise at the exact same time. Any other combination of handle-turning will cause razor-sharp obsidian blades to iris shut the openings to the holes. Anyone with an arm (or other appendage) in one of these holes when the blades snap shut must make a save vs. paralysis (one for each arm in a hole) or take 1d8 damage and lose an arm. Success means they only take 1d4-1 damage as they pull their limb out in time.

10) The Black Glass of The Abyss: The open door reveals a long, round corridor of polished black stone, blessedly free of fog. It leads 30 feet to a large, spherical room, 60 feet in diameter. The surface of the spherical room resembles polished black glass, speckled with twinkling stars that fill the chamber with a weird twilight glow. In the center of the room, an iron chest sits atop a glass pillar rising 30 feet from the bottom of the room. This glass pillar will shatter if another 50lbs is piled on top of it, sending the chest (and anyone or anything else on the pillar) crashing to the black surface of the room below (3d6 damage).

Anyone or anything who touches the black, glassy surface of the spherical room must make a save vs. death or get sucked under the surface of the "glass" and deep into interplanetary space. Their friends will see them drift off under the surface of the room, as the victim takes 2d6 damage each round from vacuum, cold, and radiation. If the victim was tied to a rope or otherwise attached to another character, the other character must either let go of the rope or roll under their Strength on 3d6 to avoid being pulled in with them.



If the save vs. death is made, then the person is only pulled half-way into the “glass.” Roll a die. On an even result the top half of their body is free. On an odd result their bottom half is free, while their top half is stuck in outer space. Either way, they take 1d4 damage per round due to exposure. The victim's friends have 1d4 rounds to extract them before they are sucked completely under the surface and drift off into space.

The locked iron chest holds 2000sp and the *Horn of the Draugr* (page 62).

11) Floor Vault: A circular stone cap sits flush to the floor in the center of this chamber, like a large manhole cover. The cap is 10 feet in diameter and is carved with images of ravens, deer, and wolves. An iron wheel sticks out of the middle of the cap. The wheel requires a combined Strength score of 20 to turn. If turned, the entire stone cap will flip 90 degrees, dropping anyone on the cap into the shaft below. A successful save vs. paralysis will allow a character to avoid falling.

Falling down the 100-foot deep shaft causes 10d6 damage. Additionally, half-way down the shaft is strung with 20 strands of crisscrossing razor wire. Anyone falling down the shaft will hit 1d6 strands of razor wire and take 1d6 damage from each. If the razor wire damage brings a character below 0hp, their body is diced into neatly sliced chunks (regardless of whatever “death & dismemberment” house rules might be in play). Careful removal of 1d6 of these strands will allow a character to climb down the shaft.

12) Chieftain's Casket: At the bottom of the shaft, a stone casket sits on a stone bier in six inches of cold water. The lid of the casket is carved in the likeness of a one-eyed giant and is covered in niter. Inside the casket lies the moldering body of Vargyn Half-Face, a pagan war-chief of evil legend. His armor is long rotted away, but a golden mask covers the left side of his face, with a large ruby where the eye should be. This mask is non-magical but is worth 500sp. His golden, wolf-carved bracers are also worth 250sp each.

The casket is not trapped, nor is the body animate. However, the six inches of cold water is infested with disease, and anyone standing in it for more than five minutes must save vs. poison or contract a wasting disease. This disease causes the victim to save vs. poison every day or lose 1d3 Constitution and Charisma as they ooze black goo from every pore and orifice. Three successful saving throws will cure this disease, as will typical magical healing.



Satanic Pacts

Lucifer loves himself some wizards! Magic Users already walk the crooked line of Chaos as they attune their minds to alien magics, but not enough of them are properly evil. The Devil wants to change that, of course. Lucifer will gladly grant gifts of power to any wizard who signs their name in his black book and pledges their soul to the Prince of Hell.

MY MAGIC USER JUST MADE A DEAL WITH SATAN! NOW WHAT?

By making a pact with the Devil, you are saddled with several complications. You can no longer cast spells on holy ground, and you are burned by holy water (1d6 damage per vial). You cannot benefit from spells cast by Lawful characters. Also, you now have some sort of easily-hidden witch-mark on your body, like a moon-shaped birthmark or an extra set of nipples.

Whenever you have enough XP to level up, you must sacrifice a number of non-Chaotic humans with Hit Dice or levels equal to your new level (0-level humans count as 1 HD for this) before you can gain the benefits of your next level. This sacrifice must be done in a properly spooky folk-horror or black-metal fashion--stone altar in an ancient grove, black mass, blood orgy, wicker man, whatever. The GM has final call on whether or not it's wicked enough. The ceremony is attended by a demonic representative of Lucifer with HD equal to your new level (which means Orcus himself might show up when you hit level 20).

For all this trouble, you do gain several benefits. During your level-up ceremony, the demonic servitor will place a new spell of the highest level you can cast into your spellbook. The spell is randomly determined by the GM, but you learn it instantly, without having to spend any time or money researching or transcribing it. This is in addition to any other spells you may or may not normally gain by leveling up as a Magic User.

If you convince another Magic User to join the ranks of Satan, you gain XP equal to twice the amount you would have earned for killing them.

When you level up, roll 1d20 on the Satanic Gifts table. Entries marked with an asterisk can be gained more than once, with cumulative benefits. Otherwise, a duplicate roll gets you nothing this level except the Devil's mocking laughter.



SATANIC GIFTS

- 1) **Secrets Stolen from Heaven***: You add one Cleric spell to your spellbook, chosen at random, of the highest level you can cast (maximum spell level 7). You can memorize and cast this spell as a normal Magic User spell. You can scribe scrolls of this spell, usable by Magic Users and Elves but not Clerics. Other Magic Users cannot copy the spell into their books, however, unless they also have this gift.
- 2) **Forever Young**: You stop aging.
- 3) **Hex Appeal***: Your Charisma bonus increases by 1 (maximum +4).
- 4) **Skyclad**: When you are naked (jewelry and hats are acceptable) your AC is increased by your CHA bonus +1 (minimum 1).
- 5) **Black Kisses***: Once per day, your kiss can cause narcotic sleep for 1d6 hours unless your victim makes a save vs. poison. Additional instances of this gift increase the number of times per day you may use this poison kiss.
- 6) **Luciferian Prodigy**: The time required for you to learn or transcribe spells is cut in half.
- 7) **Toil and Trouble**: The time it takes you to craft potions is cut in half.
- 8) **Demonic Scribe**: The time it takes you to create spell scrolls is cut in half.
- 9) **Malefactor**: The time it takes you to craft wands and staves is reduced by 25%.
- 10) **Typhoid Mary**: You are immune to mundane diseases, although you can still act as an infection vector.
- 11) **Blessing of Brimstone**: You take half damage from fire (and nothing if you succeed in a save that would normally reduce the damage to half). You are also immune to mundane hot weather, up to blistering desert temperatures.
- 12) **Ninth Circle**: You take half damage from cold (and nothing if you succeed in a save that would normally reduce the damage to half). You are also immune to mundane cold weather, up to subarctic temperatures.
- 13) **Eat Your Heart Out***: Once per day, you may eat the still-warm, raw heart of a human and heal 1d6 hp, plus 1 extra hit point per Hit Die or level of the victim (0-level characters count as 1). You can double this amount if the heart donor is a virgin. Eating a heart takes 1 turn. Additional instances of this gift increase the number of times per day you can eat a heart, but don't increase the damage healed per meal.



14) Parselmouth*: You can speak to snakes and have a +1 reaction bonus with them.

15) Black Phillip: Once per night, you can polymorph into a large, black goat. This transformation takes 1 turn, during which time you are considered stunned and helpless. As a goat, you can speak in a sultry whisper but cannot cast spells. You instantly revert back to normal at dawn or if you are brought to 0 hp or less. You cannot end the transformation early.

- **Goat:** AC: 14 (as leather); Attacks: horns +2 (1d4); Movement: 150'

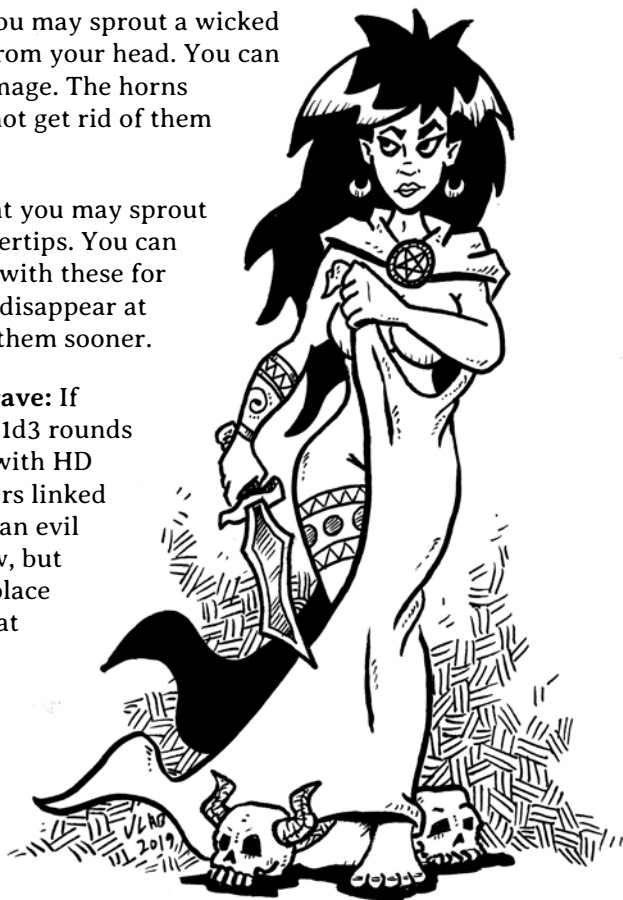
16) Child of Darkness*: Gain 2 dots in the Stealth skill. Additional instances of this gift increase Stealth by 1, to a maximum of 6 dots.

17) Red Right Hand*: Your Attack Bonus increases by 1.

18) Horny: Once per night you may sprout a wicked pair of serrated goat horns from your head. You can attack with these for 1d8 damage. The horns disappear at dawn. You cannot get rid of them sooner.

19) Red Nails: Once per night you may sprout wicked claws from your fingertips. You can make two attacks per round with these for 1d4 damage each. The claws disappear at dawn. You cannot get rid of them sooner.

20) Strike Back from the Grave: If someone kills you, you arise 1d3 rounds later as an undead creature with HD equal to your level and powers linked to your manner of death. As an evil revenant, you're an NPC now, but at least you can take some solace in revenge. (The GM should at least let you play your initial rampage.)



Vampires

Vampirism is a disease, a curse, a necromantic transformation. Unlike many undead creatures, vampires keep much of the skills, memories, and personalities that they possessed in life. However, their minds are corrupted with the powers of Chaos. With the transformation into unlife, a vampire becomes a hollow mockery of the person they were in life. All their good traits are burned away, and every dark aspect of their soul is amplified and exaggerated. Despite what the romantics might say, there is no such thing as a “good” or “repentant” vampire.

Most vampires are created when a human is murdered by the exsanguinating bite of an existent vampire. At the moment of death, part of the victim’s soul is boiled away, and the sickening miasma of Chaos fills the void. Dracula calls this the **Black Apotheosis**. At this point the victim’s corpse is destined to rise as a vampire after three nights of post-mortem mutation. Neither funerary rites nor simple clerical magic can stop this transformation. Burning the body will free the soul to Judgement and prevent the body from rising as yet another blood-slaving fiend.

While most vampires are created by the process above, some vampires are created by the direct intervention of the powers of Hell. People who performed exceptional evil in life—serial killers, diabolists, warlords, and apostates—may be granted the Black Apotheosis directly by Lucifer (or any other of the distressingly common forces of cosmic Evil). Vampires raised in such a manner are often powerful beyond the measure of other undead. It is rumored that Dracula himself was created in such a manner.

Barring exceptional individuals like Count Dracula, vampires come in two varieties—**plebs** and **patricians**. Vampire plebs are younger, weaker vampires with fewer powers. Plebs do not have the ability to create other vampires. Patricians are the nobility among vampires. They are more powerful than plebs and can spawn more vampires. A human who dies by a vampire patrician’s blood drain will rise as a vampire pleb, loyal to its maker. A pleb can ascend to patrician status through decades or centuries of spreading evil, feeding on the blood of the innocent, and slowly growing in power. A vampire patrician can also perform an unholy blood ceremony known as the Red Baptism that will instantly allow a pleb to ascend to patrician.



Vampire Pleb: AC: 16 (as chain); HD: 7; Attacks: Claw/Claw +7/+7 (1d4/1d4) or weapon +9 (damage by weapon); Move: 120'; Morale: 10; AL: C; Special: Undead, 120' infravision, and more below.

- If both vampire's claw attacks hit, they can make a bite attack (+9 total to hit) that inflicts 2d4 damage. This savage throat rending neither drains blood nor heals the vampire.
- The vampire can bite a charmed, grappled or helpless victim and drain them of blood to feed and heal. A drained victim takes 1d6 Constitution damage. The vampire regains 1d6 hp for every point of Constitution drained.
- Wounds from normal weapons heal before the vampire suffers any damage. The vampire can only be hurt by magical weapons or those made of silver or wood.
- The vampire can cast *Charm Person* three times a day. This requires eye contact with the target.
- If a person firm in faith to God presents their holy symbol to the vampire, the vampire must make a saving throw vs. magic or be filled with holy dread. The vampire cannot approach and will attempt to flee from the holy symbol and its wielder.
- The vampire can climb up sheer surfaces as though under the effects of a permanent *Spider Climb* spell.
- At will, the vampire can polymorph into one (and only one) specific animal, chosen from the list below.
 - **Bat:** +2 AC, 180' fly speed
 - **Rat:** +2 AC, 5-in-6 stealth chance
 - **Wolf:** Bite attack (+7 to hit, 1d8 damage), 180' movement; 4-in-6 stealth chance
 - **Viper:** Bite attack (+7 to hit, save vs. poison or die in 1d4 turns)
- Driving a wooden stake through the heart of a vampire pleb will instantly slay it. If successfully struck by a sharp wooden weapon with a natural roll of 18 or higher, the vampire must make a save vs. paralysis or be staked. A staked vampire pleb instantly turns to ash and dies.
- During the daylight hours, the vampire pleb must make a save vs. paralysis every hour or fall unconscious, unable to wake until the sun sets. A vampire pleb exposed to sunlight takes 2d6 damage each round and must make a save vs. death each round or die instantly.
- A vampire pleb can freely cross running water and is not required to sleep in a bed of soil.
- The vampire does not cast a reflection in mirrors but is not repelled by their presence.
- The vampire cannot enter a private home without an invitation from a rightful resident.
- The vampire cannot abide the scent of strong garlic and must make a save vs. poison to come within 10' of such odor.



Vampire Patrician: AC: 18 (as plate); HD: 10; Attacks: Claw/Claw +10/+10 (1d6/1d6) or weapon +12 (damage by weapon+2); Move: 120'; Morale: 10; AL: C; Special: Undead, 120' infravision, and more below.

- If both vampire's claw attacks hit, they can make a bite attack (+12 total to hit) that inflicts 2d6 damage. This savage throat rending neither drains blood nor heals the vampire.
- The vampire can bite a charmed, grappled or helpless victim and drain them of blood to feed and heal. A drained victim takes 1d6 Constitution damage. The vampire regains 1d6hp for every point of Constitution drained. A character fed upon in this manner has a -2 to any saves against the vampire's charm until the Constitution damage is healed. A character reduced to 0 Constitution dies, then rises three nights later as a vampire pleb under thrall to the patrician.
- The vampire can cast *Charm Monster* at will. This requires eye contact with the target.
- Wounds from normal weapons heal before the vampire suffers any damage. The vampire can only be hurt by magical weapons or those made of silver. Wooden or iron weapons only hurt the vampire patrician if it pierces their heart.
- The vampire can climb up sheer surfaces as though under the effects of a permanent *Spider Climb* spell.
- At will, the vampire can polymorph into a large wolf. In this form, the vampire has a movement speed of 180', can make a bite attack (+10 to hit, 2d4 damage) and has a 4-in-6 stealth chance.
- At will, the vampire can polymorph into a large bat. In this form, the vampire's AC is increased by 2 (due to its speed and size) and has a flying speed of 180'.
- At will, the vampire can turn into mist, as though using the *Gaseous Form* spell.

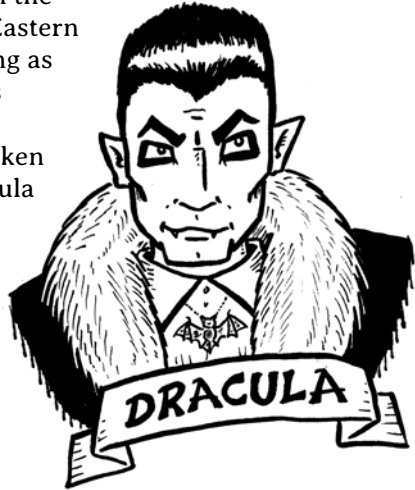


- Driving a wooden or iron stake through the heart of a vampire patrician will hold it immobile and in great pain, unable to act. A vampire patrician brought to 0 hit points while staked will die and turn to ash.
- Staking a vampire in combat is difficult. If an attack made with a cold iron or wooden stake successfully strikes the vampire patrician with a natural attack roll of 19 or 20, the vampire must make save vs. paralysis or be staked.
- An unstaked vampire patrician brought to 0 hit points reflexively turns to mist and retreats to their coffin. If they cannot return to their coffin within 10 turns, the vampire dissipates and dies. If they safely retreat to their coffin, the vampire becomes solid once more, but remains unconscious and quite vulnerable. They remain in such a state until the next sunset when they arise again, fully healed.
- During the daylight hours, the vampire must make a save vs. paralysis every hour or fall unconscious, unable to wake until the sun sets. A vampire exposed to sunlight takes 3d6 damage each round. They will die if brought to 0 hit points in such a manner.
- The vampire must rest in a bed of soil taken from lands infected by plague. If they rest for at least 6 hours in this pestilent soil, they regain all their lost hit points.
- If a person firm in faith to God presents their holy symbol to the vampire, the vampire must make a saving throw vs. magic or be filled with holy dread. The vampire cannot approach and will attempt to flee from the holy symbol and its wielder.
- A vampire patrician cannot cross running water unless safely encased in plague soil. Vampires cannot swim, and full-body submersion in running water will cause the vampire 2d6 points of damage each round. They will die if this brings them to 0 hit points.
- The vampire does not cast a reflection in mirrors but is not repelled by their presence.
- The vampire cannot enter a private home without an invitation from a rightful resident.
- The vampire cannot abide the scent of strong garlic and must make a save vs. poison to come within 10' of such odor.



Count Dracula

Dracula is a name that has struck fear in the hearts of good men and women across Eastern Europe for countless generations. As long as anyone can remember, there has always been a Dracula haunting the dark Carpathian Mountains deep in the forsaken land of Transylvania. Whether the Dracula that resides there now is the same one that terrorized the night 200 years ago is the matter of some debate among more loose-tongued villagers. All that is for certain is that his evil grows ever stronger, ever hungrier, with the passing of each lifetime.



His evil poisons the land, and the rest of the world seems to reject Transylvania on a subconscious—perhaps cosmic—level. Wolves are larger and bolder, bats more bloodthirsty, mountains darker and more jagged, storms more destructive. No army wants to invade Transylvania. Even the church and its fire-maddened inquisitors prefer to just ignore that benighted land.

Dracula is a king among vampires, the most powerful of his kind. He has more powers and fewer vulnerabilities than any other vampire. Even the accursed sun only weakens him, not destroys him outright. While he has studied all forms of black magic, Dracula is not a spellcaster. Still he has more academic occult knowledge than many arch-wizards, and his blasphemous libraries would be the envy of any cabalist.

And yet, Count Dracula still has his limitations and relies on the work of several powerful minions. Despite his formidable powers of mesmerism, Dracula prefers to instill loyalty in his henchmen the old-fashioned way—through a combination of fear and promises of wealth and power. Dracula is generous with gifts and gold to those minions that please him, but he is quick to anger. Underlings that fail him rarely get a chance to make a second mistake.



SECRET ORIGINS OF DRACULA

No one knows Dracula's true origins. He (or someone very much like him) has been a presence in Transylvania for as long as anyone can remember. And while none know his origins with any certainty, there are several intriguing theories.

1. Dracula is Pontius Pilate, cursed by God for his complacency in the death of Christ. The man who "washed his hands" of Jesus is now confounded by running water.
2. Dracula is the last surviving priest-king of an ancient pre-human empire (Lemuria, the Annunaki, Duvan'Ku, etc...). As the Great Flood washed away their civilization, Dracula was sent forward in time to reestablish the Empire with his inhuman powers.
3. Dracula was a medieval warlord from Wallachia. When his homeland was invaded by Turks, Dracula sought out the great vampire queen, Echidna, and begged her for the power to repel the invading armies.
4. Dracula and his minions are the vanguard of an alien invasion force from a dark dimension. Once they establish a foothold in our realm, the undead armies of Dracula's superiors will sweep across the Earth. Their invasion plans operate on a time scale of centuries.
5. Dracula was a minor noble who contracted the bubonic plague. A rare mutation in his family bloodline, strengthened by generations of inbreeding, reacted with the plague virus and transformed him into a blood-drinking monstrosity.
6. Dracula was a vain and jealous king who, fearing death and unwilling to cede his own power, sacrificed his own children to Lucifer in exchange for eternal life.
7. Dracula was a pagan war-chief in service to the black dragon god of sorcery, Zirnitra. When he and his clan were slaughtered by invading Christians, Zirnitra brought him back to life as "the Son of the Dragon."
8. Dracula is the half-demon son of a cruel Transylvanian noble and an ambitious succubus. He knows the name of 666 demons and can call upon them for advice and counsel.



COUNT VLADISLAV DRACULA

PRINCE OF EVIL, KING OF ALL VAMPIRES

AC: 18 (as plate); HD: 15 (90 hp); Attacks: claw/claw +15/+15 (1d8/1d8), or weapon +18 (by weapon +3), or others (see below); Movement: 120'; Morale: 9; AL: C; Special: Undead, 120' infravision, and more below.

DRACULA'S POWERS

- At will, Dracula may enthrall any creature he locks eyes with, creating the same effect as the *Charm Monster* spell.
- At will, Dracula can command undead creatures as though casting *Turn Undead* as an evil 15th level Cleric.
- If both of Dracula's claw attacks hit, he can make a bite attack (+17 total to hit) that inflicts 2d6 damage. This savage throat rending neither drains blood nor heals Dracula.
- Dracula can bite a charmed, grappled or helpless victim and drain them of blood to feed and heal. A drained victim takes 1d6 Constitution damage. Dracula regains 1d6 hp for every point of Constitution drained. A character fed upon in this manner has a -4 to any saves against Dracula's charm until the Constitution damage is healed. A character reduced to 0 Constitution dies, then rises three nights later as a vampire pleb under Dracula's thrall.
- Wounds from normal weapons heal before Dracula suffers any damage. He can only be hurt by magical weapons or those made of silver, and non-magical silver weapons only inflict half damage. Wooden or iron weapons only hurt Dracula if they pierce his heart.
- **"I am a prince among my kind!"** Dracula is not repelled by holy symbols unless used as part of a *Turn Undead* ability.
- Three times per day, Dracula can cause all holy symbols within 50' to melt or burst into flame and all holy water within 50' to spoil. If the symbol or water is in the possession of a character, they can make save vs. magic to avoid this effect.
- At will Dracula can polymorph into a swarm of bats. In this form he has a fly speed of 180' with perfect maneuverability. He retains all his normal weapon immunities. In addition, individual weapon attacks only inflict 1hp of damage per successful hit. Area effect attacks inflict their normal damage.
- At will, Dracula can polymorph into a bear-sized wolf. In this form, he has a speed of 180', has a claw/claw/bite attack routine that inflicts 1d8/1d8/2d6 damage, and has a 3-in-6 stealth chance.



- Dracula can climb up walls as though under a permanent *Spider Climb* spell.
- At will, Dracula can turn into mist, as though using the *Gaseous Form* spell.
- If brought to 0 hp, Dracula will reflexively turn to mist and retreat to his coffin, where he will reform with 1 hp and fall asleep. In this torpid state, Dracula is very vulnerable to staking. He will awaken the next sunset with full hit points.
- Driving a stake of wood or iron through Dracula's heart greatly weakens him. While staked, Dracula is held immobile and in pain. He loses all his immunities and cannot access his powers. If exposed to direct sunlight in such a state, he will take 4d6 damage per round. If brought to 0 hp while staked, he will die permanently.
- Staking Dracula in combat is difficult. If an attack made with a cold iron or wooden stake successfully strikes him with a natural attack roll of 20, he must make save vs. paralysis or be staked.
- If Dracula is brought to 0 hit points while unstaked, he reflexively turns to mist and retreats to his coffin. If he cannot return to his coffin within 5 turns, he dissipates and dies. If he safely retreats to his coffin, he becomes solid once more, but remains unconscious and quite vulnerable. Dracula remains in such a state until the next sunset when he arises again, fully healed.
- Dracula does not normally take damage from sunlight. However, during the daylight hours he loses all his powers and immunities, except for his *Charm* ability. During this time, he takes on the form of an ancient and stooped old man with rat-like teeth. He regains his powers and youthful appearance as soon as the sun sets.
- Dracula cannot cross running water unless safely encased in plague soil. He cannot swim, and full-body submersion in running water will inflict 1d8 points of damage each round. Dracula will die if this brings him to 0 hit points.
- Dracula does not cast a reflection in mirrors but is not repelled by their presence, nor is he bothered by garlic.
- Dracula cannot enter a private residence without an invitation from a rightful resident. However, as the lord of Transylvania, he can freely enter any home within that dark land.



Dracula's Minions

YGOR, THE HUNCHBACK

Ygor's father was a rich and influential surgeon, widely considered to be the best physician in the principality. When Ygor was born with severe deformities, his father tried every medical trick and technique at his disposal to correct his maladies. Yet it was to no avail, indeed many of the invasive surgeries attempted by the frustrated surgeon only seemed to make young Ygor's condition worse. Finally, growing ever more hateful of his son and frustrated with his own failures, Ygor's father sold the child to a wandering circus troupe.

Ygor lived and traveled with the circus for two decades, laboring under the yoke of the cruel circus master. Ygor performed in the freak show, cleaned up after the animals, procured illicit goods for performers, and did whatever dirty work no one else in the troupe was inclined to do. One night, while performing in Transylvania, a dark and blood-eyed figure, Count Dracula himself, swept upon the circus, slaking his thirst after some perceived slight. The terrified circus master offered Ygor to Dracula as a price for his own miserable life. Dracula laughed and killed the circus master but decided to take on Ygor as his own servant. Dracula is the only person to ever treat Ygor with respect and value, and the misshapen hunchback is utterly loyal to the Count.

Ygor serves as Dracula's personal valet and assistant. He is also the Count's coachman and farrier and prepares meals for visiting guests. His singing voice is eerily angelic, and he often accompanies Dracula when the count plays the organ.

Ygor: AC: 14 (leather armor); HD: 5 (30hp); Attack: club +5 (1d6) or whip +5 (1d3, save vs. paralysis or be grappled); Move: 90'; Morale: 7; AL: C; Special: 4-in-6 stealth chance, 5-in-6 chance to open locks and set/disable traps, x3 damage with successful sneak attack.

TALBOT PENDERGHAST, THE WOLFMAN

Talbot Penderghast was a mercenary captain whose company, the Black Wolves, had a reputation for taking jobs considered too ruthless or dishonorable, even by the questionable standards of mercenaries. An evil boyar hired Penderghast to wipe out a Romani community within his lands as part of a terrible new pogrom. The Black Wolves fell upon the settlement



in the middle of the night, slaughtering men, women, and children. In their grief, the survivors called down a curse upon Penderghast. “As a wolf you so act, as a wolf you shall be!” Penderghast became a werewolf, cursed to transform into a ravaging beast every full moon. Unfortunately for the powers of good, this new situation suited Penderghast just fine. His curse only gives him more power and better ability to slaughter the weak. He has adapted quite well, and his reputation for slaughter drew him into Dracula’s employ.

Captain Penderghast is a cruel bully who enjoys using his power to terrorize others. He is very loyal to Dracula, as the Count gives him plenty of opportunities to indulge his cruelties and pays him well to boot. He serves as the commander of Dracula’s guards, and operates as his enforcer on outside missions. Penderghast has decent control over his curse and can shift back and forth from his “wolfman” form at will. During the three nights of the full moon, he is forced into the form of a man-eating dire wolf. He refers to these nights as his “monthly sabbatical,” and looks forward to that time when Dracula relieves him of his duties. Penderghast is Dracula’s most trusted henchman, and the Count has entrusted him with the *Sword of Dracula* (page 63).

Captain Talbot Penderghast, human form: Fighter 5 (30hp); AC: 14 (leather armor); Attacks: sword +6 (1d8), or other weapon; Move: 120’; Morale: 8; AL: C

Captain Talbot Penderghast, wolfman form: HD: 5 (30hp); AC: 16 (as chain); Attacks: claw/claw/bite +6/+6/+6 (1d4/1d4/1d6), or 2 weapon attacks +8/+8 (by weapon +2); Move: 150’; Morale: 10; AL: C; Special: infravision 60’; only injured by magic or silver weapons.

Captain Talbot Penderghast, wolf form: HD: 5 (30hp); AC: 18 (as plate); Attacks: bite +9 (2d6); Move: 180’; Morale: 11; AL: C; Special: infravision 120’; only injured by magic or silver weapons; a human injured by the bite attack must make a save vs. polymorph the following night or be permanently transformed into a normal wolf, loyal to Penderghast (*Remove Curse* will undo the transformation).

LADY BLACKWATER, THE FISH-WOMAN

Twenty years ago, Count Dracula sent a cadre of Spanish mercenaries to the Yucatan to investigate rumors of a golden temple to Camazotz in order to uncover any link between the Mayan bat god and ancient vampires. The Spaniards never found the temple, but they did find a hidden lagoon



surrounded by uncanny, pre-human statues. This lagoon was the home to a curious piscine humanoid, by all evidence the last survivor of her ancient species. They captured the creature and brought her back to Transylvania as a gift to Count Dracula. Of course, Dracula killed the mercenaries for their failure, but spared their families in gratitude for their gift.

Dracula named the fish-woman “Lady Blackwater” and set her up a lair in the moat of his castle. Her alien, piscine mind is hard for Dracula to understand, even with his great powers, but Lady Blackwater seems happy enough to spend her days in the moat, protecting the castle from interlopers. Even Dracula himself cannot tell if she is operating under the effects of his charm or if the fish-woman harbors some strange affection for the Count.

Lady Blackwater is a lanky humanoid covered in thick, blue-green scales. She has webbed hands and feet that end in razor-sharp claws, a frill of gills around her neck, and large, lantern-bright eyes. She can breathe air and water with equal ease and is most often found in the moat around Castle Dracula or the river beneath. When encountering a human male with a Charisma of 15 or more, there is a 4-in-6 chance that she will become dangerously enamored with him.



Lady Blackwater: HD: 6 (hp: 30); AC: 16 (as chain); Attacks: claws/claw +6/+6 (1d6/1d6); Move: 120', swim 180'; Morale: 8, AL: N; Special: amphibious, infravision 120', +4 to save vs. mind-altering effects, double damage from fire.

GRIFFIN RADCLIFFE, INVISIBLE WIZARD

Griffin Radcliffe was a young prodigy who showed a natural aptitude for alchemy and diabolism at a young age. This generally caused a great deal of concern for his small God-fearing village. At the age of 14, representatives from the Scholomance invited young Griffin to attend that secretive school of black magic hidden somewhere in the Carpathian Mountains. He was eager to accept, and his family and village were happy to be rid of him.

Griffin studied for five years within the shadowed halls of the Scholomance where, according to him, he and his twelve classmates learned the secrets of sorcery from the Devil himself. During his final trials, however, Griffin suffered an alchemical mishap and the young man was rendered permanently invisible. To this day, Griffin insists one of his rival classmates sabotaged him, as he would never make such a blunder.

The bitter young wizard left the Scholomance in disgrace. With little more than his spellbook and a handful of bandages to wrap his invisible flesh, Griffin wandered from village to village in Transylvania, always looking for a clue to his accursed condition, but never finding a solution. To support himself he turned to burglary and assassination, making some use of his invisibility, or casting curses upon anyone for a handful of silver.

Eventually, he heard tell of the great occult library in Castle Dracula. Desperate, and hoping beyond hope that such a library might hold clues to a cure, Griffin made his way back into the mountains and stole his way into the castle. Count Dracula discovered the invisible wizard in the depths of his own library. Instead of destroying Griffin, the Count was impressed by the young man's audacity and took him on as a servant, making him his own court wizard. (He did, after all, need a new wizard at his beck and call, since Elizabeth Bathory had betrayed him some years ago.)

Griffin Radcliffe is utterly invisible, but it doesn't affect his clothes or anything he is carrying. In order to have some semblance of normality, he usually wraps himself in bandages and covers himself in thick velvet robes. He is usually found in Dracula's magical library, performing whatever research or experiments Dracula requires of him. In his free time, he continues to look for a cure to his invisibility (Dracula assumes there is none). Thanks to the library, Griffin has access to almost any spell



imaginable, and will prepare spells according to what he suspects he'll need for any specific day. By default, he'll typically have the following spells memorized: *Bookspeak*, *Comprehend Languages*, *Summon*, *Mirror Image*, *Phantasmal Force*, *Ray of Enfeeblement*, *Hold Person*, *Speak with Dead*, *Dimension Door*.

Griffin Radcliffe: Magic User 7 (hp: 20); AC: 12 (unarmored); Attacks: poisoned dagger +1 (1d4, plus save vs. poison or paralysis for 1d4 turns), Move: 120'; Morale: 8; AL: C; Special: permanently invisible, but does not affect his clothing or items carried; Spells

LILLIAN, CYBELLE, AND ISADOLE, DRACULA'S WIVES

Dracula is an evil mockery of a man, with dark passions and fearsome lusts. At any given time, the Count has in his thrall three female vampire of exceptional beauty. These "wives" are enthralled to serve Dracula's will as servants and faux spouses. Inevitably, Dracula winds up destroying his wives in one of his dreadful rages, and he must replace them with new victims.

These women are taken from nearby villages, traveling nobles, or even unfortunate adventurers. Regardless of what their names were in life, upon succumbing to undeath they are given the name of one of Dracula's former wives as they take their place in his unhappy household. Dracula is not an admirable husband.

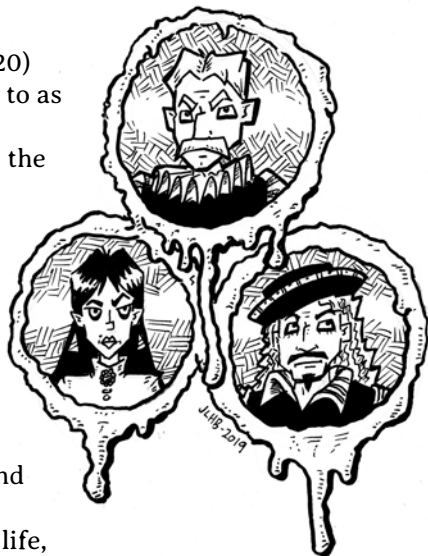
Despite their supernaturally enforced loyalty to Dracula, the wives uniformly despise the Count. While they cannot take direct action against him, they may be willing to lend subtle aid to interlopers looking to slay Dracula.

Dracula's wives are vampire plebs (page 19) with maximum Hit Points. **Lillian** has ash blonde hair and was the daughter of a traveling foreign priest who foolishly sought hospitality in Castle Dracula. She can transform into a bat. Red-haired **Cybelle** was part of an adventuring party who came to Transylvania looking to loot the tombs of the ancient boyars until Dracula descended upon their camp one unfortunate night. She can transform into a wolf. **Isadole** was part of a traveling troupe of circus performers. She loved entertaining children with romantic puppet shows but was taken by Dracula as toll for the rest of the troupe to pass through his lands. Raven-haired Isadole can turn into a viper.



DRACULA'S DISCIPLES

Dracula has three vampire patricians (page 20) under his thrall, whom he collectively refers to as his disciples. They are his most devoted and valuable servants and are the ones he grants the most freedom and leeway. Their power and influence are too valuable to the Count to squander. These disciples are each powerful vampires in their own right, with their own domains, minions, and networks. They work to cement Dracula's power across Europe, with plans to spread to the New World in the near future.



Baron Sigfried von Winter holds lands in and around the Black Forest in southwestern Germany. He was a canny military leader in life, and his small army of undead and enthralled soldiers now help maintain peace in his territory. His lands have avoided the chaos of war and disease that has plagued neighboring states but not without cost. Settlements under von Winter's rule exist in a perpetual police state with churches and all expressions of religion strictly prohibited.

Lady Katherine Vesper was the youngest daughter of a powerful and influential English cloth merchant. She cannily orchestrated the deaths of her siblings until she became the sole heir to her family's fortunes. Since Dracula has blessed her with the Black Apotheosis, her ambition has only grown. In addition to controlling a vast trading empire, she is also the will behind many criminal gangs in London. These gangs often recruit orphans into their ranks, who Katherine personally grooms into perfect undead servants when they reach the proper age.

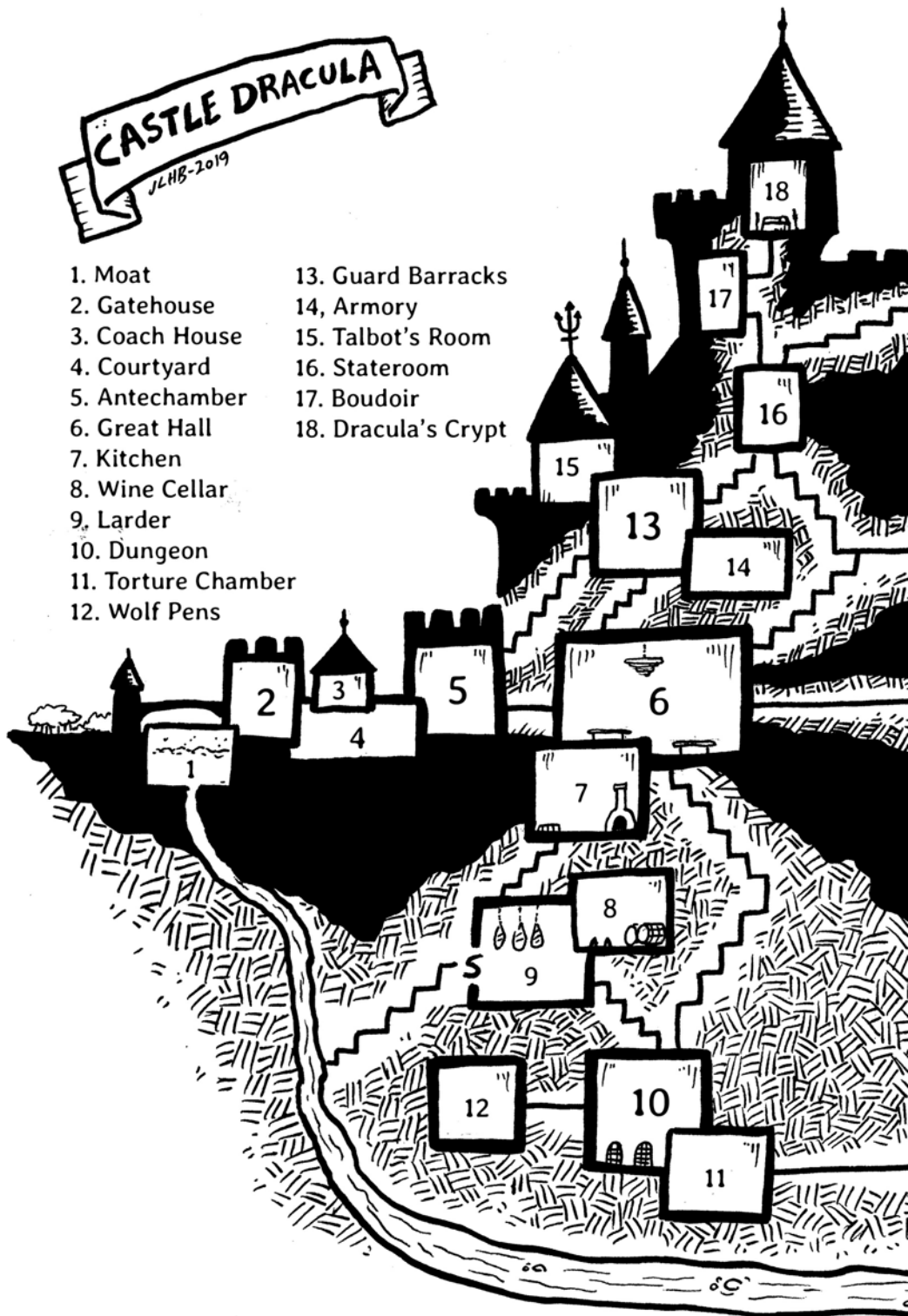
Don Alejandro Salazar was a gentleman adventurer from Barcelona and a distant cousin to the powerful Habsburg family. Before becoming a vampire beneath the fangs of Count Dracula, Salazar led several expeditions to both Africa and South America, accumulating a fortune in stolen gold and converting many natives to Catholicism at the point of the sword. Even after his own personal death and resurrection, Salazar maintains many connections within the Church. He is especially fond of enthralling wayward monks and clerics into his service. Several ancient cemeteries and churches have been secretly deconsecrated through the efforts of his thralls. Salazar is currently spearheading Dracula's plans to establish a domain in the New World.

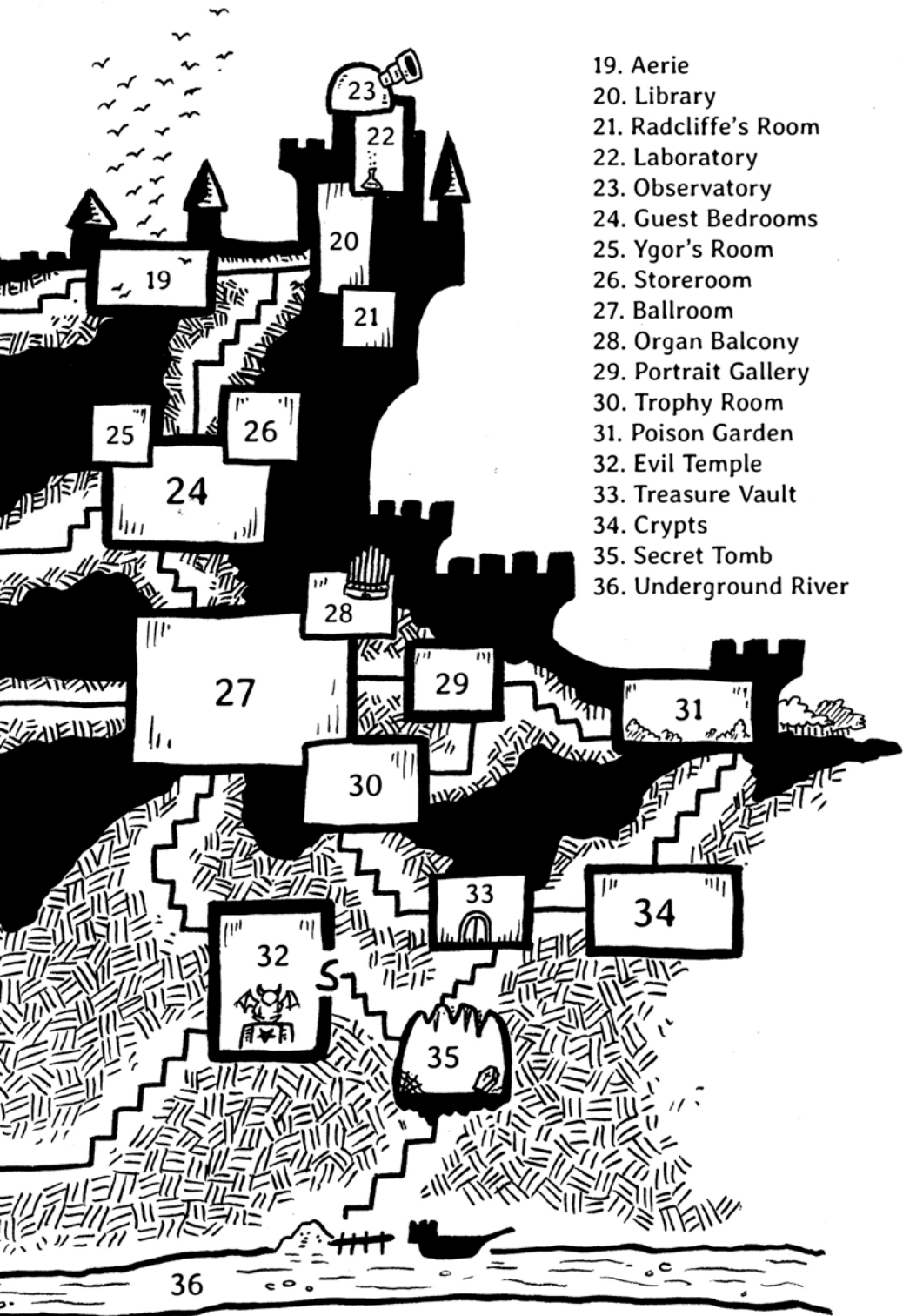


CASTLE DRACULA

JLHB-2019

- | | |
|---------------------|---------------------|
| 1. Moat | 13. Guard Barracks |
| 2. Gatehouse | 14. Armory |
| 3. Coach House | 15. Talbot's Room |
| 4. Courtyard | 16. Stateroom |
| 5. Antechamber | 17. Boudoir |
| 6. Great Hall | 18. Dracula's Crypt |
| 7. Kitchen | |
| 8. Wine Cellar | |
| 9. Larder | |
| 10. Dungeon | |
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19. Aerie
20. Library
21. Radcliffe's Room
22. Laboratory
23. Observatory
24. Guest Bedrooms
25. Ygor's Room
26. Storeroom
27. Ballroom
28. Organ Balcony
29. Portrait Gallery
30. Trophy Room
31. Poison Garden
32. Evil Temple
33. Treasure Vault
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35. Secret Tomb
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Castle Dracula

Castle Dracula is a sprawling edifice nestled high in the Carpathian Mountains in the northern parts of Transylvania. This gothic manse is made of dark gray stone and features crooked towers, black iron spires, and looming gargoyles. Most of the interior chambers show years of neglect. Dust, cobwebs, and funerary shrouds drape most of the halls and surfaces. Lurid tapestries and bizarre taxidermies decorate many of the walls. It is preternaturally cold and drafty, even in the most central of chambers.

Exploring the castle is no easy matter. Dozens of empty and abandoned rooms are connected by twisting corridors and misleading staircases. The castle itself seems to possess a malevolent and capricious will of its own. Hallways and rooms seem almost to rearrange themselves when unobserved in an effort to confound visitors and intruders. Only Dracula and his designated servants can navigate the castle with ease.

Because Castle Dracula is such a massive building full of hundreds of empty (and uninteresting) chambers and corridors, mapping the entire thing is a task suited only for fools and madmen. Instead, Castle Dracula is presented as a point-crawl map, where only the most interesting parts of the castle are included, connected to each other by abstracted paths showing how each point connects to another.

Points connected directly to each other, without a line between them, are easy to travel to and from and require just a few moments of walking. Points that are connected by a line, however, are harder to reach. To move to these extended points, explorers will need to navigate through the benighted halls of Castle Dracula, poking their heads in and out of abandoned chambers while the castle itself works against you. To travel from one point to another point connected by a line takes 1d6 turns and risks discovery. When you travel like this, the character leading the exploration should roll 2d6 and add their Intelligence modifier and consult the results below.



When you skulk through the benighted halls of Castle Dracula, roll 2d6+INT:

- **10+:** You get all three of the options below.
- **7-9:** You chose one of the options below, and the GM choose another.
- **6 or less:** The GM choses one of the options below.
 - You move quickly.
 - Traveling to your next point takes 1d6 minutes instead of 1d6 turns.
 - You don't get lost.
 - If you get lost, you wind up in a randomly determined point, unsure of how exactly you wound up there.
 - You don't draw attention to yourself.
 - The next random encounter roll is made on a d8 instead of a d6.

RANDOM ENCOUNTERS

Roll for a random encounter every 2 turns while exploring Castle Dracula. Encounters can occur in both specific room or the labyrinthine hallways between them. During the daylight hours, the chance of an encounter is 1-in-6. At night, this increases to 2-in-6. If the “you don't draw attention to yourself” option above is chose, this chance is reduced to 1-in-8 and 2-in-8. If an encounter is indicated, roll 2d6 on the table below.

Random Encounters in Castle Dracula (2d6)

2: Dracula's wives

- Lillian, Cybelle, and/or Isadole (page 30) bored and looking for amusement.

3: Griffin Radcliffe

- The invisible wizard (page 29), traveling to or from the library.

4: Ghost

- The ghost of a would-be vampire hunter, now cursed to wander these halls.
- **Ghost:** AC: 12 (as unarmored); HD: 6; Attacks: touch of the grave +6 (2d4, and save vs. magic or age an equal number of years); Move: 120' fly; Morale: 10; AL: C; Special; Undead; Incorporeal; Only hurt by magic or silver weapons.



5: Dracula's Dogs

- 1d4 of Talbot's **wolves** escaped from the pens in area 12 (page 40).

6: Draugr guards

- 1d4+1 **draugr** on routine patrol.

7: Spooky Happenings

- Roll 1d10 on the "Spooky Happenings" table below.

8: Ygor

- Dracula's servant (page 26) performing some menial task at his master's behest. Trying his best to avoid Talbot.

9: Gargoyle

- 1d3 decorative stone statues brought to hideous life by the evil of Castle Dracula.
- **Gargoyle**: AC: 18 (as plate); HD: 4; Attacks: claw/claw/bite +4/+4/+4 (1d6/1d6/1d8); Move: 90'; Morale: 10; AL: C; Special: Half damage from all weapons except hammers, maces, and picks.

10: Wandering madman

- Unfortunate interloper driven to madness by the castle's confounding corridors and monstrous residents. Allowed to roam free because it amuses Dracula.
- **Madman**: AC: 13 (ragged clothes); HD: 2; Attacks: madly slashing razor +6 (1d4+1, save vs. death or bleed 1d4 hp each round until wounds are bound); Move: 150'; Morale: 6; AL: C; Special: immune to *Charm* and *Sleep*.

11: Talbot Penderghast

- Dracula's enforcer (page 26), going off to find a drink and torment Ygor. 1d3-1 **wolves** with him (page 40).

12: Dracula himself!

- You fools, he's been watching you this entire time!



SPOOKY HAPPENINGS (1D10)

1. The sound of children's laughter, fading into sobbing
2. Blood drips down the walls, spelling out the names of everyone you've killed. (Save vs. magic or take 1d4 CHA damage)
3. A couple of perfectly mundane armadillos wander by, completely out of place. (AC:12, hp: 1)
4. Holy symbols grow hot-to-the-touch. (Save vs. magic or take 1hp damage from minor burns.)
5. All light sources suddenly burn out. Even magical light is suppressed for 1d6 turns.
6. All leather items start to writhe and twitch like living flesh for 1d4 turns. (-2 to attack with leather-gripped weapons. Leather armor offers no protection.)
7. Area grows deathly quiet. Sudden tinnitus grows into the thunderous sound of your own heartbeat in your ears. (Save vs. magic or become deafened for 1d3 turns.)
8. Hurricane force winds blows through the hall, extinguishing all open flames. Save vs. paralysis or be knocked prone. Save again or drop all hand-held items. Roll for another encounter.
9. A swarm of mosquitos pours through cracks in the walls. (Save vs. poison or lose 1hp and take -1 to all actions for 1d4 turns due to itching.)
10. All food and rations spoil, producing worms and maggots.



CHAMBERS IN DRACULA'S CASTLE

1. Moat

- Sluggish, slimy water choked with weeds.
- Doesn't count as running water.
- 75% Lady Blackwater is here.

2. Gatehouse

- Massive iron portcullis.
- Dracula's bat and dragon coat of arms.
- Four draugr guards armed with crossbows and halberds.

3. Coach House

- Surprisingly well-maintained stables with 6 large black mares.
- Large black carriage with gold trim, heavy red curtains, and Dracula's bat and dragon crest.
- 15% chance **Ygor** is here.

4. Courtyard

- Oblong courtyard of cracked black flagstones choked with weeds.
- Flowerbeds of thorny black roses along the walls.
- Fountain of sculpted bats filled with blood. Drinking the blood will heal all hit point damage, but the drinker must save vs. spell, or they will take CHA damage equal to the hit points restored. A character thusly brought to 0 CHA is forever enthralled to Dracula

5. Antechamber

- Great wood doors with iron gargoyles knockers.
- Dusty tapestries with Boschian images of Hell.
- 25% chance **Ygor** is here.



6. Great Hall

- Massive dining table set with **3000sp** worth of fine china and silverware.
- Spiky iron chandelier lit by 300 black candles.
- Huge painting of Dracula hanging over hearth, 200 years old.

7. Kitchen

- Enough space and tools to prepare food for 100 guests. Now only used to feed a few.
- Well of fresh water in corner.
- 20% chance either **Ygor** or **Talbot Penderghast** is here.

8. Wine Cellar

- Rarely used, as Dracula never drinks... *wine*.
- Racks mostly empty or of poor quality, but 5d6 bottles of quality vintage (worth 100sp each) still remain.
- 15% chance **Talbot** is here. PCs have +2 to reaction rolls, as he is drunk.

9. Larder

- 5d10 rations worth of food at any given time.
- 4 bodies of too-curious villagers hang naked from iron hooks.
- Secret passageway leads to underground river (area 36).

10. Dungeon

- Iron-barred cells and stone-capped oubliettes.
- 1d4+1 **draugr** guards here at any given time.
- 1d6-1 **human prisoners** (interlopers and/or replacement PCs).



11. Torture Chamber

- Hot irons, racks, iron maidens, the works.
- **Stanislav Veles** (Cleric 3), unlucky vampire hunter locked inside iron maiden (1hp currently, no spells memorized, starving).
- 25% chance one of **Dracula's wives** is here torturing a prisoner from the dungeon.

12. Wolf Pens

- Well-maintained wooden pens filled daily with fresh straw. Hold 2d6 large **wolves**. AC: 13 (as leather); HD: 3; Attacks: bite +3 (1d6); Move: 180'; Morale: 9; AL: C
- Food troughs full of people meat.
- 35% chance **Talbot** is here in wolfman form, feeding, training, and/or tussling with his wolf friends.

13. Guard Barracks

- Unused cots and empty footlockers rotten and falling to pieces.
- Rusted but serviceable spears and swords hang on wall racks.
- At any given time, 2d6 **draugr** and 1d4-1 **greater draugr** are here brooding.

14. Armory

- Displays of armor spanning 300 years and numerous cultures.
- 3d6 of any standard weapon. 2d6 of any standard armor.
- **Carcosan ray-gun** (4d4 plutonic damage, 300' range, 4d6 shots) hidden in secret panel behind bat-emblazoned shield on wall.



15. Talbot's Room

- Large, well-appointed bedroom kept with all the cleanliness and organization of a surly teenager. Smells like an animal pen.
- **1d6x1000sp** in various valuables and coins hidden under floorboards beneath bed.
- **1d3 wolves** (see area 12) at any given time. 25% chance Talbot is here.

16. Dracula's Stateroom

- Massive desk of fine, rich wood and high-backed leather chair.
- Maps of Transylvania and Europe hang on walls. Pins show location of Von Winter, Vesper, and Salazar's castles.
- 15% chance **Dracula** is here, penning correspondence to his subordinates and associates.

17. Boudoir

- Vaulted chamber hanging with lurid pink, purple, and yellow silks (worth **2000sp**). Alabaster coffins lined with cream-colored silk.
- Air filled with soporific incense (save vs. poison or Disadvantage on all rolls until **1d4** turns after you leave the room).
- 50% chance for each of **Dracula's wives** to be here. 100% during daylight hours.

18. Dracula's Crypt

- Vaulted chamber decorated with gargoyles and dragons.
- 85% **Dracula** is here during daylight hours in his ebony and red velvet coffin.
- Always guarded by 4 **greater draugr** with maximum hit points.



19. Aerie

- Spacious chamber nested between two towers, with large windows open to the night sky.
- Filled with hundreds of (mostly harmless) bats that Dracula uses to send messages to minions and associates.
- 1d6 **giant screech-bats** roost among their smaller kin. AC: 12 (as unarmored); HD: 3; Attacks: bite +3 (1d6); Move: fly 180'; Morale: 8; AL: C; Special: Screech once per turn (30' cone. Save vs. paralysis or stunned for 1d4 rounds).

20. Library

- Hundreds of volumes on shelves reaching 20' up to the ceiling. Occult library value of **10,000sp**.
- **Elanor the Ghostly Librarian** is friendly as long as people show proper respect to her and the books. AC: 12 (as unarmored); HD: 5; Attacks: frightful wail (all within 30' save vs. death or take 2d6 damage and suffer effects of Fear spell for 1d4 turns); Move: 120' fly; Morale: 9 (unshakable in library); AL: N; Special: Undead; Incorporeal; Only hurt by magic or silver weapons.
- 50% chance **Griffin Radcliffe** is here.

21. Radcliffe's Room

- Tidy, humble room with four-poster bed, large ink-stained desk, washbasin and wall mirror (ironically, one of the few in the castle). Wardrobe full of simple, but well-made men's clothing.
- Radcliffe's spellbook hidden in compartment behind mirror, protected by *Explosive Runes* (2d6 fire damage, 10' radius, save vs. spell for half.)
- 25% chance **Griffin Radcliffe** is here.



22. Laboratory

- Classic mad scientist lab with bubbling beakers and sparking electrical devices. Occult laboratory value of **10,000sp**.
- Half-finished flesh golem on metal table. Collection of jarred brains on shelf.
- 25% chance **Griffin Radcliffe** is here. If he is, 50% **Ygor** is with him.

23. Observatory

- Very top of the tower. Large brass and crystal telescope pointed to the sky. The cutting edge of optical technology (would be worth **10,000sp** if it could be moved intact, which is nearly impossible).
- Currently pointed at the supermassive black hole at the center of the galaxy. Anyone getting that close a look must save vs. magic or permanently lose 3d6 WIS due to cosmic dread.
- 15% chance **Griffin Radcliffe** is here.

24. Guest Bedrooms

- Spacious rooms filled with tasteful antique furniture. Notable lack of mirrors.
- Covered in dusty drop cloths.
- 25% chance of **1d6x50sp** worth of valuables lost by past guests.

25. Ygor's Room

- Filthy and unkempt room. Sloppy bed with stained sheets and sagging mattress. Leaky chamber pot. Dirty socks everywhere.
- Faded and peeling circuits poster hanging on wall depicts “Ygor, the Hideous Man-Geek!”
- 15% chance **Ygor** is here.



26. Storeroom

- Full of various household goods and basic tools.
- 50% chance of finding any non-weapon/non-armor item from the basic equipment list.
- Frequented by rats (inquisitive but harmless).

27. Ballroom

- Dracula demands this room be kept clear of dust and cobwebs.
- Polished marble floors, rich wood paneling, and more gold leaf than is tasteful.
- Black marble statues of bat-winged nymphs.

28. Organ Balcony

- Gigantic pipe organ with multiple tiers of keys made of dragon's teeth and finger bones.
- Bench holds compositions written by famous composers, unseen by mortal eyes, worth **1d6x1000sp** to a collector.
- **Dracula** plays for 1d6+2 turns every midnight. Music can be heard anywhere in the castle. Mortal listeners must save vs. magic or take -2 to all rolls for 1d6 turns due to a severe case of the spooky chills.

29. Portrait Gallery

- Scores of portraits in a variety of styles.
- Many depictions of Dracula spanning hundreds of years, as well as images of his honored ancestors.
- Large *Pieta* statue, but with the Whore of Babylon holding a horned devil across her lap. Worth **15,000sp** but weighs several tons.



30. Trophy Room

- Scores of stuffed and mounted animal heads.
- Elephant-sized crocodile hangs from ceiling.
- 14th century crusader/would-be-vampire-hunter, stuffed and mounted in corner.

31. Poison Garden

- Garden full of exotic (and extremely poisonous) plants and flowers in a riot of dark and foreboding colors. Shattered glass hot houses and moss-covered gargoyles.
- Air filled with toxic pollens. After 1 turn, anyone in the garden must make poison saves every three rounds or take 1d6 damage.
- Guarded by a lonely and insane **toxic dryad**. AC: 14 (as leather); HD: 5; Attacks: thorny hair whip +5 (1d8 + poison) or kiss +3 (save vs. poison or die); Move: 120'; Morale: 7; AL: C; Special: Anyone hit by hair whip must save vs. poison or fall asleep for 1d4 turns; *charm person* 3x/day.

32. Temple to the Powers of Evil

- Black walls, floor, ceiling. Great big pentagram on floor. Leering demon statue made of red metal on basalt altar. Human-skin altar cloth. Obsidian chalice (worth 666sp).
- Anyone carrying holy water or healing potions must make a save vs. magic, or the water/potions spoil and turn to tar.
- Secret passage behind altar leads to Dracula's Secret Tomb (area 35).

33. Treasure Vault

- Guarded by **man-eating gorilla**! AC: 16 (as chain); HD: 10; Attacks: fist/fist +10/+10 (1d8/1d8); Move: 150'; Morale: 10; AL: C; Special: If both fist hits attack a single target, the gorilla will try to tear them in two (5d6 damage, save vs. death for half)
- Heavy stone door carved with devil faces. Locked, Wizard Locked (13th level), and trapped (black death rays from devil eyes, save or die).
- Vault holds 250,000sp in gems, jewelry, and various coinage.



34. Crypts

- Cold stone burial chambers with crumbling coffins and sarcophagi.
- Hold the ancient remains of Dracula's mortal ancestors and his more-valued former minions. Anything of value carried away long ago.
- 6 **mummies** in ancient Transylvanian burial robes. AC: 14 (as leather); HD: 5; Attacks: Slam +5 (1d12 + disease); Move: 90'; Morale: 12; AL: C; Special: Undead; double damage from fire; Target hit by slam must save vs. poison or lose 1d6 CHA each day until save is made (death at 0 CHA).

35. Dracula's Secret Tomb

- Natural cave of unworked stone. Draped with spiderwebs. Floor is covered in moldy earth infected with plague (save vs. poison or lose 1d4 STR, plus another 1d4 STR every day until a successful save is made.)
- Dracula's stone-wrought emergency back-up coffin is sunk half-way into the muck.
- Guarded by a **giant undead spider!** AC: 16 (as chain); HD: 6; Attacks: bite +6 (2d6 + blood drain); Move: 120'; Morale: 12; AL: C; Special: Undead; Bitten creature also loses 1d6 STR and spider regains a like amount of hit points.

36. Underground River

- Cold black river empties into a lake 5 miles away. Underwater tunnel leads to moat.
- Sturdy black gondola moored to small landing. Gondola holds coffin with plague soil.
- 25% chance **Lady Blackwater** is here.



Vampire Hunter (Class)

Vampires took something from you, and now you're going to take their unholy lives. The princes of the undead and their minions haunt the night, and it's up to you to cleanse their filth from the Earth with sword, whip, and flame. Your focus, training, and faith have given you remarkable resistance to the mind-bending influence of vampires, succubi, and their ilk. You've honed hand, eye, and reflexes to where the whip acts as an extension of your own body. Perhaps most importantly you have studied with hermits and wise women, learning the simple but potent folk magics that let you protect the innocent from the evils of the undead.

Unsurprisingly, most vampire hunters are Lawful, and almost all of them have faith in some higher power of good. Neutral vampire hunters might focus more on coin they can get out of desperate villagers for curing their vampire problems. Chaotic vampire hunters are very rare indeed, and those few often work under the tutelage of some other supernatural evil (like a demon or faerie lord) who see vampires as rivals for power.

- **XP/Level:** as Fighter
- **Attack:** as Fighter
- **Saving Throws:** as Cleric
- **Weapons/Armor:** as Thief (plus sword and whip, if not already included)
- **Hit Die:** d6 (as Cleric)

SLAYER

You're a trained warrior, and you attack like a Fighter (although in LotFP you do not have the pressing/defensive attack options that a fighter does).

WHIP TRICKS

As part of your training, you have learned to use the whip, the signature weapon of the vampire hunter. Whenever you make an attack with the whip, you may also attempt to stunt with it. Roll your Whip Tricks skill along with your attack die. If the attack hits, and the Trick skill succeeds, you perform your trick along with dealing damage from the whip. If the attack succeeds but the Trick roll fails, you still inflict damage as normal. Metal armor restricts your fancy moves, and you cannot perform Whip Tricks while wearing armor heavier than studded leather.



Sample whip tricks are listed below. You are encouraged to be creative when coming up with others. The GM has final say as to whether a trick is acceptable but is encouraged to err on the side of the vampire hunter.

- Yank a weapon from an opponent’s grasp.
- Keep a non-monster opponent at bay, forcing them to make a save vs. breath in order to approach the Vampire Hunter.
- Inflict extra damage with the whip equal to the successful Whip Tricks roll.
- Trip an opponent or yank them towards you.
- Smack your opponent in the eyes, temporarily blinding them for a number of rounds equal to your successful Whip Tricks roll.

(If you’re familiar with Mighty Deeds of Arms from Dungeon Crawl Classics, this works very similar to that.)

For reference, a typical whip costs about 20sp, inflicts 1d3 damage, and has a reach of 10’. Normally a whip is ineffective against opponents in metal armor, but you know where to find those little gaps and can attack armored opponents as normal.

Level	XP	HP	Paralyze	Poison	Breath	Device	Spell	Folk Magic	Whip Tricks
1	0	1d6	14	11	16	12	15	2 in 6	1 in 6
2	2,000	+1d6	14	11	16	12	15	2 in 6	1 in 6
3	4,000	+1d6	14	11	16	12	15	2 in 6	2 in 6
4	8,000	+1d6	14	11	16	12	15	3 in 6	2 in 6
5	16,000	+1d6	12	9	14	10	12	3 in 6	3 in 6
6	32,000	+1d6	12	9	14	10	12	3 in 6	3 in 6
7	64,000	+1d6	12	9	14	10	12	4 in 6	3 in 6
8	128,000	+1d6	12	9	14	10	12	4 in 6	4 in 6
9	256,000	+1d6	10	7	12	8	9	4 in 6	4 in 6
10	384,000	+2*	10	7	12	8	9	5 in 6	4 in 6
11	512,000	+2*	10	7	12	8	9	5 in 6	5 in 6
12	640,000	+2*	10	7	12	8	9	5 in 6	5 in 6
13	768,000	+2*	8	3	8	4	6	6 in 6	5 in 6
14	896,000	+2*	8	3	8	4	6	6 in 6	6 in 6
15	1,024,000	+2*	8	3	8	4	6	6 in 6	6 in 6
16	1,152,000	+2*	8	3	8	4	6	6 in 6	6 in 6
17+	+128,000.lv1	+2*	6	2	6	4	5	6 in 6	6 in 6

*Constitution modifier no longer applies





STRONG WILLED

When making a saving throw to resist the charm effects of supernatural creatures (not just vampires, but not including mortal spellcasters), you may roll twice and take the better result.



TRUE FAITH

Should the question ever arise as to whether or not you have unshakable faith in a higher power, the answer is “yes.” Good for using crosses against vampires, etc.

FOLK MAGIC

You know a variety of rootwork formulas, granny magic rituals, and vulgar charms that allow you to protect yourself and others from vampires and their minions. With 30 minutes of work and a successful Folk Magic roll, you can perform one of the charms listed below.

- Ward a small cottage or large chamber to keep vampires and their minions from entering. If the folk magic roll succeeds, no vampire (or any creature charmed by a vampire) can enter the warded area. You can only maintain the ward on one such area at time. The magic dissipates at dawn.
- Enchant a single melee weapon so it can harm vampires, ignoring their weapon immunities. You can only maintain the enchantment on a number of weapons equal to your Folk Magic chance (for instance, a 4th level vampire hunter could maintain the enchantment on no more than 3 weapons at once). The enchantment ends at dawn.
- Dispel a vampire's charm effect on a target. You can only attempt this once per day per victim.
- Heal the Constitution damage caused by a vampire's blood drain. You can only attempt this once per day per victim. If the Folk Magic roll is successful, the victim regains Constitution equal to the successful roll.
- In cooperation with a legitimate resident, revoke an invitation given to a vampire to enter a private home. You can only attempt this once per home ever, but the effect is permanent unless someone re-invites the vampire.
- Brew up a concoction similar to holy water that can burn vampires, other undead, and demons for 1d6 points of damage per dose. You create a number of doses of Hunter's Brew equal to your successful Folk Magic roll. You cannot make more doses per day than your Folk Magic score (so a 4th level Vampire Hunter could make a maximum of 3 doses of Hunter's Brew per day). The Brew loses its potency at dawn.

The material components required for folk magic are fairly easy to come by and generally not worth tracking. However, should it ever become an issue



(say, you lose all your equipment) a new satchel of herbs, charms, and talismans can be cobbled together with a couple of hours of foraging in the woods or 50sp in any decent marketplace.

TALISMAN

You carry some keepsake with you that acts as a reminder of your devotion to hunting down and slaying the creatures that haunt the night. This talisman strengthens your resolve and focuses your will. Perhaps it belonged to someone you loved that the vampires took from you. Perhaps it's a reminder of your homeland and family. Perhaps it's a symbol of your faith. Choose a non-encumbering item no larger than your fist as your talisman and determine what it means to you. Always keep it on your person. For you, it acts in all ways as an actual holy symbol.

If you ever lose your talisman, you cannot access any of the Vampire Hunter powers listed above except Slayer. You can replace a lost or destroyed talisman by finding another token that symbolizes your devotion to the cause. Dedicating this new talisman takes a week of focused prayer and meditation, or a week of sullen brooding and drinking, your choice.

Sample Talismans

1. Antique crucifix
2. Broken pocket watch
3. Locket with faded portrait
4. Tiny music box
5. Child's broken doll
6. Tarnished wedding ring
7. Well-thumbed Bible
8. Locked diary
9. Tear-stained letter
10. Lace hair ribbon



Elizabeth Bathory

Countess Elizabeth Bathory is one of the most infamous murderers in history, well-known for her sadistic tastes and insatiable bloodlust. In this benighted era, only Dracula is responsible for more terror. Countess Bathory is a powerful sorceress whose spells are augmented by ancient blood magic stolen from Dracula's own library. Once an ally, she is now a great enemy of the Count, yet so far she remains untouchable in Nyirbator Castle, protected by sorcerous wards and the powerful undead knight that was once her husband.

Elizabeth Bathory was born over 70 years ago in **Nyirbator**, Hungary, the only daughter of Baron George and Anna Bathory. The Bathory family had a long history of dark secrets and violent deeds. Indeed, the family was famous for sadism and madness, exacerbated by generations of aristocratic inbreeding. Rumors of murder, satanism, and sybaritic torture-orgies gave the family a diabolic reputation.

Elizabeth was a sickly child (no doubt partially due to her parents being first cousins), but thanks to her family's wealth and privilege, she would grow up to be wickedly intelligent and beautiful, with an intense personal presence. It is unsure exactly when or how she learned the secrets of magic. The prevailing rumor is that Elizabeth became pregnant by a peasant boy at the age of 13. She gave birth in secret and offered the newborn child to a local witch in exchange for tutelage in witchcraft. The peasant who fathered the child was never seen again, supposedly cast into the Outer Darkness by Elizabeth herself.

Some years later, when Elizabeth was a young woman studiously preparing to take over her parent's holdings, the Bathory family received a visit from Elizabeth's uncle Andrew. Andrew Bathory was a boyar in nearby Transylvania, and he brought an honored guest with him to Nyirbator—one Count Dracula. Dracula was immediately taken with the ambitious and beautiful Elizabeth, deeply impressed by her intelligence and ever-increasing occult talents. The count insisted that she return with him to Transylvania where he could serve as her tutor and "properly prepare her for rulership."

Elizabeth spent 10 years in Dracula's household, serving as the Count's castellan and "court magician." She quickly became aware of Dracula's vampiric nature, but by that point in her life, such demonic evil was of little concern to her. Dracula doted upon his pupil, teaching her the arts of



statecraft and warfare, while also indoctrinating her further into the dark arts of Greater Evil. The Count granted her full access to his occult libraries, and the young sorceress quickly expanded her arcane expertise. Indeed, she even discovered ancient rites that her host was unaware of, such as the Red Anointing practiced by the ancient cult of Lamia. While Dracula had subtly promised Elizabeth the eventual gift of vampirism, Lamia seemed to offer Elizabeth the better option. Elizabeth Bathory, of course, was never as loyal to Dracula as she seemed.

At this time, Dracula also had in his household one **Ferenc Nadasy**. Ferenc was a minor noble, but a fierce and brutal warrior known as “The Black Knight of Hungary.” He served as Dracula’s enforcer and the captain of his personal guard. Elizabeth and Ferenc had a mutual admiration for each other’s cruelty and prowess. They developed an obsessive and fiercely sexual relationship, as close to love as a Bathory can get.

When she decided that she had learned all that Dracula could offer her, Bathory made her plans to leave. A year later, while Dracula was abroad, Bathory packed up the most valuable and ancient of tomes from the library along with a sizable sum of gold. Together, she and Ferenc stole out of Castle Dracula, murdering most of the servants on their way out. They quickly made their way back to Nyirbator where the couple was married and took up residence in her family’s estate. Elizabeth commissioned a great tub of carved bone and porcelain deep within the castle’s dungeons. Once completed, she had several peasant girls brought to her and performed the ritual ***Lamia Has Anointed Me in Red***, binding her soul to that demon queen and learning the ancient blood magic.

When he returned to Castle Dracula and discovered this betrayal, the Count was enraged. He sent a legion of his most powerful minions to storm Nyirbator and bring Elizabeth back to him for judgement. However, Dracula had misjudged how much Elizabeth had grown in magical power. Now augmented by Lamia’s blood magic and aided by her champion-husband Ferenc, the Bathorys were able to repel the monstrous Transylvanian raiders, though at the cost of hundreds of peasant lives. Dracula raged impotently in his castle.

It has been several decades since Elizabeth Bathory betrayed Count Dracula, and the two remain bitter rivals. Unable to assault each other directly, they now snipe at each other from the shadows. Each works to undo and counter the ambitions and machinations of the other in a spiteful, occulted chess match. Countess Bathory has only grown in sorcerous power, while remaining youthful and beautiful, thanks to the scores of



virgins sacrificed each year to power her bloody magics. Her husband Ferenc died some years ago due to a mysterious illness. The countess blames Dracula, but those close to her suspect the Countess of the deed herself. Ferenc's death has not kept him from protecting his wife, however. His hulking, undead form still remains by her side, forever encased in blood-stained black armor.

Countess Elizabeth is an ageless beauty, perpetually appearing in her mid-twenties, even though she is approaching her eighth decade of life. She is tall with a severe presence and dark eyes, almost black. Her hair is jet black with eerie red highlights that show in the light. She dresses in expensive gowns and jewelry as befits her station. Ferenc is never far from her, and her most trusted handmaidens (**Any**a, **Dor**ca, and **Fiz**cko) are always close by. These three women are also acolyte wizards, learning magic and sadism under Countess Bathory's tutelage.

Countess Elizabeth Bathory de Ecsed ("the Blood Countess"): AC: 12 (unarmored); Magic User 15 (30hp); Attacks: knife +1 (1d4) or by spell; Move: 120'; Morale: 8; AL: C; Special: spells and blood magic

CHA: 18 (+3), **CON:** 8 (-1), **DEX:** 11, **INT:** 17 (+2), **STR:** 9, **WIS:** 12

Bathory usually carries 1d12+20 Blood Points at any given time. Her extensive occult library gives her access to almost any common spell (and several not so common). If she isn't preparing for a specific circumstance, she will usually have the following spells memorized: *Bloody Blade of Barnabus* (page 58), *Charm Person*, *Magic Missile*, *Message*, *Shield*, *Summon*, *ESP*, *Detect Invisible*, *Invisibility*, *Phantasmal Force*, *Web*, *Wizard Lock*, *Army of One*, *Bloodspecies* (page 58), *Fly*, *Hold Person*, *Protection from Normal Missiles*, *Dimension Door*, *Minor Creation*, *Polymorph Other*, *Protection from Normal Weapon*, *Contact Outer Sphere*, *Teleport*, *Wall of Force*, *Death Spell*, *Disintegrate*, *Mass Suggestion*, *Power Word Stun*, *Spell Turning*, *Maze*.

Ferenc Nadasy "The Black Knight of Hungary": AC: 18 (Plate); HD: 10 (60hp); Attacks: greatsword +13 (1d10+3); Move: 90'; Morale 10 (unbreakable while defending Countess Bathory); AL: C; Special: Undead; Immune to non-magical weapons unless made of silver or blessed; Can vomit a 30' x 30' cone of rotten blood 3/day. Targets must save vs. breath or take 2d12 damage and become *slowed* for 1d6 rounds.





Bathory's Blood Magic

LAMIA HAS ANOINTED ME IN RED

- Level 1 Magic User Spell
- Range: Self
- Duration: Permanent

Only women can cast this spell, and a magic user can only ever cast it once. The spell must be cast during the dark of the moon, in a cave or underground chamber, and requires the ritual sacrifice of 13 virgins and one black ram. This ritual starts at midnight and ends at dawn. Once cast, a manifestation of Lamia (demon queen of blood, sex, and monsters) appears before the caster and anoints her with her blood. The caster's Charisma permanently increases to 14 (or increases by 2 if it's already 14 or higher) and she gains access to the powers of Blood Magic, detailed below. The caster's alignment turns to Chaotic, if it isn't already.

BLOOD MAGIC

Once you have cast the spell *Lamia Has Anointed Me in Red*, you gain access to ancient blood magics, empowered by bathing in the lifeblood of humans. Your victims' life forces charge your soul with black magic that grants abilities similar to that of a vampire, as well as augmenting your spellcasting abilities. Specific blood magicians tend to gain a preference for a specific "flavor" of victim (Lady Bathory, for instance, prefers virgin girls), but any human will do.

Bathe in the still-warm blood of a human you have killed. For each level or Hit Die that victim possessed, you gain one **Blood Point**. If the victim is a magic user or cleric, you gain two Blood Points per level! The ritual blood bath requires one hour and must be performed in a specially unhallowed tub worth at least 1000sp for each Magic User level you possess. Your soul can store a number of Blood Points up to twice your Magic User level.

As long as you carry at least one Blood Point, you do not age. Should you ever not carry any Blood Points, you begin to age at a supernaturally fast rate, 1d12 years per night. This can even surpass your natural age and can kill you should you age too much.



You can spend Blood Points for various magical effects:

- You automatically lose one Blood Point every new moon, paid as tribute to Lamia.
- Spend one Blood Point to reduce your age by 1d6 years. Reducing your age to childhood is dangerous. Reducing your age past 0 is deadly.
- Spend any number of Blood Points to heal 1d4 damage for each point spent.
- Spend a number of Blood Points, up to the sum of your INT and CHA modifiers. For the next turn, your NPC Reaction Bonus is increased by 1 for each Blood Point spent.
- Spend a number of Blood Points, up to the sum of your INT and CHA modifiers. For the next turn, your Armor Class is increased by 1 for each Blood Point spent.
- When casting a spell, spend a number of Blood Points, up to the sum of your INT and CHA modifiers, to impose a penalty on your targets' saving throws, equal to the Blood Points spent. For area-effect spells, this penalty applies to all targets.
- When casting a spell, spend a number of Blood Points, up to the sum of your INT and CHA modifiers, to increase your caster level by 1 for each point spent.
- Instantly recover a previously-cast spell by spending a number of Blood Points equal to that spell's level.



New Spells

BLOODY BLADE OF BARNABUS

- Level 1 Magic User Spell
- Range: Self
- Duration: 1 round or more

With this spell, the caster uses their own blood to form a magical sword that they can use in melee combat. The caster sheds their own blood, expressed as hit point loss. When casting the spell, the magic user may choose to lose any number of hit points equal to or less than their level (maximum 10). Their blood solidifies into a dripping sword or red crystal that inflicts 1d8 points of damage. For each hit point spent when casting the spell, the caster gets +1 to hit when attacking with the sword. The sword counts as a magical weapon.

Starting the second round after the spell is cast, the sword's attack bonus drops by 1 unless the caster spends another hit point of blood to maintain the bonus. The caster can let the bonus drop for a few rounds, then start spending blood again to maintain it, but they cannot build the bonus back up, only sustain its current value. When the sword's attack bonus reaches +0, the blade melts away and the spell ends. The spell also ends if the sword ever leaves the caster's hand.

BLOODSPECIES

- Level 3 Magic User spell
- Range: 10'
- Duration: Until sunrise

The caster transforms their own severed fingers into loyal homunculi. While casting the spell, the caster snaps their own fingers off their hand, drops them to the ground, and drips their own blood upon them. This process inflicts damage upon the caster equal to 1hp per finger. The caster can sever one finger per caster level (to a limit of the number of fingers they have available). One round later, each finger grows into a 5-inch tall imp-like creature, utterly loyal to the caster. The creatures can understand their creator, and only their creator can understand the weird chirps and growls that the creatures speak in. The caster can issue commands to the creatures (called "bloodspecies") that they will attempt to fulfill to the best of their abilities. They make very effective spies. The bloodspecies have the



intellect of small children, and lack direct attacks. They can, however, indirectly harm enemies by setting up traps or, for instance, knocking heavy things off shelves onto their heads. The creatures will melt away at dawn, at which time the caster will regain the hit points and fingers they lost while casting the spell. The caster may also end the spell early and regain their hit points and fingers.

Casting spells with somatic components and other tasks requiring fine dexterity is difficult while missing fingers. For every two fingers missing from their hands, the caster takes a -1 on melee attacks or delicate tasks. To successfully cast a spell while missing fingers they must succeed at a save vs. spells with a -1 penalty for every two missing fingers.

Bloodspecies: AC: 12 (an unarmored); HD: $\frac{1}{2}$ (1 hp); Attacks: none; Move: 120'; Morale: 12; AL: C; Special: infravision 60', 5-in-6 stealth chance.

BREATH OF THE DRAUGR

- Level 4 Magic User Spell
- Range: 20' radius
- Duration: 1 round/level

The caster exhales a cloud of blue frost and black flies. Every living creature (friend or foe) within 20' of the caster takes 1d6 points of cold damage per level of the caster. A successful saving throw against spells reduces this damage by half.

Additionally, fat black flies harrow the targets for a number of rounds equal to the Magic User's level, biting, buzzing, and crawling into the victims' mouths and eyes. Each round, the victim must make a saving throw vs. poison or take 1d6 damage and suffer a -2 penalty to attack rolls and armor class. A *Protection from Evil* spell will protect the target from the flies.



DRACULA HAS RISEN

- Level 5 Magic User Spell
- Range: Touch
- Duration: Instant

This spell resurrects a slain vampire (not just Dracula) from its remains. The spell can only be cast under the dark of the new moon. The caster must possess the ashes of the slain vampire (only a handful is necessary) and must know the vampire's name. The ashes must be soaked in the lifeblood of 13 virgins of marriageable age. Once the spell is cast, the vampire's body is instantly reconstituted from the blood and ash with half of its full hit points and all of its normal powers. The vampire will likely be hungry and want to feed and heal. The caster will have no special control over the vampire.

SEVER THE BLOODLINE

- Level 9 Magic User Spell
- Range: 10' per level
- Duration: 1 round per level

This powerful spell is used to snuff out entire family lines. The magic user casts the spell upon a subject. If the target dies before the end of the spell's duration, every blood relation of the target, no matter where they are in the world, extending for two generations, and reaching out to second cousins, must make a save vs. death or die instantly in a manner similar to the way the initial target died. (If the target was stabbed, their relations will spontaneously generate wounds. If they died by fire, their relations will burst into flames.) The GM should only make saves for NPC relations that are likely to be important, and assume that any others just die.





New Magic Items

BALEFUL SPEAR (“GOODBYE LAMENT”)

This large boar-spear has a shaft made of giant-bone wrapped in man-skin and a head of meteoric iron. It is a magical two-handed weapon that inflicts 1d12 damage.

The spear radiates an aura of creeping existential terror. The first time the spear slays an opponent in combat, all mortal, non-monstrous NPCs (friend or foe) with HD equal to or less than the wielder must make a morale check, with the usual consequences for failure.

Player Characters are made of different stock than the stinking masses. Instead of a morale check, a PC (regardless of level) must roll 2d6 plus their WIS modifier. At the GM’s discretion, certain powerful or important NPCs might make this roll instead of a morale check.

- **6 or less:** Make all rolls (attacks, saves, damage, skills, etc.) with disadvantage until combat ends.
- **7-9:** All attacks are made at -2 to hit until combat ends.
- **10-12:** You’re fine.
- **13+:** Your sense of righteous purpose is renewed! Take +2 to all attack and damage rolls until the end of combat.

HORN OF THE DRAUGR

The *Horn of the Draugr* is made from the crooked black horn of a Marsh Troll, hollowed out and fitted with an iron mouthpiece. Engraved in old Germanic on the side are the words “Call forth the fury of Hell.”

When blown, every mostly-intact corpse that hears it (assume the horn can be heard for about a one-mile radius above ground) will rise up as **draugr** (page 6) and attack the living with hate, hunger, and fury. The blower of the horn will have no control or special protection against these undead. Draugr raised by the Horn will turn to rot and ash at dawn.

Every time the horn is blown, there is a 1-in-6 chance that a **fallen valkyrie** will appear in 2d6 rounds and attack the user. If the valkyrie slays them, she will take the horn and return with it to Hell.

Fallen Valkyrie: AC: 17 (as chain and shield); HD: 8; Attacks: spear +8 (1d8) save vs. death or target’s soul burns (1d6 per round for 1d6 rounds + target’s CHA bonus); Morale: 12; Move 180' (fly); Special: immune to charm, sleep, paralysis; Foes slain by her spear’s soul burning effect cannot be raised or resurrected.



CROWN OF THE DRAUGR QUEEN

Ages ago, when the Draugr Queen still drew breath, she gifted her thirteen most trusted captains with iron crowns. When the Hoarfrost Gods granted the Queen her wakeful death, she brought her captains with her into unlife—the first Draugr Lords. Those original lords are long dead, destroyed by mortal heroes or withered to dust by the ennui of time. However, some of the crowns still exist, and they carry the Draugr Queen's gift of death with them.

The Crown of the Draugr Queen is a heavy circlet made of thick spikes of rusty iron trimmed with fringes of tattered chainmail, perpetually rimed with frost. Jagged points of iron inside the crown threaten to prick the flesh of anyone who would think to wear it. If placed on the head of a living human, the iron spurs inside the crown will instantly grow, burrowing their way into the temples and forehead of the wearer. The wearer can make a saving throw vs. death. If the save succeeds, they suffer 4d6 points of damage, but the crown falls from their head. If the save fails, they die and arise 2d6 rounds later, now undead. The subject retains their experience points, but the **Draugr Karl** class (page 7) replaces their old class, with a level according to their current XP. (For instance, a level 3 Thief with 3000 xp would become a level 2 Draugr).

The crown remains bolted to the draugr character's head. It can be removed with some effort, but this inflicts no negative consequences to the draugr. The crown remains unmagical while the draugr it created still lives.

SWORD OF DRACULA ("TRANSYLVANIAN CONCUBINE")

This antique crusader's sword has a golden hilt depicting a succubus weeping tears made of ruby chips. Its elaborate, red leather scabbard is decorated with gold plates carved with images of knights fighting demons. The demons seem to be winning, and the specific scenes sometimes change when no one is looking.

The Sword of Dracula is a medium-sized, magical weapon that inflicts 1d8 damage. It has a +2 to hit human targets. When striking a Lawful target, the blade flares with a crimson radiance and its damage increases to 1d12. It cannot harm vampires.

Once per day, after using the sword to kill a human, the wielder can kiss the succubus on the hilt and gain 1d6 STR for 1d4 turns.

A character that uses the sword to slay a human can never again benefit from clerical magic.



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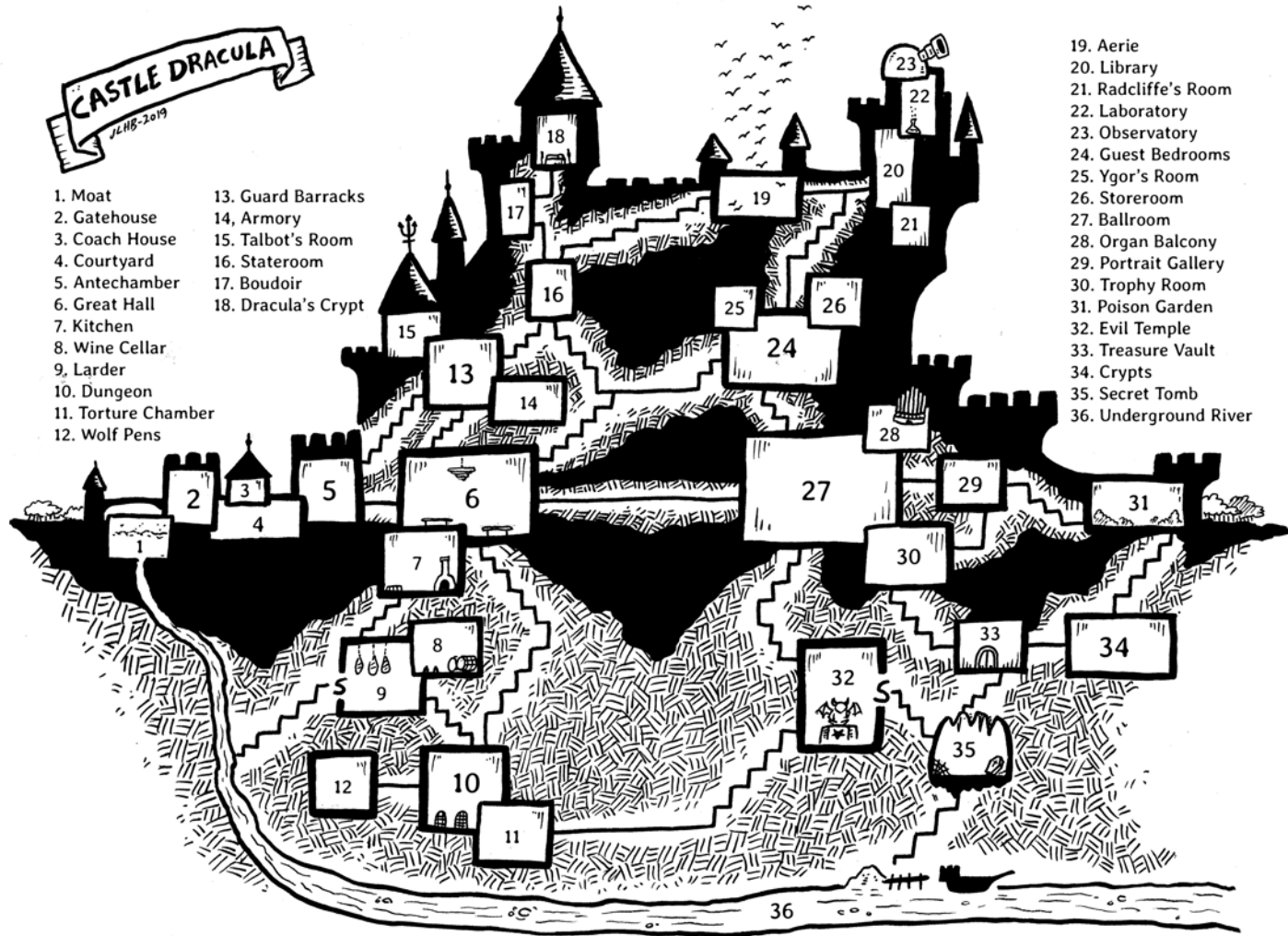
CASTLE DRACULA

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1. Moat
2. Gatehouse
3. Coach House
4. Courtyard
5. Antechamber
6. Great Hall
7. Kitchen
8. Wine Cellar
9. Larder
10. Dungeon
11. Torture Chamber
12. Wolf Pens

13. Guard Barracks
14. Armory
15. Talbot's Room
16. Stateroom
17. Boudoir
18. Dracula's Crypt

19. Aerie
20. Library
21. Radcliffe's Room
22. Laboratory
23. Observatory
24. Guest Bedrooms
25. Ygor's Room
26. Storeroom
27. Ballroom
28. Organ Balcony
29. Portrait Gallery
30. Trophy Room
31. Poison Garden
32. Evil Temple
33. Treasure Vault
34. Crypts
35. Secret Tomb
36. Underground River



Draugr & Draculas is a supplement for old-style roleplaying adventure games. Inside you will discover the blood-curdling secrets of **Count Dracula**, his benighted castle, and his monstrous minions. You'll learn the secrets of Blood Magic, as stolen by **Elizabeth Bathory** herself. Perhaps you'll take up the mantle of Vampire Hunter and put these monsters to the stake, or delve deep into the **Pagan's Well** to uncover artifacts of baleful power! You'll also learn about the deadly draugr, fierce undead from the accursed North. You'll behold the terrible majesty of the **Draugr Queen** and sup upon human brains yourself with the new Draugr class!

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