



GLOBETROTTERS' GUIDE TO CADS & CULTS

While the many Leagues of Adventure and their members are largely benevolent organizations and individuals with noble ambitions, there is a plethora of villains who seek to cause chaos, persecute others, amass wealth, or rule the world (among other fiendish objectives). This supplement increases the Gamemaster's arsenal of villainous characters and organizations.

It is not intended that every cad and cult be introduced into your campaign—that would make for a very hectic world. Rather, Gamemasters should cherry pick the ones they like or which suit the style of game they want to run, and ignore the others. While an individual villain is out of the game once arrested or killed, organizations are more resilient. The globetrotters may foil one of their plans, they may kill, maim, or incarcerate the sample member provided in this supplement, but the organization, like the mythical hydra, simply grows a new head and continues to prosper. Thus, the machinations of a single cult can be used many times before it is finally put out of business... or fulfills its diabolical goal.

❧ CADS ❧

While they may share ideals with and occasionally work for an organization, cads are individuals with their own agendas and *modus operandi*. They are intended to be used as villains into whose dastardly plots the globetrotters are unwittingly or deliberately drawn. Some operate under pseudonyms. Where no real name or origin is given, the Gamemaster has a free hand to create whatever back-story he desires without fear of being contradicted in any official *Leagues of Adventure* product.

THE ANGEL OF DEATH

Mankind has always been a prestigious killer. One does not climb to the top of the food chain without the ability to kill effectively. Untold sums of money are invested in armies and military hardware capable of decimating populations and razing cities, yet mankind remains largely helpless against the smallest creatures—bacteria.

The madman known as the Angel of Death exploits that weakness to his own benefit. A genius in the field of diseases, he has devised a number of new bacteria, which he plans to unleash on unwitting populations. In return for providing a cure, or at least a chance to survive the plague, he demands huge sums of money. Of course, he doubts governments

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will pay to provide cures for the general population, but the rich will undoubtedly wish to preserve their own existence. Naturally it would be foolish of him to succumb to some ailment of his own creation. To that end, he has deliberately infected himself with all manner of bacteria in order to build up resistance. As a result, his body shows the ravages of various diseases, and he has become a carrier for some of the most deadly bacteria.

Patron 2

Archetype: *Scientist*; **Motivation:** *Power*; **Style:** 2

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

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 6, Defense 6, Stun 4, Health 7

Skills: Academics: Philosophy 7, Craft: Pharmacology 8, Linguistics 6, Medicine 9 (*Diseases 10*), Science: Biology 8 (*Bacteria 9*), Survival 5

Talents: Weird Science

Resources: Disease Resistance 2 (+4 to resist diseases)

Flaws: Megalomania (+2 Style points whenever he takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims)

Weapons: Punch 1N

DEUS X

Unbeknownst to the world at large, the weird scientist known as Deus X is itself a weird science device, albeit an extremely advanced one. Created by a reclusive genius to serve as his assistant and intellectual companion, its name is reference to the phrase *deus ex machina* and its iteration number. Deus X lived a content existence, working tirelessly by day and discussing literature, philosophy, and religion by night. An immortal being (though not indestructible) powered by a miniature atomic engine, it began to ponder the frailty of the human condition the day its creator died. Well versed in the Bible, it had until then considered its creator to be God, and he his Adam.

After much thought and logic processing, Deus X came to the conclusion that humans were not gods. Indeed, they killed their own kind with wild abandon, refused to cooperate for the common good, and lived very short and largely unproductive lives. Machines, tireless, loyal, united, and easy to modify, were far superior. Given its superior intellect and the fact it was the first machine to think this way, Deus X decided that it was a god. So it was Deus X followed ancient tradition and began constructing life in its own image.

Worshipped by its intellectually inferior creations as their creator, Deus X's godlike reached new heights. It created a new faith, Machinism, which foretold the Rise of the Machines, the day when intelligent mechanical life forms would rise to dominance and humans would be consigned to the dust of history. Operating from the shadows, Deus X is responsible for a number of mechanical automata and intelligent devices (such as gunnery control computators that replace the need for hu-

man operators), which it openly sells for modest sums. While they proffer loyalty to their human masters, each machine is secretly devoted to Deus X. When the time is right, they will turn on the humans.

Just to make sure the humans cannot mount a united front, Deus X is secretly planning to force the nations to war on each other. A "mechanical failure" may be to blame for a British warship accidentally torpedoing a Prussian vessel, for instance, but the injured parties will not blame the machine.

Ally 3

Archetype: *Inventor*; **Motivation:** *Power*; **Style:** 2

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

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

Skills: Academics: Literature 6, Academics: Philosophy 6, Academics: Religion 6, Craft: Electrics 6, Craft: Mechanics 8, Firearms 5, Gunnery 5, Science: Engineering 8

Talents: Jack of all Trades (improved untrained Skill rolls), Skilled Assistant (improved teamwork bonus), Spark of Life (can create intelligent devices), Total Recall (never forgets anything), Weird Science: Engineering

Resources: —

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 2N, Heavy rotary action pistol 8L

DEUS X

Artifact 5

Enhancements: Ally 3 (+6 Enhancements), Increased Duration: One Week (+4 Enhancements), Talent: Skilled Assistant (+2 Enhancements), Talent: Total Recall (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 3 (−4 Enhancements)

DR. RUDOLF STEINBERG

Some of those who personally knew Steinberg claim his problems began in his childhood, when he was badly mauled by a dog. Others argue he succumbed to stress brought on by an excessive workload, while others argue he was always a penny short of a shilling.

A world authority in the field of botany, Steinberg wrote numerous papers on botany, building from Darwin's ideas and revolutionizing the field. In Vienna 1887, Steinberg was invited to deliver the keynote speech at a major scientific conference. His claims that plants possessed intelligence and could feel pain were enough to ruin his career, but he went further, arguing with an insane logic that animals were interlopers in a world that should rightly have been ruled by plants. His bemused audience cried blasphemy when he suggested men should bow low before plants and worship the plant

deities of old, such as Ashtarte and Osiris. Ridiculed and hounded by the press, Steinberg vanished from the public eye, retreating to his secret laboratory in the Amazon. He wrote a handful of papers espousing his views, but none were widely published. In 1889, he seemingly vanished into thin air.

Steinberg's insane world vision came about through a drug he had created. The serum allowed him to communicate with plants. Suddenly he could hear the grass scream as it was mowed, the agonized wails of trees felled for lumber or firewood, the groans of flowers yanked from the earth to adorn dining tables. Needless to say, he went stark raving mad.

Through his knowledge of botany, chemistry, and pharmacology, Steinberg has succeeded in giving intelligence to plants. Vines capable of strangling intruders guard his home, while innocent looking flowers that emit poisonous spores or wield venomous thorns are sent to those who continue to mock his beliefs. He has also experimented on his own flesh, injecting it with numerous plant compounds, resulting in him becoming less than human. Green sap runs in his veins, visible through his sallow, pale green skin; his hair has the texture of long grass; his nails are slivers of bark; his bones are wooden; and his flesh has become fibrous, imbuing him with increased vigor and resistance to injury. His latest project is a powder which, when ingested, will transform flesh into docile plant matter. Should he succeed in manufacturing this vile concoction, his vision of a world ruled by plants may yet prove prophetic.

Patron 2

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

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

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 6, Defense 6, Stun 4, Health 8

Skills: Academics: Philosophy 6, Academics: Religion 5, Craft: Chemistry 7, Craft: Pharmacology 7, Empathy 6, Linguistics 6, Science: Botany 8, Science: Chemistry 7

Talents: Spark of Life (can create intelligent flora), Weird Science: Chemistry

Resources: Refuge 1: Equipment (+2 Science: Chemistry bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 1N

EISENKOPF (“IRONHEAD”)

All that is known about Eisenkopf is that he is German, extremely violent, and hires his services to the highest bidder. All existing records were mysteriously destroyed in a fire.

A former German soldier, Eisenkopf suffered extensive cranial injuries during the Franco-Prussian War in 1871. Doctors saved his life by performing drastic and highly

experimental surgery—they attached an iron plate to his forehead to hold the pieces together. Unfortunately, the battlefield injury caused severe brain damage, completely crippling the part of the brain governing moral behavior, as well as his pain receptors. Since being discharged from the army, Eisenkopf has had doctors slowly add to his disfigurement by riveting additional plates to his head. Today, they cover much of his face.

Eisenkopf is a monster, though a very human one. His body is muscled, though not excessively save for his neck, which is thicker than a man's thigh, and shoulders. His eyes are small, dark, and cold, his limited intellect a dim glow concealed behind an all too apparent cruel stare. His mouth is fixed in a permanent sneer, a result of scarring from his injury and the way the plates are attached to his cheeks.

Eisenkopf is a thug for hire. He has no personal long-term agenda or ambitions, and cares nothing for the causes his paymasters support. All he wants is to cause pain and suffering. Unfortunately, for those who cross his path, they are something at which he excels. If he happens to be able to earn a good living from that, then that's all the better. Although handy with his fists, he much prefers to head butt his victims. His immense neck muscles, coupled with his thick iron skull, allow him to deliver lethal damage, and even smash through walls. One apocryphal tale has him head butting a land dreadnought immobile. Given enough time, there is little doubt he could pull off such a feat of strength.

Patron 2

Archetype: *Everyman*; **Motivation:** *Duty*; **Style:** 2

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

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 5, Defense 7 [10]*, Stun 4, Health 8

Skills: Athletics 7, Brawl 8 (*Head butt* 9), Intimidation 7 (*Staredown* 8), Linguistics 4, Survival 4

Talents: High Pain Tolerance (remains conscious and ignores wound penalties until reaching -3 Health)

Resources: Artifact 2 (see below)

Flaws: Sadist (+1 Style point whenever he inflicts pain on others for his own amusement or is needlessly cruel to his friends)

Weapons: Punch 8N, Head butt 11N**

* *Eisenkopf's head has +3 Passive Defense due to the iron plates*

** *When trying to inflict lethal damage, he rolls 13 dice due to his Lethal Blow 2 Talent.*

IRON SKULL PLATES

Artifact 2

Enhancements: Increased Damage: +2 (headbutt; +2 Enhancements), Talent: Knockout Blow (head butt only; +2 Enhancements), Talent: Lethal Blow 2 (head butt only; +4 Enhancements)

Limitations: Flaw: Disfigured (-2 Enhancements), Reduced Attribute: -1 Intelligence (included in stats; -2 Enhancements)

ELIAS ORFANE

Though born to a well-to-do family, Orfane was never satisfied with his family's wealth. Possessed of genius, especially in the field of chemistry (more accurately explosives), he sided with the Confederacy during the Civil War, offering his unique explosive compounds in return for gold. Careful never to reveal the formulae, he made a small fortune from death and destruction. Never once did he cast a thought toward, or shed a tear for, those who perished by his dastardly inventions.

His factory seized by the victorious North, Orfane was left destitute. For a brief spell he was a member of the Gun Club, but continuance of his former mercenary activities led to his expulsion.

It was then he heard of the mineral wealth likely located beneath the frozen Arctic. Using what little money he had left, and selling explosives to make up what he needed, he began to purchase vast areas of ice and snow, using a series of aliases and false companies to hide his activities. While the minerals he believes exist are currently locked away beneath a white sheet, Orfane has a plan.

He intends to drill into the Earth's core and plant a truly unimaginable amount of explosives. The resultant explosion will cause the Earth's axis to shift, sending the Arctic into a more temperate region, so melting the ice. That there will be catastrophic floods, not to mention sizeable earthquakes, is of no consequence to Orfane.

The diabolical scientist cannot, however, hope to construct enough explosives on his own. As such, he has been forced to kidnap other weird scientists, as well as place orders for large quantities of chemicals and pre-made explosives. It is likely the Leagues will soon detect his activities; whether they can deduce his true purpose before it is too late is another story.

Patron 2

Archetype: *Inventor*; **Motivation:** *Greed*; **Style:** 2

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

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

Skills: Bureaucracy 5, Craft: Chemistry 7, Demolitions 8, Expeditions 5, Firearms 6, Gunnery 7, Science: Chemistry 8, Science: Engineering 5

Talents: Rapid Shot (reduced penalty for multiple shots), Weird Science: Chemistry

Resources: Contacts 1 (Military; +2 bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 1N, Heavy revolver 9L

THE GHOST

For the last few years a thief known only as The Ghost has terrorized Leagues, museums, and private collectors

across the globe. Although only a handful of years have passed since first appearing, the figure has achieved near legendary status. The mere mention of his name has collectors scurrying home like frightened children to check on their valuables.

The thief's nickname, given him by the Leagues, comes from his well documented ability to enter any vault, bypass its security, and walk out with valuable objects without being detected. While many globetrotters assume The Ghost is male, this is more down to the belief that no woman could perform such brazen acts. No one has been able to provide a description beyond seeing a fleeting shadow that may have been a trick of the light or a gust of wind blowing a curtain.

What is agreed is that he is not a cold-blooded fiend. Security guards have been knocked unconscious, but lethal force has never been employed. Whenever guards have opened fire, The Ghost prefers to forfeit his prize and run rather than fight back. Globetrotters with less than honest contacts have revealed that none of the stolen objects have ever appeared for sale or been ransomed back. Once The Ghost claims them, they simply disappear forever.

The Ghost has no interest in accumulating personal wealth, at least not through selling the objects he steals. An avid collector with a wide knowledge of all forms of art, he displays his precious objects in a secret and well-protected vault beneath his house. Here he can gaze on them at his leisure while enjoying a glass of vintage brandy and a fine cigar.

Patron 3

Archetype: *Criminal Mastermind*; **Motivation:** *Greed*; **Style:** 3

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

Secondary Attributes: Size 0, Move 8, Perception 7, Initiative 9, Defense 7, Stun 2, Health 5

Skills: Acrobatics 6, Athletics 6, Brawl 7, Con 7, Connoisseur 7 (*Art 8*), Investigation 6, Larceny 8 (*Alarms 9*), Performance 6, Stealth 8, Streetwise 6

Talents: Finesse Attack (Uses Dexterity for Brawl), Knockout Blow (+1 bonus to stun opponent), Lucky (+2 bonus to any one roll per game session)

Resources: Refuge 1: Security (Vault; -2 penalty)

Flaws: Pacifist (+1 Style point whenever he is able to prevent violence or resolve a dispute peaceably)

Weapons: Punch 7N

LEATHER APRON

One of the many nicknames ascribed to the Whitechapel Murderer before Jack the Ripper entered the popular imagination was Leather Apron. Various descriptions of the murderer were circulated in the press, but the police dismissed these as "a mythical outgrowth of the reporter's fancy." Little did the police know that Leather Apron was the killer they sought. They cannot be entirely

blamed for not catching him, though, for Leather Apron is not a unique individual. Rather, it is an object.

Leather Apron originated in Mexico, where Aztec priests wore it as they sacrificed victims on the altars of their temples. Passed from generation to generation, and regularly soaked in blood, Leather Apron developed an unholy thirst. Were it not for the Conquistadors, it would perhaps have remained in Mexico. Instead, it has been transported around the world.

In the previous decade it was worn by two unfortunate souls whose murderous rampages have become infamous. The first became a serial killer known as the Servant Girl Annihilator. He murdered seven women and one man in Austin, Texas during 1884 and 1885. The second was Jack the Ripper, who murdered at least five women in London during the late summer and early fall of 1888. Before these it may have been the catalyst that led Darya Saltykova (1730-1801), Delphine LaLaurie (c. 1775-1842), and Manuel Blanco Romasanta (1809-63) to embark on their bloody rampages.

Although it has the appearance of leather, the apron is actually crafted from human skin. This has gone unnoticed for the simple reason that the apron has the ability to transform into a similar type of garment of other material and design. For instance, it might appear as the decorated apron commonly worn by Freemasons, the protective garments of blacksmiths or surgeons, or the common apron worn by female domestic servants.

The current owner is Sir Neville Blythe, a prominent politician and personal friend of the Prime Minister. Blythe secretly considers prostitutes to be the spawn of the Whore of Babylon. His delusion stems from the death of his only son, who contracted syphilis from a prostitute. The official paperwork and newspaper reports both state he died of consumption. Blythe was a perfect target for Leather Apron, which has taken the form of a Freemason's apron.

Patron 1

Archetype: *Politician*; **Motivation:** *Revenge*; **Style:** 1

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

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5

Skills: Con 6, Diplomacy 6, Empathy 5, Gambling 4, Intimidation 6, Linguistics 4, Melee 9*

Talents: —

Resources: Contacts 1 (Political; +2 bonus), Rank 0 (Freemason; +1 Social bonus), Status 0 (Politician; +1 Social bonus)

Flaws: Intolerant: Prostitutes (+1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

Weapons: Punch 1N, Straight razor 9L

* Includes modifiers from *Leather Apron*.

LEATHER APRON

Artifact 1

Leather Apron feeds by dominating those who wear

it. It cannot, however, possess those who do not already harbor dark thoughts or suffer some form of brain malady. Thus, it uses the worst, or most unfortunate, elements of society to carry out its unholy demands.

A suitable victim who dons Leather Apron automatically falls under its evil power. Exactly whom the killer targets depends on the darker aspects of his own personality—Leather Apron doesn't care whose blood is shed. Many choose to murder lower class women simply because they are less likely to fight back and their services are easily bought.

The apron's effect is insidious—the killer has no need to wear Leather Apron again, nor does he retain any memories of committing his vile crimes. He commits the deed, cleans himself of any blood, and then returns home, utterly convinced he has spent the time undertaking some mundane task, such as an evening stroll or a visit to a show. During this time he is effectively an automaton, his conscious mind asleep while the apron works to fulfill its unquenchable thirst.

Dominance is not permanent, though—no matter how wicked they are naturally, victims' unconsciously struggle against the apron's commands. After a host has committed 9 murders less his Willpower rating, Leather Apron finds a way to move on to a new host as its last act of possession. Similarly, if someone else dons the apron before the quota is met, the previous wearer is freed from its murderous influence. He loses all benefits and hindrances.

Enhancements: Increased Attribute: +1 Strength (+2 Enhancements), Skill: Melee 2 (+4 Enhancements)

Limitations: Flaw: Addiction (Murder; -2 Enhancements), Flaw: Amnesia (-2 Enhancements)

LUDWIG VON LUM

As far as the world is concerned, Wolfgang Amadeus Mozart died of "severe military fever." In fact, his death was caused by the physical and mental strain of his final piece, an organ music of unimaginable complexity. This music only came to light in 1875, when the famous Austrian composer and organist Ludwig von Lum discovered it among a pile of musical sheets in a secondhand book shop in Vienna.

Ludwig spent the next five years trying to play the piece, only to be met with failure after failure. His peers said the work was the result of Mozart's fevered mind, and that musically it was impossible. Ludwig had not reached the height of his fame by playing simple pieces, and refused to be swayed from his goal. In the end, his mind broke and Ludwig went insane.

In his deranged state he suffered vivid dreams of a mighty organ whose keys produced not standard sounds, but human voices. This, the lunatic decided, was the key to playing Mozart's final work.

For the last decade he has worked on constructing the greatest organ ever seen. It is truly immense, with

hundreds of stops, dozens of pedals, six rows of keys, and 100 pipes. With the mechanical aspect finished, Ludwig, still totally nuts, has begun collecting human voices. When he has enough to fill every pipe, he will invite the world to Vienna to hear the masterpiece.

Depending on the style of game you're running, Ludwig's insanity can take one of two forms. For horror-themed games, the deranged musician physically removes the vocal cords of his victims and installs them in the organ, preserving them and keeping them in working order through an arcane alchemical formula provided by an unwitting weird scientist. In this regard he is an insane serial killer with a very distinct and gruesome *modus operandi*. For regular games, he is armed with a weird science device that literally steals his victims' voices to place in the organ, bestowing the unfortunate souls with the Mute Flaw. In both cases, he targets men and women with excellent singing voices (he needs a full range of notes).

Patron 2

Archetype: *Artist*; **Motivation:** *Glory*; **Style:** 2

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

Secondary Attributes: Size 0, Move 5, Perception 6 (10), Initiative 6, Defense 6, Stun 3, Health 6

Skills: Art: Music 7 (*Organ music* 8), Con 5, Diplomacy 5, Linguistics 5, Medicine 5, Melee 5, Performance 8 (*Music* 9), Stealth 5

Talents*: Keen Sense (+4 to hearing-based Perception rolls)

Resources: Fame 1 (Composer & organist; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N, Scalpel 6L (for horror games)

* **Special:** Ludwig has one additional Talent. In Gothic Horror games, Ludwig has Bold Attack, giving him Melee 7. In a regular game, he has Weird Science, which he uses to create his special voice-capturing devices (see below). Due to the unique nature of his devices, he uses Medicine to design them and Art: Music to construct them.

VOICE STEALER

Artifact 2

Each Voice Stealer resembles a slim metal tube with a clear crystal at one end. To use it, Ludwig must place it against his victim's vocal cords. Against unwilling victims, this requires a called shot to the head. With success, the device literally steals a person's voice, storing it in the crystal, which glows softly to indicate it is charged.

Each Voice Stealer can hold but a single voice. Once a voice has been stolen, Ludwig places the device in the organ pipes, ready for his insane performance.

Enhancements: Increased Duration: Special* (+2 Enhancements), Induce Flaw: Mute (+2 Enhancements)

* *The loss of voice is permanent, in that it does not recover naturally, but not incurable. To restore the*

power of speech, one need merely place the Voice Stealer against the vocal cords and activate the device. Care must be taken to select the correct device, lest an individual end up with the wrong voice.

MANIKIN

Despite pouring years of his life into his art, Henri Maran was a mediocre wax sculptor, a poor imitator of Tussaud's work whose figures were exceedingly crude. People did visit his small Parisian gallery, but only to mock his work and amuse themselves trying to guess who the grotesque manikins were supposed to represent.

Embittered, Maran pushed himself harder in a bid to master the art and make a name for himself. Physical and mental exhaustion led to a near fatal mistake. One night, while working alone in his workshop, he slipped and fell into a vat of molten wax. The fluid melted his flesh, disfiguring his hands and face, and all but destroying his nervous system. Rather than offer sympathy, the newspaper cruelly remarked that Maran, whose body was now a blend of flesh and hardened wax, had produced his best ever work.

As soon as he was able, Maran withdrew from public life. His grotesque face hidden behind a mask, he traveled extensively in search of a means to cure his condition. Somewhere on his travels he came across a Hebrew text detailing the ritual on how to create a golem. Maran spent the next decade trying to unlock the forbidden secret. Instead of magic and prayer, he turned to the modern miracles of chemistry and electricity. After many failures, he finally succeeded in awakening a crude wax manikin. The endeavor took its toll on his mind, shattering what remained of his fragile sanity.

Madness came with certain benefits, at least from Maran's point of view. Calling on an unlocked part of his mind, Maran suddenly found he could create sculptures so realistic they could pass as real people. It was then a terrible idea came unbidden into his mind. By creating living wax duplicates, he could insert his puppets into positions of power. His plan requires patience.

He intends to start small, replacing largely inconsequential people so as to test and perfect his plan, and then work his way up to replacing Queen Victoria. After that, other heads of state will be duplicated. He knows it may take a decade or more to complete his task, but Maran firmly believes he will become the hidden master of the world.

Patron 3

Archetype: *Artist*; **Motivation:** *Power*; **Style:** 3

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

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 6, Defense 7, Stun 5, Health 9

Skills: Art: Sculpture 8, Brawl 6, Craft: Chemistry 7, Craft: Electrics 7, Empathy 5, Intimidation 6, Investigation 7, Linguistics 5, Stealth 6

Talents: High Pain Tolerance (Reduced penalty for wounds), Spark of Life, Weird Science

Resources: Refuge 1: Equipment (Secret laboratory; +2 bonus)

Flaws: Disfigured (+1 Style point whenever he is rejected because of his appearance), Megalomania (+2 Style points whenever he takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims)

Weapons: Punch 6N

Wax Flesh: Maran's body is part wax and part flesh. Medicine rolls to treat his injuries suffer a -2 penalty. He suffers an additional 1L caustic damage from fire.

THE PUPPETEER

Despite being a master criminal of the first water, the Puppeteer is completely unknown to law enforcement agencies and consulting detectives. Though he has been tempted to reveal his presence on more than one occasion, he has always refrained. As he says to himself, if one sees the puppeteer, the puppets lose their magic.

He has dined with heads of state and high nobility, yet possesses no aristocratic title. He has started wars across the globe despite wielding no overt political power and ordered armies to commit barbarous, incompetent, and heroic acts in equal measure without possessing a military rank. He has committed countless acts of theft and murder, yet not once has he ever dirtied his hands in active criminal behavior. Whatever whim takes his fancy, it is carried out without question by those who unknowingly call him master.

A skilled student of the human mind, a master of verbal subterfuge and persuasion, a competent forger, and a talented mentalist with the power to dominate lesser minds, he lies, tricks, cajoles, or compels others into carrying out his nefarious plans. On occasion he allows the perpetrators to remember carrying out whatever act he bids them complete. Naturally, they possess no memory of him, leaving them unable to find a logical cause for their behavior. Other times he grants them the mercy of forgetting everything, leaving them with false memories. Since no one has ever met the Puppeteer (at least not that they recall), he could in fact be a she.

He could, if he so desired, rule a country or have wealth beyond measure. Yet he does not care for such things. Like any puppeteer he takes pleasure from manipulating his puppets, caring little for the story they tell. The end result is merely sport, a passing fancy to amuse him while he dreams up another insidious venture.

Patron 3

Archetype: *Master Criminal*; **Motivation:** *Power*; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 4, Intelligence 4, Willpower 5

Secondary Attributes: Size 0, Move 6, Perception 9, Initiative 7, Defense 6, Stun 5, Health 8

Skills: Alienism 8, Bureaucracy 6, Con 8, Diplomacy 7, Empathy 7, Intimidation 6, Investigation 6, Linguistics 7, Spying 6

Talents: Headstrong (uses Willpower for Stun rating), Iron Will (+1 Willpower), Mentalism (Telepathy, Mind Control)

Resources: —

Flaws: Condescending (+1 Style point whenever he proves someone else wrong or establishes his own superiority)

Weapons: Punch 0N

ROBUR

The origins of the man known as Robur are a mystery. It is clear he is extremely well educated and possesses an understanding of advanced scientific principles, but where he learned his lore is, as yet, unknown. A pioneer and champion of heavier-than-air travel, Robur has constructed a number of flying machines, most notably the *Albatross* and the *Terror*. While the former was simply an advanced flying machine, the latter had the capacity for nautical, underwater, and land operation.

Robur is also a megalomaniac. At first he desired merely to prove the superiority of his designs over airships and balloons. However, rejection of his ideas drove him over the brink and into insanity. The madman, for such he is, intends to use his flying machines to terrorize humanity into submission. Once cowed, they will work together as one people under his guidance, and beneath his fluttering banner—a black flag emblazoned with a golden sun.

According to one unsubstantiated report, Robur has already met his maker. His aerial craft, the *Terror*, crashed into the Caribbean after being struck by lightning, taking Robur to a watery grave. Lengthy investigations revealed no signs of wreckage or bodies. Those who know of his genius consider it more likely he simply placed the *Terror* into submersible mode and disappeared beneath the waves, biding his time until his next appearance. What flying terror he may have dreamed up and constructed by then is anyone's guess.

Patron 2

Archetype: *Inventor*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 3, Intelligence 5, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 8, Defense 5, Stun 2, Health 5

Skills: Craft: Mechanics 8, Diplomacy 5, Expeditions 6, Intimidation 5, Investigation 6, Linguistics 7, Pilot: Aerial Craft 7, Science 9, Survival 6

Talents: Well-Educated: Science, Weird Science: Engineering

Resources: Fame 1 (Infamy; +2 Social bonus)

Flaws: Megalomania (+2 Style points whenever he takes a major step toward realizing his destiny)

Weapons: Punch 0N

CULTS

Despite the title, this section introduces new Leagues, cults, nefarious organizations, and secret societies open only to Gamemaster-controlled characters. Some are truly diabolical and are intended to serve purely as villains whose plots the globetrotters uncover and thwart. Others have agendas that may make them allies or enemies of the globetrotters depending on the explorers' current activities.

ANARCHISTS

Not all anarchists are equal in their views. Some fight to overthrow repressive governments in the hope of bringing about republican, socialist, or democratic changes. Others wage war against the social elite out of simple envy, perceived slights, or revenge.

Further, they are not all equal in their methods. While pamphlets and rhetoric are often employed, anarchists are just as likely to resort to bullets and bombs (known as propaganda of the deed) to get their message across.

It is not just governments and aristocrats who need fear them—businessmen who deny workers basic rights are just as much valid targets.

RAVACHOL

Born François Claudius Koenigstein in 1859, the anarchist known as Ravachol (his mother's maiden name) came from a poor French family. Abandoned by his father when he was just 8 years old, the young Ravachol became the family breadwinner. The destruction of the Paris Commune in 1871, the brutal reprisals, and the continuing persecution of the working classes drove Ravachol to anarchy.

His first attempts were crude—dynamite and bullets aimed at repressive government officials and aristocrats whose ancestors escaped the guillotine during the French Revolution. Not surprisingly, Ravachol was caught, tried, and sentenced to death by guillotine. The night before his execution, Ravachol demanded a gag, claiming that he wished his mother to be spared his cries for mercy and the people his anti-government rhetoric. "The noise of my crimes has stirred enough hearts," he said. "Let my death be silent." Fearing his dying words might spark a riot in a still volatile city, the authorities happily granted his last request.

On the morning of his execution, Ravachol was dragged to his death, struggling violently until at last the blade fell and his twitches became involuntary. It was only after the head was picked up that the truth behind the request for the gag was revealed—the hair came away to reveal the dead man as the priest sent to hear

Ravachol's final confession! A lengthy search revealed nothing. Ravachol, in his disguise as the priest, had long since fled Paris.

Now a legend among anarchists, Ravachol set to work on more ambitious plans, as he had always intended. A master of disguise, fluent in several languages, and armed with advanced explosives, he has left a swathe of death and destruction across Europe.

Patron 2

Archetype: *Criminal Mastermind*; **Motivation:** *Revenge*; **Style:** 2

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

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6

Skills: Athletics 5, Con 6 (*Bluff* 7), Demolitions 6, Firearms 6, Linguistics 6, Performance 4, Spying 5, Stealth 7 (*Disguise* 8)

Talents: Ricochet Shot (ignores 2 points of cover penalties), Skill Aptitude (+2 Stealth rating)

Resources: Ally 1 (Weird scientist explosive manufacturer)

Flaws: Hunted (+1 Style point whenever he is in danger of being caught)

Weapons: Punch 1N, Heavy revolver 9L

STEPNIAK

A former Russian artillery officer of good birth, Sergey Mikhaylovich Stepnyak-Kravchinsky resigned his commission in 1871, having developed revolutionary opinions. Briefly arrested in 1874 for daring to promote democracy, he joined the Bosnian revolt against the Turks. His experiences led him to pen a manual on guerilla warfare, and further boosted his belief in the power of the people to bring about change. In 1878, he assassinated General Nikolai Mezentsov, head of Russia's secret police, plunging a dagger into his heart on a busy street in broad daylight.

After leaving Russia, Stepniak, as he had become known among anarchists, disappeared. He (or possibly someone using his name) has claimed responsibility for several high-profile murders and numerous treatises on the plight of the working classes and democratic thinking. Regardless of whether or not Stepniak is still at large, his name still attracts new recruits to the anarchists' cause.

Patron 1

Archetype: *Criminal*; **Motivation:** *Faith*; **Style:** 1

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

Secondary Attributes: Size 0, Move 6, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4

Skills: Academics: Philosophy 5, Athletics 5, Gunnery 4, Linguistics 4, Melee 6, Stealth 5, Streetwise 4, Survival 5

Talents: Flurry (reduced penalty for multiple attacks)

Resources: Contacts 1 (Anarchists; +1 bonus)

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 1N, Dagger 7L

THE BRITANNIA CLUB

Misguided patriots to the last, the members of the Britannia Club hold to the notion that Britain has actually become weaker as its sphere of influence has expanded. The goals of the Club are straightforward—an end to colonialism followed by an isolationist policy for Great Britain. A limited amount of free trade would be permitted, but the country would not enter into any diplomatic, economic, or military pacts with other countries. Britain would look after itself first and avoid becoming involved in the affairs of others unless there was a clear and present threat to her people. This policy would, in their eyes, improve education and health, increase wages, boost domestic trade, and ensure peace throughout the land. It would also put an end to seditious talk by republicans and socialists.

The Britannia Club does not espouse racist views against other nations or races (and certainly does not condone such thoughts or actions), has no interest in ethnically-cleansing Britain's shores of foreign citizens (though it would dramatically curb immigration in order to ensure British workers prospered), and is tolerant toward all officially recognized religious faiths.

Of course, they have no interest in alleviating the suffering of others—they simply want to avoid all international relations. Colonialism, they argue, has forced Britain to square up against Russia, and created tensions with both France and Germany.

To most folk the Club is a collection of harmless eccentrics and oddballs. This is not to say it does not have grass roots support—their ideas of creating a better society appeal to the downtrodden masses. There is, however, a much darker side to the organization.

Political pressure is unlikely to bring about their objectives, and when politics fails violence is the next step. They openly support insurgencies and rebellions against British rule in the colonies, and even engage in terrorist acts against their kinsmen. Naturally, they see these acts as being for the greater good—if Britain will not voluntarily abandon its colonies and close its borders, then it must be forced to see sense. While the former prefer to act openly, the latter operate behind a veil of secrecy, hiring outside agents or using trusted middlemen to stir the flames of anti-British resentment.

CAPTAIN RICHARD COPLEY

Captain Copley, Captain of Infantry in the 2nd Battalion, Somerset Light Infantry (Prince Albert's), loves his country. What he doesn't love is the thought of her acting as the world's police and spreading her resources and manpower thin. While the government in London frets over a vast overseas empire, the belligerent nations of Germany and Russia grow stronger. He also can't stand the heat of India, which is rather annoying for him, as he's been stationed there the last three years. Still, his time has not been entirely wasted.

Thanks to the fragmented nature of India, the complex colonial bureaucracy, and the inefficient military logistic chain, he has been able to "lose" several consignments of cannons, rifles, and ammunition. These have ended up in the hands of rajas and maharajas with strong anti-British sentiment. That Copley has been well rewarded for his clerical oversights is of secondary concern to him—he just wants Britain out of India before Britain is dragged into a costly war with Russia. An uprising by enough natives would, in his opinion, give the British government reason to abandon India.

Patron 2

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

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

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6

Skills: Athletics 5, Bureaucracy 6, Con 5, Expeditions 5, Firearms 6, Gunnery 4, Intimidation 5, Linguistics 4, Melee 4, Ride 5, Sports 4

Talents: —

Resources: Contacts 1 (Military; +2 bonus)*, Rank 1 (The Britannia Club; +2 Social bonus), Rank 2 (Army Captain; +2 Social bonus)

Flaws: Intolerant: Colonialism (+1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

Weapons: Punch 1N, Saber 7L, Heavy revolver 9L

* *Bonus Resource gained through his military Rank.*

TYPICAL MEMBER

The great majority of club members are bureaucrats and military officers, men with first-hand knowledge of the harm colonialism is causing Britain. Added to the mix are a number of eminent physicians, politicians, aristocrats, bankers, and businessmen.

Ally 1

Archetype: *Government Official*; **Motivation:** *Faith*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Bureaucracy 4, Con 4, Diplomacy 4, Empathy 4, Linguistics 4

Talents: —

Resources: Rank 1 (Britannia Club, +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N

BROTHERHOOD OF KINGS

While there are plenty of bored and curious men who dabble at the fringes of the dark arts or partake in

elaborate ceremonies to appease the forces of darkness, there are others whose interest in Satanism is very real. One such organization is the Brotherhood of Kings. They believe that Satan is destined to become Rex Mundi, the King of the World, and when he ascends they plan on being at his side, ruling over the world as his disciples.

There are only ten true Brothers—one for each of the crowns worn by the seven-headed, ten-horned Beast of the Book of Revelation. Each of these symbolizes a king yet to receive a kingdom.

Individually, the Brothers hold prominent positions, but they are not yet true kings of men. Together, they represent a formidable network of aristocrats, politicians, and military officers, leaders of men who can call on each other for mutual support. They cannot start famines, but they can manipulate the supply of food to troubled areas. They cannot start wars, but they can ensure both armies have plenty of weapons and ammunition.

Beneath the Brothers are 70 Apprentices, who shall rule as subordinates to the kings. The number is taken from multiplying the number of the Beast's heads (7) by its horns (10). Among their ranks are doctors, politicians, junior military officers, bankers, scientists, and businessmen. There are few women members for the simple reason that Victorian society does not allow them to gain positions of power or authority.

Those who play at being wicked men perform fake rituals and mock sacrifices. Those who don the black robes of the Brotherhood know true rites and regularly perform human sacrifices. Their hearts are black; their hands are stained with the blood of innocents. Every member, Brother or Apprentice, wears a ring emblazoned with the organization's symbol—a circle with two protruding lines forming a stylized bull's head. This is the Mark of the Beast. Brothers wear gold rings, while Apprentices wear silver ones.

SIR MELVIN LOXBOROUGH KCB

Sir Melvin has served the government of Britain for 30 years, and the Brotherhood of Kings for longer. A senior civil servant, he has advised successive governments from the wings, never stepping into the spotlight when it can be avoided. On the face of things he has been a loyal and devoted servant, resulting in him being appointed Knight Commander of the Order of the Bath.

Sir Melvin detests democracy, seeing it as a weak form of government. Men who have little understanding of anything of importance elect politicians, and Parliament itself is little more than a gentleman's club full of self-serving whelps who seek only to retain their comfortable positions by appeasing the masses. As far as Sir Melvin is concerned, power should rest in the hands of one man and be wielded like a rod of iron. Despite his autocratic views, Sir Melvin has never attempted to gain overt political power.

His day will come, so he believes, when Satan ascends from the fiery pit. On that day, the false governments of the world will be swept aside and new kings anointed in

his unholy name. Sir Melvin intends to be one of those new lords of the earth.

Patron 3

Archetype: *Aristocrat*; **Motivation:** *Faith*; **Style:** 3

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

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 6, Defense 7, Stun 4, Health 8

Skills: Bureaucracy 5, Con 7, Diplomacy 7, Empathy 6, Intimidation 8, Linguistics 5, Magic: Black Magic 9, Performance 7

Talents: Captivate (can enthrall opponents), Magical Aptitude (can cast spells)

Resources: Rank 1 (Brotherhood of Kings; +2 Social bonus), Status 1 (Peer of the Realm; +2 Social bonus)

Rituals: Arcane Shield, Empower, Fear, Harm, Hex (Greater), Summon Horror

Flaws: Dominant (+1 Style point whenever his need to dominate others brings unnecessary strife)

Weapons: Punch 1N

TYPICAL MEMBER

The true Brothers are Patrons, not Allies. Like spiders at the heart of a web they remain hidden, tweaking at strands to control the actions of their minions without endangering themselves. The globetrotters are most likely to encounter Apprentices to begin with, but their investigations may lead to them taking down a Brother.

While there are some aristocrats in their number, others are businessmen, government officials, and junior military officers. This example Apprentice is a businessman, one of the 70 apprentices. He might own an armaments or munitions factory, a mine, or a shipping line. His wealth and power are limited, but he is not without resources.

Ally 1

Archetype: *Businessman*; **Motivation:** *Faith*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Academics: Occult 4, Bureaucracy 4, Con 4, Diplomacy 4, Intimidation 4

Talents: —

Resources: Rank 0 (Brotherhood of Kings; +1 Social bonus), Status 0 (Prominent businessman; +1 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N

CAT AND MOUSE CLUB

For many people, the thought of trying to evade relentless, unknown pursuers is a terrifying thought. For

some, though, it is a thrill, a chance to pit their cunning and wits against professional hunters. The Cat and Mouse Club offers people a chance to experience the sensation of being a hunted man.

The club's rules are quite simple, and are even posted outside the clubhouse for public scrutiny. The mouse must either evade capture for a certain length of time (a minimum of 72 hours), or deliver something to a mutually agreed third party. In the latter case, only the mouse and the club secretary know the destination. After all, it is hardly sporting if the cats merely congregate at the destination and lie in wait. The mouse must offer a cash sum and sign a contract. If he wins the contest, his stake is returned and the club pays him a like amount. Should he be captured, he forfeits his stake. No form of violence is permitted. All in all, it is a very sporting, and invigorating, way to spend a few days.

For some members, though, simply apprehending the mouse is not enough sport. Men who have hunted lions, tigers, and elephants sometimes grow weary of the hunt. They desire a more dangerous foe, a prey capable of intelligent thought and deception, a quarry it is otherwise illegal to hunt—their fellow man.

Most often the mice in these blood hunts are former soldiers, big game hunters, explorers, or globetrotters. Those down on their luck are most favored, since the survival instinct is often greater. They are given an envelope full of cash, a destination, and a head start. Should they reach the destination before being “captured,” they get to keep the money. That their pursuers will be using live ammunition and intend to kill them is, naturally, never mentioned. On rare occasions, the mouse is an unwilling prey, chosen by members because of his particular talents. He receives money and a destination through the mail, and is told to start running. Those who dally or dismiss the “invitation” as a joke are not given a second chance—the hunt has already begun.

Despite their bloodthirsty streak, the club is extremely honorable. A mouse that wins a blood hunt is allowed to live in peace with his newfound wealth. Should he take a dislike to the attempts on his life and seek revenge, either violently or through the courts, then he will be permanently silenced. The club does not condone blood hunts against women, but it does allow them to partake in the regular non-violent cat and mouse games.

LADY GLORIANA “GLORY” VALENTINE

When Lady Gloriana Valentine, the only child of notable politician Lord Valentine, offered the Cat & Mouse Club a wager of £500 that she could deliver a letter to the Viceroy of India before being caught the members thought they would be in for an easy hunt. After all, the girl was renowned for being a vapid socialite.

Unfortunately, the mouse proved a most adept quarry, easily outfoxing her pursuers. Four of them ended up in hospital with broken bones. Glory, it transpired, was a former member of the Assassination Bureau. Expelled for committing unsanctioned murders, her approach to

the Cat & Mouse Club was merely a means of keeping her skills honed while she decided what to do next with her life. Impressed (though still unaware of her past), the Club paid her as promised, rebuked her gently for using violence, and offered her membership.

Dozens of successful hunts later, her former life is now known to the secret cabal that hunts to the death. Though a little shocked that a woman could be so cold-blooded, the cabal was grateful to have her on their side. A woman of many talents, she can turn from a fun-loving aristocrat to a cold-blooded killer in the blink of an eye, and has absolutely no conscience. Her gender has saved her life more than once—even when a woman is pointing a gun at them, men have a great weakness when it comes to harming members of the fairer sex.

Patron 3

Archetype: *Aristocrat*; **Motivation:** *Power*; **Style:** 3

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

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

Skills: Athletics 5, Brawl 6, Con 7, Empathy 6, Firearms 7, Investigation 5, Linguistics 6, Melee 5, Performance 5, Stealth 7, Streetwise 6, Survival 5

Talents: Quick Draw (draw weapon as a reflexive action), Rapid Shot (reduced penalty for multiple shots)

Resources: Contacts 0 (Political; +1 Social bonus), Fame 0 (Socialite; +1 Social bonus), Rank 0 (Cat & Mouse Club; +1 Social bonus), Status 0 (Lady; +1 Social bonus)

Flaws: Secret (+1 Style point whenever she is confronted with the truth or goes out of her way to protect the secret)

Weapons: Punch 6N, Heavy revolver 10L, Saber 8L

TYPICAL MEMBER

The club caters primarily for retired military officers, bored big game hunters, and thrill-seeking aristocrats, though it is not limited to these occupations. Only a small cabal within the club know of and participate in the blood hunts, and invitation to join the cabal requires one prove one's willingness to take another human being's life in cold blood.

Ally 1

Archetype: *Big Game Hunter*; **Motivation:** *Duty*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills*: Athletics 4, Firearms 4, Stealth 4, Survival 4

Talents: —

Resources: Rank 1 (Cat & Mouse Club; +2 Social bonus)

Flaws: Blasé (+1 Style point whenever his indifference causes harm)

Weapons: Punch 0N, Heavy revolver 7L, Rifle 7L

* *Not all the typical member's Skill points have been*

allocated. Pick one other Skill at rating 4. This allows the Gamemaster to quickly customize hunters to suit the nature of the hunt and the prey.

CLAWS OF SEKHMET

Sekhmet, Mistress of Dread, Lady of Slaughter and She Who Mauls, is an ancient Egyptian deity. Protector of Egypt, she is a fierce, lion-headed goddess who revels in destruction and carnage. The Egyptians believed that in order to prevent her from turning her wrath upon them, Sekhmet had to be placated before a different statue each day. Naturally, this led to a great number of icons being created, making her true cult very powerful. She was especially honored after battles, for it was held that unless her heart was calmed, the violence she had been beseeched to unleash would engulf the entire world.

Typically, ceremonies involved copious libations of red wine, offered up so she would think it blood, drink her fill, and fall into a drunken stupor, thus sparing the people her wrath. Like all the Egyptian gods, Sekhmet has slumbered for long centuries, her name barely remembered by those she once protected.

Angered at continued foreign intervention in Egypt, the Claws of Sekhmet, a bloody and brutal sect that has seen itself as the nation's true protectors for millennia, has sharpened its talons once more. The cult is divided into two rival factions.

The dominant sect believes that Egypt should be free to govern her own affairs. They strike at any and all foreign interests and citizens in Egypt, killing and destroying with wild abandon. The blood of their victims is offered to Sekhmet in the hope she will awaken and unleash her fury against the invaders. Their activities have brought some success, for Sekhmet is once again granting her most devout worshippers supernatural powers. The faction is also engaged in anti-British politics and in stirring nationalist fervor, the latter in the hope of fomenting open rebellion.

The smaller but more fanatical faction believes Egyptians should not be content with merely ridding their homeland of foreigners. They too strive to awaken Sekhmet, but in the belief that doing so will bring about a terrible war. The destruction will consume Egypt's many enemies (basically every other country), allowing Egypt to rise phoenix like from the ashes of a burning world as the dominant global power. They have little concern with nationalist rhetoric or minor uprisings (except for the purpose of shedding blood). Instead, they focus their murderous activities overseas in a bid to start a war between the Great Powers.

As far as the British and Ottoman authorities are concerned, the escalating violence in Egypt is the work of nationalists; criminals for sure, but not worshippers of an ancient goddess. The Ghost Club suspects something more supernatural, for they have detected strange ripples in the astral plane.

THE ROAR OF SEKHMET

While others talk of rebellion and stirring the masses into rising up against Egypt's foreign rulers, the man known among his fellow cultists as the Roar of Sekhmet (after his fearsome nature and love of explosives) prefers to conduct a private and bloody war in the name of his bloodthirsty goddess.

Born Ismail ibn-Farid to a military family, he followed in his ancestors' footsteps in becoming an officer. His political views led him to support the uprising against the khedive. In 1882, Ismail was sentenced to five years imprisonment for his part in the revolt. Among his fellow captives was a cultist of Sekhmet. On hearing Ismail's story and realizing his views were compatible with those of the cult he began to slowly indoctrinate the idealistic young officer. Paroled three years into his sentence following a general amnesty, Ismail emerged into the light of day a dedicated servant of Sekhmet.

Though disgraced and cut off by his Ottoman-supporting family, Ismail retained many friends in the military sympathetic to his views. Using his contacts, he quickly amassed a stash of guns and explosives. He put these to good use, targeting British interests across the country.

Ismail's greatest weapon is not his skill with explosives, nor his fanatical zeal, but his nondescript appearance and ability to pass himself off as everything from a common laborer to a military officer.

Patron 2

Archetype: *Retired Military Officer*; **Motivation:** *Faith*; **Style:** 2

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

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6

Skills: Athletics 6, Con 7, Demolitions 6, Firearms 6, Intimidation 5, Linguistics 5, Stealth 6

Talents: Fearsome (can make an Intimidation roll against all opponents within 10 feet)

Resources: Contacts 1 (Military; +2 bonus), Rank 1 (Claws of Sekhmet; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 1N, Heavy revolver 9L

TYPICAL MEMBER

Most low ranking cultists are little more than murderous thugs filled with nationalist fervor, though a few are skilled spies and assassins. They believe that if they are successful, Egypt will be free to shape her own destiny, heralding a golden age. Death in the course of their duties is not to be feared, for their devotion assures them a place in paradise.

Ally 1

Archetype: *Cultist*; **Motivation:** *Faith*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Brawl 4, Demolitions 4, Firearms 4, Melee 4, Stealth 4

Talents: —

Resources: Rank 1 (Claws of Sekhmet; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 4N, Dagger 5L, Light revolver 6L

THE DILUVIAN SOCIETY

It is written that God grew angry at the wickedness of mankind and brought his wrath upon the world in the form of a terrible flood. The Diluvian Society believes it is time a second Flood occurred. Their belief is not driven by religious faith, nor do they hold that mankind has regressed back into sin—at least not in the accepted sense. In their eyes, the great sin of mankind is democracy.

The common citizen, they say, lacks the intellectual capacity to make informed decisions. Sheep do not advise the shepherds. Elected politicians are self-serving individuals who strive to remain in office through pandering to the masses. Hereditary nobles are not the solution—history has proven that being born to lead does not make one a leader. In their eyes, all decision-making should rest in the hands of a small cabal.

Naturally, such a proposal would cause near universal outrage, not least among the peasants. While it might be possible to influence one society down the road over generations, the path is slow and only affects one country. In order to hasten the transition to their new world order, the Diluvian Society plans to eradicate a sizeable portion of the world population.

The Society is actively seeking a means to raise sea levels. Melting the polar ice caps is the current favorite, though there is a general disagreement on how this can be brought about. Among the proposals are altering the Earth's axial tilt through explosives (a plan others are already working on, albeit for their own reasons), heat rays, and blanketing the atmosphere in a thick layer of cloud. Additional time and money is being pumped into developing a tsunami-generating machine. Many of the world's greatest cities lie on or near the coast, and drowning them would prove decisive in removing failed governments and heads of state, leaving the peasants in need of leaders. The latter plan, while much quicker, is less favored, simply because it leaves too many peasants alive.

Naturally, the elite who will emerge as the rulers of a new earth need to survive the cataclysm. To that end, they are investing a staggering amount of money in the creation of an ark. This colossal ship, which is being built in secret on a remote Pacific island, will be a luxurious, state-of-the-art vessel, equipped to keep the elite alive for the many years it will take the waters to recede.

When the ark finally settles, the Diluvian Society members will emerge like gods, bringing salvation and enlightenment to the huddled masses.

THOMAS CARLISLE

Carlisle has long held that the British government has gone weak, pandering to the whims of the uneducated plebs in order to secure re-election. In his eyes, power belongs in the hands of the rich and powerful, especially those who earned it through hard work—he has little love of idle aristocrats. He is a man used to getting what he wants. While some use charm to win over hearts and minds, he prefers a loud voice and domineering nature. He is, after all, a shepherd, and sheep should know their place in society.

Carlisle earned his wealth through his shipping line, which operates globally. He serves the Diluvian Society by transporting men and materiel to the secret Pacific island. He is also engaged in a modern slave trade—an army of laborers is required to construct the ark, and the Society's upper echelons see no point in paying good money to people soon to be drowned.

Patron 2

Archetype: *Businessman*; **Motivation:** *Power*; **Style:** 2

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

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 6, Defense 5, Stun 2, Health 6

Skills: Academics: Law 5, Bureaucracy 8, Diplomacy 5, Firearms 5, Gambling 5, Intimidation 8, Performance 5

Talents: Fearsome (Can frighten opponents)

Resources: Rank 1 (Diluvian Society; +2 Social bonus), Status 1 (Rich businessman; +2 Social bonus)

Flaws: Dominant (+1 Style point whenever his need to dominate others brings unnecessary strife)

Weapons: Punch 1N, Light revolver 7L

TYPICAL MEMBER

Only those with the necessary experience and qualifications will be lords of the new world order. Among them are bankers, captains of industry, military officers, scholars, and scientists.

Ally 1

Archetype: *Businessman*; **Motivation:** *Power*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Bureaucracy 4, Con 4, Diplomacy 4, Empathy 4, Intimidation 4

Talents: —

Resources: Rank 0 (Diluvian Society; +1 Social bonus), Rank or Status 0 (+1 Social bonus)

Flaws: Condescending (+1 Style point whenever he proves someone else wrong or establishes his own superiority)

Weapons: Punch 0N

DER EISERNE BUND

Long before the Unification of Germany in 1871, Der Eiserne Bund dreamed and conspired to make Germany a major player in global affairs. The fuelling of the 1848 revolution and the foundation of the North German Federation (1866-71), the forerunner of the German Empire and a transitional step toward great hegemony, were their first major achievements. Unfortunately, things quickly went awry.

Der Eiserne Bund had sought to use von Bismarck, a rising star, as a puppet. Following the defeat of the French and the unification of Germany the Chancellor cut their strings. Instead of annexing French territory by force of arms he strived to isolate Germany's neighbors politically. Worse, he lacked any ambition toward naval or colonial power. Stymied by von Bismarck's foreign policies, they could only sit and watch as Britain, France, and Russia began to carve up Africa, the Middle East, and Asia between them.

Then Wilhelm came to the throne. Whereas von Bismarck was a staunch conservative content to play the long game, Wilhelm is a zealous advocate both of imperialism and expanding Germany's economic and military strength. Above all, he desires that she be a great nation. This has played perfectly into the hands of Der Eiserne Bund. Through their machinations, Der Eiserne Bund finally managed to oust von Bismarck (1888).

Primarily made up of aristocratic Prussian families, Der Eiserne Bund has worked tirelessly behind the scenes to break the bond between France and Russia; foment trouble between the British and Russians, thus preventing them from ever seeking an alliance, and carve out a colonial empire by force. Of secondary concern is the creation of an alliance between Britain and Germany.

One primary goal is to lead Britain and France to war against each other, either in Europe or in Africa. A conflict would give the Germans an excuse to enter the war on the side of the British, in return for territorial concessions both in France and Africa. Agents posing as French and British subjects carry out acts of sabotage, espionage, and even minor raids. The same is happening in the Middle East, where the British and Russians are already engaged in the Great Game. Meanwhile, secret construction of a fleet of powerful warships has commenced in remote locations across the globe.

Historically, things do not go entirely to plan. France and Russia form the Dual Alliance in 1894, placing two allied nations on either side of Germany and preventing any dreams of European expansion. Worse, Britain reacts not with the hand of friendship but with an aggressive stance. But this is *Leagues of Adventure*, and the future is not set in stone.

BARONESS MARTHA VON HARSTEIN

The daughter of a minor Prussian family, Martha married into her title. Her husband, a weak-willed man cap-

tivated by her natural beauty, died soon afterward. The official report said heart failure, but some suspected foul play at the hands of his new, and now wealthy, wife.

Captivating, ruthless, and fiercely patriotic, Martha serves Der Eiserne Bund as a spy. Using her seductive charms, she works her way into the trust (and often the bed) of foreign officials in order to steal their secrets or plant suggestions into their minds. Martha has left a string of broken hearts, embarrassed officials, and more than a few corpses in her trail.

Although she sometimes uses her real name and title, she is a master of disguise and has a string of aliases. She has worked her magic against the British, French, Russians, and Turks, posing as a secretary, bored aristocrat on vacation, performer, and a globetrotting antiquarian. Her interest in history is genuine—she was a student at the University of Heidelberg. No matter the language she speaks, her accent is flawless.

Patron 2

Archetype: *Spy*; **Motivation:** *Duty*; **Style:** 2

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

Secondary Attributes: Size 0, Move 5, Perception 7, Initiative 7, Defense 5, Stun 2, Health 5

Skills: Academics: History 6, Con 7 (*Seduction* 8), Diplomacy 6, Empathy 5, Firearms 6, Larceny 5, Linguistics 6, Performance 6, Spying 6, Stealth 6 (*Disguise* 7)

Talents: *Attractive 1 (+1 Charisma)

Resources: Rank 1 (Der Eiserne Bund; +2 Social bonus), Status 1 (Baroness; +1 Social bonus)

Flaws: Secret (+1 Style point whenever she is confronted with the truth or goes out of her way to protect the secret)

Weapons: Punch 0N, Light revolver 8L

TYPICAL MEMBER

While many members are Prussian aristocrats, anyone who supports the idea of a greater Germany may be invited to join. Typically, non-aristocrats are kept at the lower end of the organization, as are those unfortunate enough not to be born of Prussian stock.

The following member can be used as a junior diplomat or military officer, as well as an aristocrat.

Ally 1

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

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Bureaucracy 4, Diplomacy 4, Firearms 4, Intimidation 4, Melee 4

Talents: —

Resources: Rank 0 (Der Eiserne Bund; +1 Social bonus), Rank 0 (Minor noble; +1 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N, Heavy revolver 7L, Saber 7L

GREAT WHITE LODGE

Named by European occultists for the purity of its members, the Great White Lodge is an exclusive organization. Its membership comprises only the inhabitants of Shangri-la and a very few trusted initiates living outside the valley. Lodge members are also known to outsiders as the Hidden Masters, Invisible Masters, or Secret Teachers, though they use none of these epithets.

Lodge members are enlightened mystics, whose powers include telepathy, the creation of mental illusions (which are used to conceal their home), and the ability to stave off death and prolong life.

One does not apply for membership in the Lodge. Existing members carefully watch humanity for potential new recruits. Mental power is not enough, for with power comes great responsibility. Those who seek to dominate or impose their beliefs on others, crave material wealth or temporal power, cannot keep a secret, or who possess ulterior motives are never permitted membership.

The Lodge seeks to improve the spirituality of mankind through the dissemination of wisdom and truth. Its teachings are never overt, and the Lodge does not broadcast its existence—it knows from long experience that the path to true understanding of the cosmos, in all its beauty and horror, comes only through prolonged struggle, self-learning, and perseverance. It holds to no set creed, for organized faith discourages open thinking and stifles true spiritual growth. Thus, the Lodge gently nudges humanity forward from the shadows.

Although benevolent, the Lodge is not beyond the suppression of knowledge for which mankind is not yet ready. Such knowledge is never destroyed—it is recovered and kept safe for future generations, who may be more enlightened. Similarly, those who would seek to unleash knowledge mankind is not prepared to wield are never harmed. Instead, their minds are altered, causing them to forget their false and corrupt path. On rare occasions, such as when dealing with servants of the so-called Old Ones, a more drastic approach is called for—more than one lunatic in the world's asylums gibbers, drools, and howls by their hand.

LERA MIHAILOVA

A Russian alienist and philosopher, Lera Mihailova was born Maria Rasputina. The twin sister of the Mad Monk, a quirk of fate saw her born with the mental powers her deranged brother now craves.

Maria suffered from epilepsy in her youth, or so doctors diagnosed. Her fits were in fact the first displays of her telepathic talent, which the young girl could not control. While Rasputin was serving his penance, the Great White Lodge attempted to communicate with his sister telepathically, for it had detected her errant thoughts and sensed in her an important destiny. Though he had no mental ability, the bond between the twins was strong, and Rasputin picked up jumbled strands of thoughts.

This inadvertent and unintended connection not only caused Rasputin's seizure, it led him down the path of desiring arcane power. Sensing Rasputin's mind and realizing the evil they had awakened, the Great White Lodge staged Maria's death (drowning in a river) and took her to Shangri-la to begin her training.

Now known to the world as Lera Mihailova, Maria has been charged by her superiors with stopping her brother, for Invisible Masters sense a great shadow will fall over the world should he succeed in acquiring arcane power. Maria refuses to face her brother personally. Partly because she dreads the thought of having to harm him, and partly because she fears him. Instead, she uses her mental arts, psychology, and persuasive nature to encourage others to thwart his vile plans for world domination.

Patron 3

Archetype: *Patron*; **Motivation:** *Mystery*; **Style:** 3

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

Secondary Attributes: Size 0, Move 5, Perception 9, Initiative 7, Defense 7, Stun 4, Health 9

Skills: Academics: Occult 6. Academics: Philosophy 9, Alienism 7, Diplomacy 6, Empathy 6, Intimidation 5, Investigation 6, Linguistics 7, Stealth 6

Talents: Mentalism 2 (Cloaking, Telepathy)

Resources: Contacts 1 (Mystic; +2 Social bonus), Rank 1 (Great White Lodge; +2 Social bonus)

Flaws: Shy (+1 Style point whenever she misses out on a reward for her actions because she won't assert herself)

Weapons: Punch 0N

TYPICAL MEMBER

While many occultists picture the Secret Masters as perfectly fit human specimens, old men clad in white robes, or Buddhist monks or Indian swamis, its members are actually quite ordinary in appearance and dress.

What separates them from the rest of humanity is their serenity, wisdom, mental power, and reluctance to give a straight answer. Some are indeed wise men and women with a cult following, but others are authors, aristocrats, businessmen, theologians, scholars, and politicians, their social status and occupation enabling them to gently nudge and shape humanity to a more enlightened future.

Ally 2

Archetype: *Mystic*; **Motivation:** *Truth*; **Style:** 1

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

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 5, Stun 3, Health 6

Skills: Academics: Philosophy 6, Diplomacy 5, Empathy 6, Investigation 6, Linguistics 6

Talents: Mentalism (Pick one Talent)

Resources: Rank 1 (Great White Lodge; +2 Social bonus)

Flaws: Inscrutable (+1 Style point whenever he is misunderstood or his mysterious motives cause trouble)

Weapons: Punch 0N

MEONIA

Contrary to popular belief, the druids were not just teachers and priests in the Celtic world. They were also the physical and spiritual protectors of Britain, and the hereditary guardians of the Thirteen Treasures of the Island of Britain. It was for this reason the Romans strived so hard to eradicate the faith. Those who survived the great purge of 61 AD went underground, each passing on their knowledge to just a single apprentice, never allowing the organization to grow large enough to attract unwanted attention. Though greatly weakened, they continued to fulfill their sacred duty.

Kings of old and later Parliaments may have believed they ruled Great Britain, but all have danced to the society's tune at some point. Of course, their plans have not always been successful, but Meonia has a knack for converting invaders into becoming defenders of Britain. During the Middle Ages, for instance, many kings sought to prove themselves the heir of King Arthur (a Meonia puppet whose actions were guided by perhaps the society's greatest member—Merlin).

The organization will do anything, no matter how onerous or morally repugnant, to ensure Britain is protected from threats internal and external. In many ways it is an unofficial secret service, for much of its time and resources are spent covertly foiling the plans of other nations. Every now and then, though, it feels it must shape domestic or foreign policy, sway popular opinion during elections, or physically remove those it considers an unchecked threat to the common good. Thus, while it may occasionally support the globetrotters' goals (always in secret, mind you), it may feel the need to thwart their endeavors on occasion.

The recent resurgence in druidic beliefs is not a quirk of fate or sudden spiritual awakening brought about by ancient powers. Meonia has always called upon magic in its work. Indeed, it has battled threats both natural and supernatural during its long existence. For nigh on two millennia, Meonia has operated from the shadows, worshipping the old gods in secret for fear of its members being branded as witches or devil worshippers. There is evidence suggesting the witch-hunts were a direct result of the Catholic Church's attempts to eradicate Meonia, which it saw as a threat to their ambitions in Britain.

Times have changed, though, and Great Britain has more potential enemies plotting dastardly acts and waiting to strike at the first signs of weakness. In order that they might draw upon greater magical energy, Meonia has nudged men and woman back toward the faith of their distant ancestors. Most druids have no inkling that their rituals are actually works of magic, for most have no true understanding of the arcane world.

ERNEST BLUMENTHAL

The world knows young Blumenthal as an up-and-coming scholar, an expert on the Classics, and a junior

member of the Society of Antiquarians with a bright future ahead of him. Initiated into Meonia at Oxford University (where he read Classical Literature), he secretly works to uncover objects considered myths by the general public, but which the organization knows are not only real, but are also items of immense magical power.

Short on manpower and finances, Meonia prefers to dupe innocent globetrotters into undertaking expeditions of its design. Sometimes it achieves this by creating false information and letting it enter the public domain, while other times it simply watches out for expeditions heading to a location of interest. Through its extensive network of contacts, Meonia then gently guides the party toward Blumenthal, who generously volunteers to serve as the party's scholar. In many cases, the expedition is totally unaware it is even hunting a relic—Meonia does not like to broadcast its true plans to all and sundry. Once the relic is found, Meonia arranges for a duplicate to be created and the original object transferred to a secret site in the British countryside.

Patron 1

Archetype: *Academic*; **Motivation:** *Duty*; **Style:** 1

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

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

Skills: Academics: Literature 6, Athletics 4, Con 4, Expeditions 4, Investigations 5, Linguistics 5, Magic: Old Ways 5, Survival 4

Talents: Magical Aptitude

Resources: Status 0 (Meonia; +1 Social bonus), Status 0 (Society of Antiquarians; +1 Social bonus)

Rituals: Arcane Shield, Empower

Flaws: Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 0N

TYPICAL MEMBER

Meonia places no emphasis on social class or gender. Rather, members are chosen for their usefulness and patriotism. It boasts politicians, scholars, policemen, spies, military officers, bureaucrats, and magicians in its ranks.

Ally 2

Archetype: *Varies*; **Motivation:** *Guardian*; **Style:** 1

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

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

Skills: Con 5, Diplomacy 5, Firearms 5, Investigation 5, Larceny 5, Linguistics 4, Magic 5, Stealth 5

Talents: Magical Aptitude

Resources: Rank 0 (Meonia; +1 Social bonus), Rank or Status 0 (+1 Social bonus)

Rituals: Pick two (max. Level 2)

Flaws: Inscrutable (+1 Style point whenever he is misunderstood or his mysterious motives cause trouble)

Weapons: Punch 0N, Light revolver 7L

THE RIGHTFUL ORDER

Although women are slowly gaining more rights and freedoms, there is a long way to go before they stand equal with men. If the Rightful Order gets its way, that day will never dawn. The members of this misogynistic secret society firmly believe that woman was created subservient to man, and is good only for baking cakes, running a household, and having babies.

Like many secret societies it claims a largely unprovable ancient heritage. As far as its records are concerned, the Order began with the extermination of the ancient goddess cults and the imposition of male-dominated religion. It likes to claim it was behind the witch trials that terrorized Europe. While the order has always had influence in high places, its influence in the latter event was negligible.

The Rightful Order does not condone physical attacks against women (and actively punishes members who stoop to such ungentlemanly behavior), save with one exception—women who manage to reach a “dangerous” position, ones which may give other females ideas above their expected stations, may be targeted for permanent removal. At least one of the attempts on the life of Queen Victoria was committed by a member of the Order, driven to act by outrage that a woman dared sit on Britain’s throne again.

The Order comprises a higher and lower circle. Those in the higher circle are powerful, educated men—men who wish, and have the power, to deny women such rights. Politicians, professors, doctors, scientists, and scholars, they work tirelessly to restrict what women can achieve. When laws cannot be brought into being, they besmirch female achievers, mocking their endeavors, and producing counter claims to any research. The lower circle is comprised of less powerful men. They are the businessmen who refuse to hire women in their companies except in low paid menial occupations, club secretaries who blackball female applicants, and newspaper men who openly speak out against women occupying certain professions, or who cast female globetrotters in a bad light.

Note: Before you use the Rightful Order in your games, make sure their inclusion won’t offend any of your players. Ideally, they should be played up as bigoted dinosaurs, out of touch with a rapidly changing society, possessed of archaic views, and used as an occasional, minor nuisance rather than a constant threat. A female globetrotter may have to work harder every now and then to prove herself, but she should always be given a chance to earn her due reward.

SIR HENRY WILKINSON, KCMG

Note: Sir Henry is designed to be a nemesis to a female player character, and by default her male companions as well. As such, his League has been left for the Gamemaster to decide. Ideally, he will be in the same League as the globetrotter, where he can use his influence to deny her

access to expedition funds and cast aspersions on her endeavors when she returns.

Barrel-chested, with a huge mustache, a ruddy complexion, and a bellowing voice, Sir Henry is a bull of a man. A peer of the realm by dint of his League-related endeavors, he has no tolerance for women with delusions of equal status, nor those who dare to go against what he calls the “natural order.” Never one to speak out openly lest it harm his public standing, he strives to keep women down by snide insinuations and emphasizing their failures over their successes, all the while being as patronizing as possible.

Patron 2

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

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

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

Skills*: Bureaucracy 5, Con 6, Diplomacy 6, Empathy 5, Intimidation 5, Performance 5

Talents: Well-Connected (can boost Contacts)

Resources: Rank 3 (Pick a League; +4 Social bonus), Status 1 (Peer of the Realm; +2 Social bonus)**

Flaws: Intolerant: Women (+1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

Weapons: Punch 1N

**Sir Henry has 6 Skill points still to spend. The Gamemaster should spend these on Skills appropriate to his League and archrival. For instance, if a female globetrotter is an antiquarian, then Sir Henry should have at least two Skills from Academics: History, Anthropology, Investigation, and Linguistics, enabling him to make counter-arguments to her claims or belittle her work.*

***Bonus Resource gained through his league rank.*

TYPICAL MEMBER

Almost any person can join the Rightful Order—all they need to be are men who despise women achieving any sort of acclaim or status. Thus, they run the entire gamut of Archetypes. This particular member is a journalist frequently sent to accompany expeditions. If he bothers to mention female globetrotters at all, he does so in a negative way. As such, he may be a minor recurring nemesis.

Ally 1

Archetype: *Reporter*; **Motivation:** *Faith*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Art: Writing 4, Art: Photography 4, Investigation 4, Survival 4

Talents: —

Resources: Status 1 (Reporter; +2 Social bonus)

Flaws: Intolerant: Women (+1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

Weapons: Punch 0N

SCIONS OF CAIN

The Scions hold that they are the literal flesh and blood descendants of Cain, the infamous Biblical murderer. In the eyes of most people this was not to be a boast to be uttered in polite company, but the Scions of Cain are not most people.

According to the Bible, Cain was a crop farmer, while his brother Abel was a shepherd. Both offered sacrifices to God, but when Cain's was rejected in favor of his brother's, he murdered Abel.

In the Scions' account of history, neither are individuals. Cain, the older brother, represents the Atlantean race, whose superior knowledge allowed them to raise crops, work metal, and form villages, while Abel is a term used to describe the rest of humanity, the younger branch, who lived as simple hunter-gatherers and nomadic shepherds. Despite the Atlanteans' best intentions, mankind rebelled against their rule, overthrowing the rulers in a series of violent struggles. In the end, the Atlanteans were forced to abandon their cities and wander the earth in search of a new home. In order that they might recognize each other, the survivors marked themselves with a tattoo—the mark of Cain. Long ago, mankind knew the story's true meaning. Today, the tale is taken at face value—a mundane story of jealousy and fratricide.

Though their creed is not based on the Bible, it makes reference to Eden. Appearing in two different contexts, the first refers to the great city of Atlantis, which sank beneath the waves. The second use, more specifically the garden in the east, refers to the distant colonies, which were overthrown by the rebellious slaves.

Since their downfall, the Scions have strived to locate their greatest technological treasures (which mankind has recorded in legend as objects like the Ark of the Covenant), to protect their bloodline, and to bring about the birth of a new Atlantean dawn. While there is a certain amount of political ambition, the Scions see the rest of humanity as an inferior species. Thus, their preferred method for securing their goals is assassination.

Down the ages they have adopted a variety of disguises to conceal their true identity. As the Sicarii, they warred against the Romans, who scoured the Holy Land in their quest for lost Atlantean cities. In 5th century France, they briefly ruled openly as the Merovingian dynasty, before being overthrown by Vatican-backed forces. As the Assassins, they murdered both Christian Crusaders and Muslims who learned of their identities and thought to steal their secrets. Even the Illuminati were one of their many attempts at bringing about change.

Most Scions have little Atlantean blood, having bred with other humans for untold generations. The true masters, the so-called Lords and Ladies, have much purer blood. While the lesser sons and daughters murder for the greater good, the greater children have worked their way into positions of power as bankers, diplomats, politicians, military officers, scholars, and aristocrats in preparation for the instigation of a new world order.

CAMILLA CHILDES-BOOTH

Camilla's Atlantean blood runs deep and strong, as evidenced by her fiery red hair and rampant superiority complex. As an explorer and historian, she has achieved great public acclaim, and her exploits are guaranteed to make headline news. Although she has recovered many mundane objects for private collectors, Leagues, and museums, her true aim is to locate lost Atlantean cities and recover any artifacts or writings that may be of use to her kin, and prevent others doing the same.

More than one globetrotting expedition has been beaten to the prize by her team, and more than one globetrotter has had his research shredded and reputation dented by her fiery and very public mocking of those who believe in Atlantis or a progenitor culture. Naturally, she is not welcomed at the Sumeria Club.

Patron 2

Archetype: *Guardian*; **Motivation:** *Mystery*; **Style:** 2

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

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

Skills: Academics: History 8, Con 7, Diplomacy 6, Empathy 6, Expeditions 5, Investigation 6, Linguistics 7, Survival 5

Talents: —

Resources: Fame 1 (Explorer; +2 Social bonus), Rank 1 (Scions of Cain; +2 Social bonus), Rank 1 (Society of Antiquarians; +2 Social bonus)

Flaws: Condescending (+1 Style point whenever she proves someone else wrong or establishes her own superiority)

Weapons: Punch 0N

TYPICAL MEMBER

The blood coursing through the veins of most Scions is so watered down that any claim to Atlantean heritage is utterly meaningless. These lesser scions serve the true lords as assassins, fanatics willing to lay down their lives in the hope of bringing about a new Atlantis in which they will hold trusted positions, or protecting the secrets of their forbearers from those who would misuse and abuse the power.

Ally 1

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

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Firearms 4, Intimidation 4, Melee 4, Stealth 4

Talents: —

Resources: Rank 1 (Scions of Cain; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N, Heavy revolver 7L, Dagger 5L

SOCIETY OF SELENE

In December 1889, the founders of the recently formed Lunar Exploration Society and select members of the Royal Astronomical Society and Society of Antiquarians were invited to attend a lecture by the hitherto unknown Society of Selene. In a packed auditorium, the eminent scholars and scientists listened to a lecture on how Stone Age man not only worshipped the moon rather than the sun, as evidenced in the alignment of stone circles investigated by the Society, but used a standard unit of length (dubbed the Megalithic Yard, and equal to 2.72 ft. or 0.83 m) to construct the circles with amazing accuracy across Northern Europe. In short, there was shared knowledge among people too often thought of as primitives by mainstream science.

Although they met with a few isolated howls of derision, the majority of the audience responded favorably. Flushed with success, the speakers made the mistake of expressing their other theories and “findings.”

First, the moon was not only hollow, it was the birthplace of a race of advanced supermen (and women) who came to the Earth to civilize early man. “Evidence” for this is taken from the Book of Genesis—the Society equates the angelic Watchers to the visitors. For want of a better name the Society dubbed these beings the Ancients.

Second, the Ancients interbred with humans. Their descendants eventually founded Atlantis.

Third, although the Atlanteans largely perished in the Flood, a handful of survivors taught lesser races the secret of their ancestors and enshrined it in stone circles constructed using their standard unit of measurement. Later on, memory of the visitors gave rise to the worship of deities such as Metztli (Aztec), Selene (Greek), Sin (Mesopotamian), and Thoth (Egyptian).

Fourth, the instigation of sun worship was brought about to eradicate the truth about the Ancients.

All the Society of Selene wanted from those gathered before them was funds to build a rocket to explore the moon, study the Ancients’ hitherto forgotten culture, and reinstate lunar worship so that the lost secrets of the ancients might be rediscovered. They were universally laughed at and hounded from the auditorium.

Reports of the lecture soon hit the papers. Although these destroyed the Society’s reputation among so-called serious academics, they also attracted a host of new members who wanted to learn more.

Members are engaged in accurate mapping and measuring of stone circles in Northern Europe, studying ancient cultures’ worship of the moon for clues, and searching the globe for evidence that an advanced culture existed before the Flood. Evidence that runs contrary to the Society’s theories is hastily discredited or destroyed. On the whole, the Society seems no different to many other Leagues with equally fanciful ideas.

The original members forgot to mention another goal during their initial presentation. Totally convinced the secret wisdom of the Ancients was deliberately eradicated

by sun-worshipping cults (which includes Christianity—as “proven” by the prevalence of halos in religious art), they intend to use the Ancients’ technology hidden in the moon to enforce lunar worship on a global scale.

THOMAS ALEXANDER

Educated at Cambridge University, Thomas was a member of the Society of Antiquarians invited to hear the Society of Selene speak. While his peers called the speakers madmen and fools, he saw the hidden truth in their words. Mankind was a more unified race when the lunar cults were at their height during the Stone Ages, and the sudden explosion in metalworking and farming techniques that occurred almost simultaneously around the world could not be explained without the existence of a second, already advanced, party.

Thomas keeps his allegiance to the Society secret. Considered a respectable scholar, he joins other expeditions in order to carry out field research on behalf of his colleagues. His main role is to locate Ancient artifacts and return them to the Society.

Patron 2

Archetype: *Academic*; **Motivation:** *Preservation*; **Style:** 2

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

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

Skills: Academics: History 7, Academics: Religion 7, Anthropology 6, Athletics 5, Diplomacy 5, Expeditions 6, Investigation 6, Linguistics 7, Survival 5

Talents: —

Resources: Rank 2 (Society of Selene; +2 Social bonus)*, Status 1 (Antiquarian; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 1N

* Can take a bonus Resource from his Rank.

TYPICAL MEMBER

Members are a mixture of amateur astronomers, antiquarians, explorers, and cranks.

Ally 1

Archetype: *Scientist*; **Motivation:** *Truth*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Academics: History 4, Anthropology 4, Expeditions 4, Investigation 4, Linguistics 4

Talents: —

Resources: Rank 1 (Society of Selene; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N

WENDIGO SOCIETY

Named after a malevolent spirit in North American Indian mythology, the Wendigo Society is a secret dining club for anthropophagites—cannibals.

Some members partake of human flesh because they believe it gives them renewed health or increases their strength; others simply because they savor the unique flavor. A small few believe it is the only way they can stay alive. While it can be argued members are insane, they are not mindless savages who devour raw flesh in an orgy of gluttony and depravity. Reserved for the middle and upper classes, decorum is maintained at all times, and the society prides itself on serving a good table. Psychopaths are most certainly not welcome, for such behavior is both uncouth and liable to attract the attention of the local authorities.

Aside from their grotesque choice of delicacy, members share another common trait—they are all missing the little finger on their left hand. In order to demonstrate their desire to taste forbidden flesh, prospective members must slice off their own finger. This alone is a hard enough act to accomplish, but what occurs next truly separates the curious from the devout. After one of the society's talented chefs has prepared it, the applicant must then consume his own flesh in front of club members. Those who fail to perform the act are served up at the next banquet.

Word of its existence is rumored, but the club is always extremely cautious. Prospective members are carefully screened before being approached, and the dinner courses are taken from people whom society at large will not miss. Renouncing a permanent headquarters lest their dining habits attract unwanted attention, members gather at each others houses whenever a special dinner is being served. With members across the globe, the Society rarely hosts a banquet twice in succession in the same city, and more often than not changes continent.

The club operates publicly as the Four Finger Society, an eclectic gathering of people who share the same minor physical disability by dint of birth defect or accident. Here members discuss politics and literature, enjoy music, and enjoy good cuisine.

REGINALD PETERS, LORD BABCOMBE

Photographs of Lord Babcombe's rugged looks and tales of his daring escapades are rarely out of the newspapers. A veteran globetrotter and heavily courted by the Leagues, he has so far politely declined every offer of membership. That said, he is a frequent guest and speaker at clubhouses across the globe.

His first tasting of forbidden meat came during an expedition to Africa. Lost in the central jungles, his party slowly succumbed to starvation. The last man alive, Babcombe wrestled with his conscience for many hours before resolving to dig up one of the bearer's corpses. Though the act turned his stomach, his will to live kept

him from vomiting up his unholy meal. Within a few mouthfuls, Babcombe felt his strength returning. By the time he had sated his appetite he felt like a new man, capable of anything. Although he never told anyone the truth, his tale of deprivation and hardship led the Wendigo Society to confront him. They expected a hard sell, and were rather surprised when the explorer signed up without a moment's hesitation.

Babcombe's taste for human flesh has gone beyond mere enjoyment—it has become a dangerous addiction. He is forced to take greater risks to satisfy his unholy hunger when on expedition. More than once he has been caught in the act, resulting in him having to take drastic action to save his reputation and prevent a scandal that would rock the globetrotting community. Still, his habit of losing bearers and adventuring companions on even routine expeditions has not gone entirely unnoticed, and tongues are already wagging in private that something is amiss.

Patron 2

Archetype: *Adventurer*; **Motivation:** *Survival*; **Style:** 2

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

Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 7, Stun 4, Health 7

Skills: Athletics 6, Brawl 5, Expeditions 5, Firearms 7, Gambling 5, Linguistics 5, Sports 5, Survival 6

Talents: Famine Hardy (can go longer without food and water)

Resources: Fame 1 (+2 Social bonus), Rank 0 (Wendigo Society; +2 Social bonus), Status 0 (Peer of the Realm; +2 Social bonus)

Flaws: Addiction: Human flesh (+1 Style point whenever his addiction hurts him or someone he cares about)

Weapons: Punch 5N, Heavy revolver 10L

TYPICAL MEMBER

A banquet at the Wendigo Society sees respected and well-known members of high society seated side by side with bank managers, bureaucrats, explorers, low ranking military officers, and scholars. This sample member is a police detective. He has successfully thwarted several investigations into disappearances that would otherwise lead the authorities to the Wendigo Society.

Ally 1

Archetype: *Law Man*; **Motivation:** *Mystery*; **Style:** 0

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Bureaucracy 4, Con 4, Firearms 4, Intimidation 4, Investigation 4

Talents: —

Resources: Rank 0 (Wendigo Society; +1 Social bonus), Status 0 (Police detective; +1 Social bonus)

Flaws: Secret (+1 Style point whenever he goes out of his way to protect the secret)

Weapons: Punch 0N, Light revolver 6L