

"What comes to my mind are mountains of savage beauty, ancient castles, werewolves, and witches - a land of magical obscurity. How, in short, am I to believe I will still be in Europe, on entering such a realm?" —Elizabeth Kostova

This appendix expands on the *Guide to Mordavia*. See Appendix 1 for details concerning Bloodline Talents and how they work. The *Leagues of Gothic Horror Expansion* has a chapter dedicated to Gypsies.



Monster Lore

Specialized Skill

Base Attribute: Intelligence

While Academics: Occult provides a globetrotter with familiarity of common folklore concerning supernatural entities, some have developed a deeper understanding of a specific type of monster. Whether through study or experience, the character is able to identify unusual abilities, is well-versed in obscure lore and history concerning their chosen field of study, and can recognize the many different types of supernatural entity categorized within the same broad group.

Your character must focus on a specific monster:

- * Apparitions: Knowledge of ghosts, specters, haunts, and other types of disembodied spirits
- * Black Magicians: Knowledge of the various types of black magicians, including witches, as well as demons
- * Mummies: Knowledge of mummies
- * Shapeshifters: Knowledge of wercreatures and other shapeshifting entities
- * Vampires: Knowledge of vampires and related bloodsucking monsters
- * Walking Dead: Knowledge of flesh golems, ghouls, revenants, and zombies

Change to (Monster) Hunter Talent

With the introduction of the Monster Lore Skill, the (Monster) Hunter Talent (see *Leagues of Gothic Horror Expansion*) requires a small change. The prerequisite changes from Intelligence 3 to Monster Lore 4 in the same monster group.



Bloodline: Argintari Gypsy

Unique; Only available at character creation

Prerequisites: Must be a Gypsy

Argintari Gypsies are renowned for their skill in working silver. Whether the globetrotter believes in werewolves or not, they have been brought up on stories of the vicious creatures and how their ancestors have helped equip the Gypsies with potent weapons.

Benefit: The globetrotter begins play with Craft: Silversmithing 0 and Monster Lore: Shapeshifters 0. The character also begins play with Wealth 1. 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: Lautari Gypsy

Unique; Only available at character creation



Appendix 5:

Guide to Mordavia

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Leagues of Gothic Horror

Prerequisites: Must be a Gypsy

Music, song, and dance play an important role in the Gypsies' lives. The Lautari are famed for their singing voices and musicianship.

Benefit: The globetrotter begins play with Performance 1. They also start with a master quality musical instrument of their choice. Treat this as an Artifact 1 that grants +2 Performance rating when played. 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: Ursari Gypsy

Unique; Only available at character creation

Prerequisites: Must be a Gypsy

Training bears to dance has long been the purview of the Ursari. They were among the tribes who first settled in Eastern Europe. Whereas the Szgany became corrupted, the Ursari disappeared into the forests until they were found by the migrating Gypsies and brought back into the fold.

Benefit: The globetrotter begins play with Animal Handling 0. In addition, the character has raised and trained a brown bear since it was a cub. Although relatively tame, and no danger to its owner, the bear is still a wild animal at heart. They gain Follower 1 (Juvenile dancing bear). 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.

Hunch

Prerequisites: None

Your character has insights and hunches that allow them to change their minds to a potentially more beneficial outcome at the last second.

Benefit: Once per game session, you may reroll one Skill roll. If you spent Style points on the initial roll, the reroll gains the same benefits. You must take the second result, even if it more detrimental—hunches can be wrong.

Normal: You cannot reroll your dice.

Advanced: You may purchase this Talent up to three times. Each additional Level grants you an extra reroll per game session. No die roll may be rerolled more than once, though.

Skeletons in the Closet

Argentari Gypsy

The character's family has forgotten, or has chosen to forget, that one of their early ancestors was a werewolf. It was due to this that they first became workers of silver. The blood of the wolf flows through their veins, and members

who darken their soul may find the latent beast waking when the moon is full, at least in their mind.

Corruption: The globetrotter gains the Delusion: I'm a werewolf Flaw. In addition, the globetrotter suffers a -2 penalty to Body rolls to resist becoming a werewolf if bitten by one. This modifier only applies to werewolves. These effects are permanent, even if the globetrotter removes all their Corruption points. The globetrotter becomes a hereditary werewolf if the number of their Corruption Flaws equals their Charisma rating.

Lautari Gypsy

Despised by outsiders and hunted by supernatural forces, song, music, and dance reinforce familial bonds and bring light into the darkness. For those who have glimpsed into the darkness, even that flicker of joy has been snuffed out.

Corruption: The character gains the Malaise Flaw. This is permanent, even if the globetrotter removes all their Corruption points.

Ursari Gypsy

Although the first Ursari were not corrupted like the Szgany, they were highly protective of their lands and possessions. The desire to own and not share within the family group still burns in their blood, and those who walk toward the shadows feel the compulsion strongest.

Corruption: The character gains the Territorial Flaw (see below). This is permanent, even if the globetrotter removes all their Corruption points.



Mental

Territorial: Your character has a need to stake a claim and drive others away from it. They will not share that which is theirs and even have difficulty tolerating friends who encroach on their space. Most often, this impulse applies to protecting a location, but it may also include supplies, privileges, or mates—or all of the above. You earn a Style point whenever your character's protectiveness causes conflicts with their friends or allies.



Abbey of St. Jude

Dark Places Style Points: 0

Eerie Atmosphere Penalty: -2

Notable Inhabitants: Mother Oswin

Appendix 5: Guide to Mordavia Additions

At the end of a narrow track that winds up the Graberge stands a small ecclesiastical building dedicated to the patron saint of lost causes. The sisters are anchorites, neither seeking nor desiring contact with the outside world. Deliveries are brought by pack mule once a month and left outside the doors for the sisters to collect when the porter has left.

The sisters are considered to be extremely pious, for chants, prayers, and hymns are heard to emanate from the structure day and night. The sisters are certainly pious, but their utterances more than just praise to God. Here, kept in small cells, are several supernatural creatures, most notably victims of lycanthropy and vampirism. Day and night, the sister's sing and pray to keep the unfortunates' monstrous urges from dominating them. There is no cure for their affliction, but the sisters refuse to end their lives. They are ideal subjects for St. Jude to watch over.

Use the stats for a Mordavian clergyman for the sisters, but swap their Skills for the following: Academics: Religion 5, Empathy 5 (*Motives* 6), and Performance 5 (*Singing* 6).

Granny Greta's Cottage

Dark Places Style Points: 0 (2 at night)

Eerie Atmosphere Penalty: 0

Notable Inhabitants: Granny Greta

In Mordavia, being an old woman living alone in the woods invariably leads to rumors of one being a witch by superstitious rural folk. Granny Greta never suffered that stigma.

A kindly old spinster, she spent her days tending her livestock and garden, and baking cakes and biscuits in her stove. Although poor, she happily handed out her wares to local children, accepting nothing in return save for seeing joy in their faces when they bit into one of her baked goods.

Folklore claims that Greta became surrogate grandmother and mother to many orphaned children when plague ravaged Mordavia between 1657-58. Although no gravestone bearing her name has ever been discovered, children frequently leave posies of flowers outside the ruined cottage said to be Greta's home. Some say that the scents of stewing fruits, fragrant spices, and baked goodies still hang in the air around the ruins.

The Hanging Tree

Dark Places Style Points: 2

Eerie Atmosphere Penalty: -1

Notable Inhabitants: Child with Strangulation (see *Guide to Apparitions*)

Mordavia's geographical isolation did not spare its citizens from succumbing to the witch hunt fever that tore through Europe in the 16th and 17th centuries. Half a mile

from Karnstein, on the edge of the Duke's Road, stands an oak tree. Six women, three men, and two children were hung by their necks from its boughs as witches. Alas, justice in that fevered time was swift, but hardly just.

One of the children, her name recorded only as Agatha, was innocent of the charges leveled against her. It is quite possible that all the supposed witches were actually guiltless of that crime, but Agatha swore vengeance with her last breath. Whatever power answered her curse shall never be known, but answer it did. For three centuries, Agatha has haunted the area surrounding the oak.

More than one traveler along the road has felt a constriction of the throat, leaving them gasping for breath as they staggered away from the oak. Others claim to have seen a child standing at the foot of the tree, a length of rope dangling from her neck. Karnstein's educated citizens take such stories with a pinch of salt, putting such feelings as matters of imagination. They nevertheless move swiftly past the oak and avert their eyes from the marks worn into the bark by the hangman's rope.

An attempt was made to cut down the tree in a bid to erase Mordavia's less pleasant past. According to the stories told by the elderly, the tree oozed blood as the axe bit deep.

Schlosswerth

Dark Places Style Points: 2 (night only)

Eerie Atmosphere Penalty: 0 (-1 at night)

Notable Inhabitants: Gamemaster's choice

A small, low-lying island in the Wurmach, Schlosswerth ("Castle Island") is named for the lichen-coated remnants of stone walls. Most modern Mordavians don't believe the circular remains were ever a castle—they are too small and not substantive enough. Some hold the ruins are that of a watchtower, while others believe the ruins are nothing more than a former shelter for merchants or hunters.

While an ideal place to make camp, no Mordavian will ever sanction such a notion. In the center of the ruin, covered by a thin layer of soil, is an iron-bound trapdoor. Such a thing might not be uncommon, for surely it marks the entrance to a cellar, but what gives Mordavians pause for thought are that the trapdoor is locked from the inside and the muffled sounds heard from below the door when the sun sets.



Bear, Juvenile Dancing

Follower 1

Archetype: *Animal*; **Motivation:** *Survival*; **Style:** 0

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

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Secondary Attributes: Size 0, Move 5 (Run 10)*, Perception 3, Initiative 2, Defense 6, Stun 4, Health 7
Skills: Athletics 6, Brawl 6, Performance (dance only) 6
Talents: Skill Aptitude (+2 Performance rating)

Resources: None

Flaws: Bestial (Cannot communicate or use tools)

Weapons: Bite 6L, Claw 6L

* *Creatures with four or more legs double their Move rating when running.*

Notable Denizens

Eve

The girl was discovered sleeping in a wolf den by hunters. She was taken to the Karnstein orphanage, where was examined by doctors. They reported that she appeared to be around five or six years old, in good health, and of Mordavian heritage, but was essentially feral. Unable to speak, and thus reveal anything about herself, she was named Eve by Anne Maier.

Messengers were duly sent to the villages, but no one claimed to have misplaced a child. With no other option available, Eve was declared a ward of state.

Eve resisted every attempt to civilize her, biting and screaming whenever taken near a bath and her hair was brushed, and repeatedly tearing off her clothes to leave just her undergarments. After numerous escapes, Eve was finally abandoned as a lost cause. When she last fled the orphanage, no one went looking for her.

She now lives on the streets, feeding herself mostly on rats and scraps of food. A few citizens have taken pity on the waif and leave food outside their doors for the ever-hungry mite. Most turn their eyes whenever they spy her skulking through the streets, believing there is something very odd about the “wolf child.” The *polizei* shoo her away when Eve crosses their path, but they have no desire to arrest her—the orphanage doesn’t want her back and she has committed no crimes.

Alternate Backstory: Eve is an orphaned hereditary werewolf and is now 12 years old (although she looks much younger). When she hits puberty, her bloodlust will require something more substantial than a few stray animals or table scraps.

Eve

Ally 1

Archetype: *Everyman*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 1, Intelligence 2, Willpower 2

Secondary Attributes: Size -1, Move 7, Perception 4, Initiative 5, Defense 6, Stun 2, Health 3, Sanity 3

Skills: Athletics 5, Brawl 4, Stealth 6*, Survival 5

Talents: Swift (+2 Move rating)

Resources: None

Flaws: Alley Child (-2 penalty to rolls whenever manners and etiquette are involved; +1 Style point whenever her brazen disregard for social niceties causes her to be rejected or excluded), Illiterate (+1 Style point whenever her illiteracy causes her severe difficulty)

Weapons: Punch 5N, Bite 5N

* *Eve has a +1 Size bonus to Stealth rolls.*

Eve the Werewolf (hybrid form)

Ally 1

Archetype: *Monster*; **Motivation:** *Survival*; **Style:** 0

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

Secondary Attributes: Size 0, Move 11 (22)*, Perception 6, Initiative 6, Defense 10, Stun 5, Health 8, Horror 4

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

Talents: Alertness (+2 Perception rating), Supernatural Fury (Takes two Attack actions per turn), Swift (+2 Move rating)

Resources: None

Flaws: Bestial (Cannot communicate or use tools)

Weapons: Bite 7L, Claw 7L

* *Creatures with four or more legs double their Move rating when running.*

Regenerate: Werewolves have amazing powers of regeneration. Werewolves treat all damage inflicted by non-silver weapons as nonlethal (even caustic damage). Only silver inflicts lethal damage. At the end of each round, a werewolf makes a Body roll. Each success heals one point of nonlethal damage.

A werewolf can never heal lethal damage through this ability—it must heal those injuries naturally. Werewolves knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a werewolf that regenerates to exactly 0 Health is Exhausted.

Granny Greta

Greta was a real person and she did take in orphans during the plague. Never gifted with children herself, she became extremely attached to her new family. Nothing lasts forever, though.

Over time, relatives came to reclaim their kinsfolk or the children grew up and left to make lives for themselves. Greta pleaded to be able to keep the children, but one by one they abandoned her. Grief stricken when the last child moved out, Greta died of a broken heart.

Greta’s spirit remains fettered to her cottage. Driven to madness by loss, she desires to keep “her” children by her side, where she can care for and nurture them for the rest of eternity. Since living children will eventually grow up or die, Greta’s ghost must kill them first. Through her will, she binds the children to her cottage, preventing them from ever reaching the afterlife.

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Greta manifests to children as she appeared in life—a kind elderly lady. Using her Create and Odor powers to create tempting smells and sights, she leads the children back to her cottage. Through Illusion, she recreates the cottage as it was during her lifestyle—warm and cozy, with a crackling fire in the hearth. Once there, Greta uses Lacerate to kill them before fettering their souls.

Alternate Backstory: Greta is a ghost, but she is not a murderer. She still binds the souls of children, though. Believing she is doing them a service, Greta takes the spirits of dying children into her care. In doing so, she believes she prevents them from being lonely in the next world or, worse, becoming lost and destined to wander the earth.

Granny Greta

Follower 1

Archetype: *Spirit*; **Motivation:** *Preservation*; **Style:** 0

Primary Attributes: Body 0, Dexterity 1, Strength 2, Charisma 2, Intelligence 1, Willpower 6

Secondary Attributes: Size 0, Move 3, Perception 7, Initiative 2, Defense 7, Stun N/A, Health 8, Horror —

Skills: Con 7, Empathy 5

Talents: —

Resources: Refuge: Energy 1 (+2 Haunting points)

Powers: Illusion (creates the illusion her cottage is in good condition), Lacerate, Manifestation, Odor (baking smells only), Speech

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: Punch 0N

Create: Greta can materialize small amounts of cakes and biscuits. These remain until the end of the current scene, unless consumed beforehand. *Haunting points:* 1

Heinrich Pohl

The globetrotters aren't likely to meet Heinrich Pohl in the flesh, what with him being dead these past three years. Saying that, they may come to his attention should they trouble Ludmilla Probst, a young schoolteacher in Karnstein.

Ludmilla and Heinrich had been close friends since they were children. As they grew older, the young man held a torch for Ludmilla, though he knew in his heart she saw him as a big brother (despite being a year older). Ludmilla grew into a beautiful girl, something the other boys didn't fail to notice. Heinrich adopted the brotherly role and became Ludmilla's self-appointed protector.

As the shadow of death hovered over Heinrich, who had contracted galloping consumption, Ludmilla sat by his side day and night. With his last breath he promised her he would watch over her always. Heinrich was nothing if not a man of his word.

Since his death, he has walked beside Ludmilla as her invisible guardian. What began as brotherly love became

twisted into fanaticism. Heinrich reacts badly to anyone who, in his mind, harms his unknowing charge.

Heinrich never manifests in front of Ludmilla, nor does he strike out without thought—his vengeance comes only when the person is alone. Most of the time he acts using Minor Possession and the punishment is targeted to match either the perpetrator's nature or the crime. For instance, someone touches Ludmilla in an "ungentlemanly manner" may become Obsessed with scrubbing the offending hand to the point they rub the flesh raw. One who tries to flirt with her may become Callous or Repulsive. Anyone who dares strike Ludmilla, or who becomes a repeat offender, is dealt with in a more permanent fashion using Lacerate.

Heinrich is totally unaware that his "devotion" is robbing Ludmilla of any hope of living a normal life. Until he moves on, she has no chance of gaining a husband or having children, both of which she wants.

Heinrich Pohl

Follower 1

Archetype: *Spirit*; **Motivation:** *Love*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 3, Defense 7, Stun N/A, Health 7, Horror —

Skills: Empathy 6, Intimidation 9

Talents: Skill Aptitude (+2 Intimidation rating)

Resources: —

Powers: Blackout, Lacerate, Manifestation, Minor Possession, Speech

Flaws: Ephemeral (Cannot communicate or use tools except through applicable special powers)

Weapons: Punch 0N

Lunatics

The following characters are inmates in the Karnstein asylum. Globetrotters might encounter them when visiting Herr Doktor Feltman on an unrelated matter or, if notable alienists, be called in to help Feltman examine the unfortunate patient. Unless the Gamemaster wishes to create unique stats, all use the Lunatic entry in *Leagues of Gothic Horror*.

Alwin Martin

Sickly as a child and with a nervous disposition, Alwin led a secluded life. An avid reader, books were his only true companions. Given that Mordavian literature is rather limited, he would often order books from abroad. An unfortunate mix-up at a rare book store resulted in him being sent a partial copy of the *Grand Grimoire*. What he read in that damned volume broke his already fragile mind.

Following a spate of grave robbing, Alwin was ar-

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rested while in the act of trying to raise the dead. During his arrest, he repeatedly raved that he “could end death, for he held the power of resurrection.” Although he was charged with several crimes, it was ultimately decided he should be incarcerated in the asylum.

Alwin buried the book before he began his necromantic hobby but has no recollection of where. The Order of the Dragon has learned of the book—Alwin has spoken of it many times in his ravings. Hoping it might contain a ritual to help awaken Zs'marugot, they plan to extract the information from the madman.

Leagues of Cthulhu: Alwin received a copy of *Cultes des Goules*. In his madness he believes himself to be a ghoul. He was incarcerated after being caught in the act of eating a corpse he exhumed from the graveyard.

Orsolya Szekeres

An attractive woman in her early twenties, Orsolya (of Hungarian stock) is the only survivor of vampire attack on her family. According to official records, her parents and siblings were murdered by a deranged woodsman.

Orsolya has no conscious memory of the assault. Until recently she was catatonic, waking only periodically to scream about red piercing eyes before lapsing into mental shock once more. In the last month, she has seemingly recovered from her shock. Now she mumbles about a stranger coming to take her away to another life.

Orsolya was spared only thanks to two instances of good fortune. First, the sun was starting to rise, forcing the vampire to retreat. Second, the vampire saw in the innocent girl a potential bride rather than a quick meal. Fate intervened again when the vampire was slain a week later. Alas, the scales of fortune must be balanced, and they are tipping back toward misfortune.

Recently brought back to unlife by his Szgany minions, the vampire still desires to bring Orsolya into the fold. Still weak, the vampire has started contacting his bride-to-be through her dreams. Soon he will be strong enough to claim his prize.

Wenzel Schäuble

Wenzel's wife had him committed after suffering months of her husband's tormented screams, constant nightmares, and claims he was seeing ghosts. To be fair to the man, he *did* actually see a ghost, but this was a specter of Wenzel's making. Having murdered a neighbor in a dispute over a debt and concealing the corpse in the wood, Wenzel is now haunted by his neighbor's shade.

The ghost does nothing overt to Wenzel—it just appears to him and points accusingly, ephemeral blood dripping from the stab wounds in its chest. Until Wenzel admits his crime and the bones are given a proper burial, the specter cannot go toward the afterlife. Unfortunately for globetrotters who discover the truth, the ghost proves a far more violent opponent. It wants Wenzel to suffer for as long as possible, and ideally it will drive its murderer to commit suicide.

Mother Oswin

Retired from the Holy Brotherhood, where she worked as an archivist for many decades, Oswin grew despondent at the order's violent solutions. In her mind, werewolves and vampires were unfortunate victims, not unholy creatures to be ruthlessly hunted down and executed.

Seeking solace from the world, she moved to Mordavia, where she convinced the duke to allow her to take up residence in a remote, abandoned abbey. Within a few years, other sisters in faith had made their home in the building. With their blessing, Mother Oswin, as she had become known, began to take in people newly infected with lycanthropy and vampirism. They could offer no cure for these terrible afflictions, but, through faith, they could keep them from becoming true monsters.

Oswin is compassionate toward her charges, but she is not a fool—she knows full well what her patients (as he refers to them) are capable of should they escape or the ceaseless hymns end.

Although venerable, she is still fit and healthy in body, mind, and soul. It will take more than word games and mental tricks to persuade her to abandon her work or, in the case of her patients, allow her to let them free.

Alternate Backstory: Mother Oswin is no kindly old nun trying to save souls. Driven insane during her time with the Holy Brotherhood, she and her equally deranged sisters are keeping monsters in captivity as a means of hiding them from the Brotherhood's executioners and in attempt to dominate their minds. When she is ready, Mother Oswin intends to unleash her “pets” into an unsuspecting Mordavia.

Replace her Sanity rating with “—.”

Mother Oswin

Patron 2

Archetype: Clergyman; **Motivation:** Faith; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 6, Stun 3, Health 7, Sanity 8

Skills: Academics: Occult 6, Academics: Religion 6, Diplomacy 6, Empathy 5, Intimidation 6, Investigation 6, Linguistics 5, Performance 7

Talents: Captivate (Can temporarily entrance foes), Inspire (Can provide a +2 Skill bonus to allies), Iron Will (+1 Willpower rating)

Resources: Rank 1 (Holy Brotherhood; +2 Social bonus), Status 1 (Nun; +2 Social bonus)

Flaws: Elderly (–2 penalty to any roll where strength, speed, or endurance is a factor; +1 Style point whenever her age slows her down or she is taken advantage of because of it), Merciful (+1 Style point whenever she shows compassion to an enemy or refuses to retaliate when wronged)

Weapons: Punch 0N