

*"Rising from my deadly tomb I've got maddened eyes with fright.  
Fingers bleeding, fast heart beating, the moon's my only light"  
—Venom, Raise the Dead*

This appendix expands on the *Guide to Walking Dead*. See Appendix 1 for details concerning Bloodline Talents and how they work.

## Motivation

### Creation

Your character is always attempting to construct something new. It could be something no-one has ever seen before or just more of what you've previously created. As a result, nothing is worse than seeing your labors destroyed, and you will go to great lengths to protect your creations. You earn a Style point when your character creates or replicates something or convinces others to help create something new.

## Talents

### Bloodline: Christie

*Unique; Only available at character creation*

**Prerequisites:** None

Originally hailing from Scotland, the Christie family followed other Scottish families to Canada and America. Very much salt-of-the earth types, their hardy scions have toiled the land and worked with their hands for generations.

**Benefit:** The globetrotter begins play with Level 1 in Craft (pick one). Hailing from hardy stock, they also gain one from either +2 Health *or* +1 Stun rating. These are in addition to the regular four 0-level Skills and two 0-level Resources all characters receive.

**Normal:** Your character receives no additional free Skills or Resources.

### Bloodline: Frankenstein

*Unique; Only available at character creation*

**Prerequisites:** None

Hailing from the Swiss Republic, the Frankensteins have long been bureaucrats in the higher echelons of government. Although recent generations have taken up the sciences as their preferred careers, they have retained their family's adeptness with administration and organization.

**Benefit:** The globetrotter begins play with Bureaucracy 0 and one from Craft (pick one) 0, Medicine 0, or Science (pick one) 0. The character also gains Rank 1 (if military) *or* Status 1 (profession). These are in addition to the regular four 0-level Skills and two 0-level Resources all characters receive.

**Normal:** Your character receives no additional free Skills or Resources.

## Skeletons in the Closet

### Christie

The globetrotter's branch of the family is descended from the line of Andrew Christie, a notorious 14th century cannibal. By tainting their soul with wicked



## Appendix 3:

## Guide to Walking Dead

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# Leagues of Gothic Horror

## Optional Rule: Flesh Golem Components

As written, the number of bodily components and state of preservation of a corpse to be used in the construction of a flesh golem plays no part in the game—it is assumed the character has everything they need for their experiment. With this optional rule, weird scientists looking to play God must consider two factors regarding the corpses they unearth. Note that these only affect flesh golems—it doesn't matter about the state of decay in a zombie as they are traditional rotting corpses.

### Finding Components

Creating a flesh golem requires certain minimum parts—a head (which for this purpose contains a viable brain, eyes, and ears), a torso, two arms (unless the creator wants his creation to automatically have the One Arm Flaw), and two legs (or have his monster have the Crippled Flaw).

When unearthing a corpse, the scientist must make a Medicine or Science: Biology roll (their choice). Each success results in *one* usable component from the deceased. A poor roll may require the scientist to exhume more than one body in order to find suitable components.

### Component Quality

Unless they have been preserved in some manner, corpses begin to decay at the moment of death. The longer the time since death, the more advanced the state of decay. No roll is required to locate the freshest components. Instead, the character needs to do some research, even if that is merely looking at dates on gravestones. Obviously, the freshest corpses are those procured within hours of death, and they are hard to find by legal means (unless one happens to be a deranged doctor). Thus, the Gamemaster must adjudicate the state of decay.

The states of decay are fresh (the best), preserved, and rotting (the worst). Skeletal components cannot be affixed to a flesh golem. For each preserved part, the scientist must pick one Flaw from the appropriate list. A rotting component demands two picks.

**Head:** Blind (counts as two picks), Brain Damage (two fewer Skill points for preserved and -4 for rotting), Deaf (two picks), Hard of Hearing, Mute, One Eye, Poor Vision

**Torso:** Glass Jaw, Obese, Skinny

**Arm:** Clumsy, Weak (-1 Strength rating when using that arm)

**Leg:** Clumsy, Lame (can be taken twice for a total -4 Move penalty)

deeds, the globetrotter triggers an ungodly appetite in their flesh. See *Guide to Walking Dead* for more on Christie and his brood.

**Corruption:** The globetrotter gains the Obsession: Cannibalism Flaw. The Flaw is permanent, even if the globetrotter removes all their Corruption points. When the character gains concurrent Corruption Flaws equal to their Charisma rating, they automatically become a ghoul (and thus a potential foe for the other globetrotters).

## Frankenstein

While they have never sought fame, the family has long prided itself on its accomplishments. Children are pushed to become the best they can in their life path. This leads some Frankensteins to blur the lines between morality and immorality in order to succeed.

**Corruption:** The globetrotter gains the Righteous Flaw. The Flaw is permanent, even if the globetrotter removes all their Corruption points.

## Diabolical Powers

### Laugh of the Grave

*Prerequisite:* Flesh golem

Utterly devoid of humor, the laugh is one that only someone who has witnessed the depths of hell and suffered true despair can produce.

The golem makes an Intimidation roll against all opponents within 10 feet. If it rolls more successes than an opponent's Willpower rating, the victim is paralyzed with fear, unable move or attack for a number of turns equal to the number of extra successes the creature rolled. An opponent may defend himself normally, but the spell is broken if they are attacked during this time.

If the golem rolls more successes than twice its opponent's Willpower, the victim flees in terror for a number of turns equal to the total number of extra successes rolled.

### Summon Vermin

*Prerequisite:* Ghoul

This works as the Summon Animal ability, except the ghoul can summon a single swarm of rats or insects, or a number of individual giant rats.

## Weaknesses

### Triggered Rage

*Prerequisite:* Flesh golem

Most flesh golems possess a low intellect, being creatures of instinct and brute force. For most, their memo-



## Appendix 3: Guide to Walking Dead Additions

ries begin only at the instant of their creation. Some, though, retain suppressed memories.

Unlike the Anger & Pain weakness, which is constant, a specific trigger is required to recall a painful memory in these unfortunate souls. The trigger must be something that was once important to the creature. For instance, a passing stranger may resemble a loved one, they may hear a song they used to sing, or even catch a whiff of a certain fragrance.

Once enraged, the creature blindly seeks only to locate and destroy the source of the trigger. Anyone or anything in its path is violently swept aside in the fiend's rush to end its mental and spiritual torment.

### Occult Relics

#### Clay of Creation

**Artifact 4**

**Leagues:** —

**Special:** This rare relic cannot be constructed using magic or weird science

In Genesis 2:7, God molds Adam from the earth (more often described as clay) before suffusing him with the breath of life. One tradition indicates the earth was taken from the four corners of the world, the soil of each area being red, black, white, and green respectively. According to occultists, the Clay of Creation is the first soil, formed on the Third Day (Genesis 1:9-10). It differs from the soil of today in that it was collected before God cursed the earth (Genesis 3:17), and thus retains a minute fragment of the power of Creation.

The Clay of Creation is a great aid to those who wish to create living creations of any sort. Depending on the nature of the construct, the clay may be worked into mundane clay (true golem), applied to bone and tissue (flesh golem), or form part of the internal machinery (clockwork construct).

A jar of Clay of Creation contains five doses, each of which is good for a single use. Each application reduces the living creation Enhancement cost as shown on the table below. "Level" refers to the desired Ally or Follower Level of the living creation, while the numerical header refers to the number of doses used in a single project.

For example, using two doses when creating a Follower 1 golem would cost +0 Enhancements instead of the usual +2 Enhancements. Alternately, the two doses would reduce the cost of a Follower 5 golem down to +6, the same cost as a Follower 3 construct.

Level	1	2	3	4	5
0	+0	+0	+0	+0	+0
1	+1	+0	+0	+0	+0
2	+2	+1	+0	+0	+0
3	+4	+2	+1	+0	+0
4	+6	+4	+2	+1	+0

5	+8	+6	+4	+2	+1
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**Enhancements:** Special: Reduce living creation cost (+8 Enhancements)

### Catalog of Fiends

#### Clockwork Corpse

Living creations are usually either artificial (in that they are made of metal and require clockwork or steam for power) or biological (like flesh golems and zombies). Some weird scientists desire to raise the dead but lack the medical or magical skills necessary to give back a twisted semblance of life. They take a halfway step, melding mechanics and flesh to construct a biological living creation animated by internal clockwork mechanisms. The Ghost Club has taken to calling these abominations clockwork corpses.

The merging of man and machine is an evolving art rather than a true science, especially when the flesh is dead. Cogs frequently become clogged with pieces of rotting tissue, causing them to seize, while muscle and bone grafts work loose due to constant movement. Keeping a clockwork corpse animated requires regular maintenance from a qualified mechanic.

Like zombies, lesser clockwork corpses are mindless and lack manual dexterity. With the clockwork giving them greater strength, they are ideal for repetitive manual work or heavy lifting.

#### Clockwork Corpse

**Follower 1**

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

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

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

**Skills:** Athletics 8, Brawl 6, Stealth 4

**Talents:** High Pain Tolerance (Ignores 3 wound penalties)

**Resources:** None

**Flaws:** Mindless (Cannot talk or use tools), Requires Maintenance (Difficulty 3 Craft: Mechanics roll each day or ceases to function)

**Weapons:** Punch 6N

\* *Zombies are immune to nonlethal damage and cannot be stunned. In addition, they must consume one pound of living flesh per day or suffer a point of lethal damage due to rot.*

**Overwind:** Once per day, a clockwork corpse can overwind its mechanism as a Move action. This causes one point of lethal damage as muscles are torn and bones broken and increases the maintenance Difficulty to 4, but it grants the monster a +2 bonus to all Strength-based Skill and Attribute rolls until the end of the combat or scene.



# Leagues of Gothic Horror

## Clockwork Flesh Golem

Whereas clockwork corpses are meat powered by clockwork, these versions are true living beings, capable of limited thought and free action. Aside from including a viable brain and being forged from flesh in a better state of preservation, clockwork flesh golems are created through the same blend of science and biology as their lesser cousins.

Many weird scientists take the opportunity to enhance their creations during the construction phase. As with more conventional living creations, they make the construction process more complex. When creating for NPCs, the Gamemaster may give the abomination two points of weird science mechanical-based Enhancements in place of an additional special power from the *Guide to Walking Dead*. These grisly additions are known as “grafts.” Unlike normal walking dead, this bonus applies to Allies and Followers as well as Patrons. Naturally, this makes the creature more versatile, and often stronger, than regular flesh golems. It should also prove a most unpleasant surprise to globetrotters hunting the creature.

For reasons as yet unknown, the grafting of machine and flesh holds much better than with true corpses. Thus, clockwork flesh golems do not require regular maintenance. They do require winding, but this is a simple task taking no more than 30 minutes a day.

### Clockwork Flesh Golem

Due to its Follower Level, this sample clockwork has six points of Enhancements. It has steel plates welded to its cranium and rib cage to protect its vital organs and powerful springs grafted into its legs.

#### Follower 2

**Archetype:** *Artificial life*; **Motivation:** *Duty*; **Style:** 1

**Primary Attributes:** Body 4, Dexterity 2, Strength 5, Charisma 0, Intelligence 1, Willpower 3

**Secondary Attributes:** Size 1, Move 9, Perception 4, Initiative 3, Defense 5, Stun 5, Health 10 (12), Horror 2 (4 once you realize it's a walking corpse)

**Skills:** Athletics 8, Brawl 8, Intimidation 5, Stealth 4\*

**Talents:** Iron Jaw (+1 Stun rating), Robust (+2 Health)  
**Resources:** None

**Grafts:** Increased Attribute: +2 Passive Defense (+2 Enhancements), Talent: Jump (+2 Enhancements), Talent: Swift (+2 Enhancements)

**Flaw:** Sadism (+1 Style point whenever it is needlessly cruel to its friends or enemies)

**Weapons:** Punch 7N

\* *Clockwork flesh golems have a -1 Size penalty on Stealth rolls.*

**Overwind:** Once per day, a clockwork flesh golem can overwind its mechanism as a Move action. This causes one point of lethal damage as muscles are torn and bones broken, but it grants the monster a +2 bonus to all Strength-based Skill and Attribute rolls until the end of the combat or scene.

## Princes of Darkness

### Winston Jones

Maybe Jones was born with a warped imagination, or perhaps it was the latent neurosyphilis that led him to walk down a dark path. Certainly he was always an odd child. Even at an early age he would bring home dead animals and hang them on his wall where they remained until his parents disposed of the stinking carcasses. It was only during his teens that he began to study true taxidermy. Certainly by the time he was in his thirties he had moved on from traditional taxidermy to creating chimeras, preserving and stitching together limbs from multiple creatures to create a “new” creature.

As his madness grew, Jones would create anthropomorphic tableaux utilizing his creations. At night, he would stroke his “pets,” and even stage dinner parties with them as guests. Little by little, his designs became more and more deranged. Likewise, Jones became more frustrated that his creations lacked the spark of life.

Perhaps some dark power overheard Jones and decided to grant his wish. It may be that Jones’ will to see his creations live was enough to give them a semblance of life. What is certain is that Jones is not a traditional weird scientist and lacks knowledge of the magical arts.

Jones no longer cares that his living creations quickly take flight and escape his workshop. For him, the moment of beauty is seeing them come to life, not possessing them as trophies or zoological exhibitions.

Jones’ madness has been elevated to new heights in recent months. No longer content with animal chimeras, he has taken to blending animals and humans to create truly warped creations. Thus far, he has resorted only to graverobbing to secure human parts, but as his insanity ever waxes, so his eye has wandered to living people.

### Winston Jones

#### Patron 1

**Archetype:** *Everyman*; **Motivation:** *Creation*; **Style:** 1

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

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

**Skills:** Athletics 4, Craft: Taxidermy 7, Medicine 5, Melee 4, Science: Biology 5, Stealth 4, Streetwise 4

**Talents:** Spark of Life (Can create living creations)

**Resources:** Refuge: Equipment 1 (+2 Taxidermy rating)

**Flaws:** Obsession: Human-animal fusion taxidermy (+1 Style point whenever his obsession causes him to do something dangerous or endanger someone else’s life), Sickly (+1 Style point whenever he suffers from his illness)

**Weapons:** Punch 0N, Dagger 5L