



GLOBETROTTERS' GUIDE TO M-I-S-C-E-L-L-A-N-E-A

Welcome, globetrotters! This guide contains a variety of new material—Leagues, weird science devices, places of interest, sample characters, and henchmen—not to mention a plethora of adventure seeds to keep you exploring for many months to come!

This work also collects pertinent material from free mini-supplements we have produced. Including it here ensures the material becomes truly canonical, reaches a wider audience, and will be included in any future print versions of the *Globetrotters' Guide* series. If you have already downloaded the material, do not worry; its inclusion in this work has increased the page count but not the price!

TALENTS

ALTERNATE IDENTITY

Prerequisites: None

While anybody can pretend to be someone else, your character has a full alternate identity, complete with different friends, contacts, enemies, Leagues, and perhaps even a different spouse. Perhaps he is a respected member of high society who leads a double life as a master criminal, or dons a mask and hunts creatures of the night once the sun sets. Maybe the seemingly innocent globetrotter is actually an assassin or anarchist, conducting his vile trade under an alias.

Benefit: Your character has an alternate identity that will stand up to rigorous investigation. You may take new Resources for this alternate identity equal to the total levels of his existing ones. For instance, a character with Contacts 0 and Status 1 in his prime identity may switch these to Allies 1 and Patron 0 for his alternate identity. The different identities cannot access each other's Resources without drawing suspicion.

Normal: Your character has no alternate identity and cannot switch Resources.

Advanced: You may take this Talent three times. Your character gains a third identity at second level, and a fourth one at third level.

POISON TOLERANCE

Prerequisites: Body 3

Your character has an unusually strong immune system and is able to withstand poisons and drugs much better than most people.

Benefit: Your character gains a +2 bonus to Body rolls related to poisons and drugs.

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Normal: Your Resistance roll is unmodified.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 bonus to poison and drug-related Body rolls at second level and a +8 bonus at third level.

RABBLE-ROUSER

Unique

Prerequisites: Charisma 3

Your character easily manipulates or inspires common people to help him achieve his goals. When necessary, he can stir up the masses to join his cause.

Benefit: Your character may recruit temporary Followers. The cost of the new Resource is equivalent to boosting a Talent. Your character gains new Followers equal to the number of boosted Levels. The boosted Resource lasts for the remainder of the scene, at which point the new companions depart.

Normal: Your character is unable to recruit temporary Followers.

LEAGUES

THE ARMORERS GUILD

Based in Philadelphia, the Armorers Guild has long been a rival to the Gun Club. Their purpose is noble, if unlikely to ever succeed: to create better armor so as to make war pointless. The Guild does not yet traffic with individual governments. When it discovers an impenetrable armor, it intends on selling it to everyone. Not every member shares this goal, however. By selling advanced armor to one side in a war, those members of a less-than-honest bent can effectively control who wins.

In recent times the Guild has offered the hand of friendship to the Hollow Earth Society, Lunar Exploration Society, and Society of Aeronauts. All three Leagues have need of armor, and the Guild has some of the best engineers and artisans in the world.

Starting Skill List: Pick two from Craft (Metalworking), Science (Chemistry, Engineering, or Metallurgy)

THE BIBLIOPHILE SOCIETY

The Bibliophile Society is concerned with the ownership and publication of rare or curious volumes from across the globe. The Society is very exclusive, boasting a membership of fewer than 50. Many of these are academics, though scholastic achievements are not a requirement for membership. Members explore the world in person or sponsor expeditions to locate and retrieve lost or forgotten writings, as well as those as yet undiscovered by Western scholars. These works are then printed in lavish quality at the expense of the finder, if a club member, or the member who sponsored the expedition—it is not a League for those with shallow pockets. One copy is pre-

sent to each member of the Club, while extra copies (set at a maximum of 100) may be sold to non-members to help recoup expenses.

Starting Skill List: Academics: Literature, and pick one from Academics (pick one), Art: Writing, Linguistics

THE CIRCLE OF NANNIES

For countless years, young middle and upper class children across Europe have been raised by nannies. Even when he or she reaches adulthood, the thought of nanny stills brings back memories of harsh discipline and scowling faces balanced with fondness for their surrogate mother.

Nannies are servants, but not all nannies are equal. For some, their duties go beyond afternoon strolls in the park, flying kites, and keeping the children smart and out of their parent's way—they are bodyguards, trained in a variety of combat forms. Their choice of weapons is always discrete—a light pistol hidden among spare nappies (diapers) is acceptable, but a sawn-off shotgun is considered most uncouth. While members of the Circle of Nannies can be hired by those with enough wealth or influence, the Circle also volunteers its services when it feels a child is in need of protection. Sometimes the offer is made openly; other times the Circle acts in secret.

It is widely reported two nannies were instrumental in the recovery of a valuable dinosaur specimen stolen from the Natural History Museum. Alas, this cannot be confirmed, for the Circle is notoriously reluctant to discuss the actions of its members.

Starting Skills: Pick two from Brawl, Diplomacy, Empathy, Firearms, Intimidation, Linguistics, Melee

COURIERS GUILD

While most European countries operate regular and reliable postal services, there are times when papers and small packages must be personally delivered into the recipient's hands without attracting any undue attention, and often avoiding local government scrutiny. There are also times when a message must be delivered with all haste to some remote and distant location, such as to an expedition exploring the deep Amazon or Sahara, or to a research ship in the frozen Antarctic. At such times, patrons contact the Couriers Guild.

Confidentiality and trustworthiness are paramount to the Guild. Any member suspected of tampering with his cargo can expect to receive a stern dressing down, while those found guilty of actually breaking the bond of trust between patron and messenger are expelled and their reputations publicly ruined.

Starting Skills: Pick two from Athletics, Con, Linguistics, Pilot (pick one), Ride, Stealth, Survival

THE GAVEL CLUB

While embassies and consuls can provide legal assistance to globetrotters in some countries, their presence

is largely confined to major cities. The Gavel Club is a collection of philanthropic diplomats, lawyers, judges, solicitors, and educated amateurs (many of the above are actually retired) who feel it is their duty to help globetrotters who encounter bureaucratic or legal difficulties anywhere in the world.

They are slowly amassing a collection of works of law from every country, and are extremely keen to procure knowledge regarding as yet little-known tribal customs and taboos that globetrotters may fall foul of on their travels. While the League rarely sponsors expeditions for its own sake, it is often keen to support parties heading to remote areas.

Starting Skill List: Pick two from Academics: Law, Bureaucracy, Diplomacy, Empathy, Linguistics

THE METEOROLOGICAL SOCIETY

The weather is an important phenomenon, especially for aeronauts, farmers, globetrotters, mariners, and military planners. Although the Meteorological Office has existed since 1854, it is a small department and woefully understaffed. Founded by Francis Beaufort in 1814, the Meteorological Society comprises a mix of professionals and keen amateurs. Members travel the world collecting data about the weather, studying and categorizing cloud formation and forms, taking air pressure and temperature readings, and generally trying to produce a better understanding of global weather patterns.

While the Society could easily collect this data from local observers and have it wired to them by telegraph, its members much prefer a hands-on approach. One day it hopes to be able to produce a reliable forecasting system that goes beyond a few days.

Starting Skill List: Pick two from Expeditions, Pilot: Aerial Craft or Balloons, Science: Meteorology, Survival

THE PHARMACOPOEIA SOCIETY

While individual members often travel the world providing medical services to globetrotting expeditions, the Society's main interest is in finding new natural ingredients with which to manufacture more effective drugs, analyzing native medicinal remedies, collecting venomous animals in order that antidotes to their toxins might be produced, and studying the causes, symptoms, and outcome of diseases and poisons so as to enable work on effective treatments and cures.

Less scrupulous members have been known to concoct deadly new poisons, both natural and artificial. The Society does not condone this sort of behavior, and any member who stoops to such ungentlemanly practices faces automatic expulsion from the League.

Found among its membership are medical doctors, biologists, chemists, pharmacists, and weird scientists. The latter are responsible for many of the drugs and serums commonly used by the Leagues. They also invented the first Portable Pharmacopeia Engine (see *Globetrotters' Guide to Weird Science*).

Starting Skill List: Pick two from Craft: Chemistry or Pharmacology, Medicine, Science: Biology or Chemistry

THE POLAR CLUB

Antarctica remains a mysterious wilderness, with no human verified as having passed beyond 78° 10' south as of 1890. Although the Magnetic North Pole was reached decades ago, the Geographic North Pole remains elusive, with no explorer setting foot above 83° 20' North as of 1890. Although the Alpine Club has an interest in the Polar Regions, the League most keen to sponsor and participate in expeditions to the frozen reaches of the globe is the Polar Club.

These hardy men and women seek to reach both poles as their first priority, though any expedition intent on mapping, exploring, and scientifically studying the polar reaches is likely to attract their attention. The Polar Club has branches in Australia, Canada, Norway, South Africa, and Scotland.

Starting Skills: Pick two from Athletics, Expeditions, Science (pick one), Survival

THE PROSPECTORS CLUB

Those who visit the club expecting to see grizzled old-timers or grubby panhandlers face disappointment. The Prospectors Club accepts mine owners, investors, and geologists, not the hard-working common men who mine the ore seams. While scientifically trained prospectors scour the remote corners of the globe for new mineral deposits, the wealthier patrons prepare to buy up vast tracts of land and small claims in ore-rich areas.

Rumors the Club has connections with the Midas Society are hastily dismissed—perhaps a little too hastily for some tastes.

Starting Skills: Pick two from Bureaucracy, Demolitions, Expeditions, Linguistics, Science: Geology

THE SOCIETY OF SKEPTICS

The lost city of Atlantis. Yetis and other hominids. The Hollow Earth. Living dinosaurs. Creatures from Mars. Ghosts and other supernatural entities. Poppycock and nonsense, or so the Society of Skeptics proclaims.

Firmly rooted in academia and science, the Society attempts to debunk wild claims and exaggerated discoveries with hard science and facts. It isn't that they don't believe in these things—it's simply that they refuse to accept them at face value based on hearsay and folklore.

Many Leagues consider them nothing more than stuffy killjoys lacking all trace of imagination. The Skeptics consider themselves as providing a valuable service, for too many expeditions acquire funding yet produce nothing of value, and too many "ancient artifacts" could easily be modern forgeries.

Starting Skill List: Pick two from Academics (pick one), Empathy, Investigation, Linguistics, Science (pick one)

OTHER RESOURCES

This section includes the ranks for a number of organizations outside the Leagues and military. As a rule of thumb, organizations with a rigid command structure or hierarchy, and where membership confers both responsibilities toward and respect from subordinates, qualifies as a Rank Resource. Characters must earn their ranks through a steady progression.

Many other occupations require a progression through lower titles, but not fall under the Rank Resource. Doctor and professor are archetypal globetrotter professions, but fall under Status (or Fame), as does bank manager, judge, museum curator, politician, and such like. These titles can be held by a character with Status 0, though he has little respect among his peers or society in general.

REWARDS AND RESOURCES

Characters in *Leagues of Adventure* can (and indeed, should) earn medals and awards for bravery and scientific endeavors. In addition to those in the core rules, others are listed in the *Globetrotters' Guide to the Old World*.

In many instances, whether these bestow any specific game benefits is left to the Gamemaster to determine. A Polar Medal, for instance, may come with no specific game benefits beyond being something for the globetrotter to boast about. On the other hand, the Gamemaster may decide it is worth Fame 0 and grant the Resource for free—a medal means some sort of success and official recognition, after all, and people in relevant fields are likely to respond well to that. While lesser chivalric awards can be given out freely without the need for an associated Resource, anyone who earns a knighthood really should be given Status 0 to account for the addition of Sir or Dame to their name.

Alternately, the Gamemaster may dangle all medals and awards as carrots to any character prepared to spend Experience points on a suitable Resource. In such cases,

globetrotters who do not want to use up Experience points are not rewarded for their endeavors.

Typically, once a character has Fame 0 or Status 0, he need only spend Experience points to acquire further awards and medals if he specifically wants to improve his Resource. In such instances, the reward gives him adequate reason to improve his Resources. A globetrotter might have Status 0 but have both KCMG and KVO after his name, for example. He might equally be a lowly knight in terms of title (normally Status 0), but have Status 1+ from his accumulated chivalric orders.

NEW GROUP CONTACTS

Below are new groups globetrotters may wish to take as a Contacts Resource. When creating their own groups, players should try to keep them broad. A globetrotter with Artistic Contacts doesn't just know painters, for instance—he has friends among sculptors, painters, writers, and musicians. Most groups should be limited to one country and its overseas territories (if any), but the final word on where contacts can be reached is left to the Gamemaster based on the needs of his adventure.

Artistic: Whether he is a patron, scholar, or practitioner of the arts, the globetrotter has contacts in the fields of everything from literature to photography, as well as art critics and historians. Through them he can secure permission to view works in private collections, hire artists for a task, borrow equipment, and so on.

Financial: The heroes knows people in the world of finance, be they bankers, stockbrokers, insurance agents, or even wealthy philanthropists. They may be able to provide information on bank accounts or the contents of safety deposit boxes that would normally be unavailable, but most often serve as a source of finances, either through sponsorship (in return for a profit on their investment) or quick loans with no questions asked.

Museums: The globetrotter has friends and acquaintances in museums, as well as among historians and antiquarians. Through them he can gain access to private collections (and public ones out of hours), archives, research papers, and such like.

RANK RESOURCE TABLE

Characters wishing to play a police detective simply add “Detective” in front of the first five Ranks. After that, the only promotion available is to an Assistant Chief Constable.

Rank	Police	Diplomatic	Catholic Church	Merchant Ship or Liner
0	Constable	Assistant Attaché	Deacon	Third Officer/Mate
1	Sergeant	Attaché	Priest	Second Officer/Mate
2	Inspector	First Secretary	Dean	First Officer/Mate
3	Superintendent	Counselor	Bishop	Captain
4	Chief Superintendent	Minister	Archbishop	Senior Captain
5	Assistant Chief Constable	Ambassador	Cardinal	Commodore

FLAWS

PHYSICAL

Thumbless (Severe): Your character cannot use tools or equipment. Whether due to a condition of birth or an accident later on, your character cannot pick up or manipulate any object, and may not even turn doorknobs or put on clothes without assistance. You earn two Style points whenever your character is limited by his lack of manual ability.

SOCIAL

Boorish: Your character is rude and ill-mannered, and totally lacks social refinement and grace. He insults people without meaning to because he completely lacks the ability to be tactful. You earn a Style point whenever your character's lack of manners causes him or his friends trouble.

Distrustful: Your character has a hard time trusting others. Perhaps the nature of her work makes her suspicious of those who offer the open hand of friendship, or maybe she was betrayed by someone close to her in the past. Whatever the reason, she finds it very hard to open up to others about anything. You earn a Style point whenever your character's distrustful nature prevents her from achieving a major goal or causes her or her friends trouble.

Judgmental: Your character makes snap judgments about people and situations and is extremely slow to change them, even when presented with facts to the contrary. To him, a man who dresses like a beggar is a beggar, even if he speaks and acts like an educated man. You earn a Style point whenever your character's swift judgments cause trouble for him or his companions.

Opinionated: Your character has an opinion about everything. Everything she believes, she believes utterly. Everything she does not believe in she despises or ridicules. She doesn't think herself better than others—just that her views are the right ones. You earn a Style point whenever your character's outspoken opinions cause problems for her or her allies.

Righteous: Your character believes the end justifies the means. No matter how morally reprehensible the act, he is willing to do it if it leads to the conclusion he seeks, and he is always prepared to defend his actions. You earn a Style point if your character's actions alienate him and his friends, or causes others to publicly question his motives and moral judgment.

Sadism: Your character derives pleasure from inflicting pain. She enjoys inflicting physical and emotional discomfort and has a hard time resisting toying with her victims instead of finishing them off. You earn a Style point whenever your character is needlessly cruel to her friends or enemies.

SECURING FINANCE

The *Globetrotters' Guide to Expeditions* introduces rules for acquiring funding for expeditions from a variety of sources. This expansion to those rules introduces Contacts as a means of securing aid.

NO. 8: CONTACTS

Each specific Contacts Resource represents a globetrotter's acquaintance with a number of different people in a shared field. Of all the Contact types, the most useful ones when putting together an expedition are Equipping and Transportation. Between them, they allow the explorer to lay his hands on gear, personnel, vehicles, and even weird science artifacts.

A globetrotter can only use this Resource once per expedition to secure funding, though he may call upon his contacts during an adventure for information or specific pieces of equipment as normal.

In order to get help from his Contacts, the globetrotter makes a Charisma + an applicable Skill roll. Contacts are less interested in fame and glory, and in the technical and logistic side of expeditions. As such, social Skills, such as Diplomacy, must be used. Unless the character is after something very unusual or specialized (Gamemaster's decision), the Difficulty is 2.

The petitioner may add the bonus dice from his Contacts Resource Level. Rank in a League or other organization may apply depending on the nature of the help being sought and the League or organization in question. For instance, a globetrotter asking a Transport Contact to loan him a Miniature Airship would get a bonus if he were a member of the Society of Aeronauts or an officer in the Air Corps who knows how to pilot one, but probably not if he were a member of the Menagerie Club. The final decision on what other Resources might provide bonus dice rests with the individual Gamemaster.

Equipping: Equipping Contacts can provide access to both equipment and personnel. This covers every section of the equipment except lodging, dining, entertainment, travel (including the loan of vehicles), and communications.

Each success earns the character £50 or two Equipment Dice toward the cost of purchasing equipment as laid out above. When hiring skilled personnel, such as academics, scientists, or vehicle crew, one success can be traded for a single Follower 0 henchman, and two successes for one Follower 1 henchman. For unskilled personnel, such as bearers, each successes can be used to acquire five persons. For ease, assume all standard expenses (such as provisions and travel) for the hiring are covered for the duration of the expedition.

Transport: While they are unlikely to be able to loan a globetrotter an entire passenger airship or liner, Transport Contacts can secure passage at reasonable

rates, perhaps even secure berths on vehicles that do not normally take passengers (such as mail airships), and hire small vehicles on behalf of the globetrotter. Each success earns the globetrotter £50 toward expedition travel costs. Transport contacts can also provide weird science vehicles.

Artifacts: In addition to mundane help, the globetrotter may borrow weird science artifacts from Contacts. Equipping and Transport Contacts are the most useful in this regard, though others may be beneficial. A globetrotter who wishes to borrow an occult relic, for example, must have Mysticism Contacts.

Each success equates to one Level in the Artifact Resource. Different globetrotters with the Contacts Resource, even the same type of contacts, cannot combine successes to purchase high-level artifacts—individual weird science device must come from a single source. These items are on short-term loan only, as per the normal rules for borrowing artifacts (see *Globetrotters' Guide to Expeditions*).

General Funding: Contacts of any sort can, in theory, be used to acquire general funding. This works similar to a lecture tour except for two key points. First, those invited to attend are the globetrotter's contacts, not the general public. Second, the only Resource that applies to the die roll is the appropriate Contacts.

Used in this manner, the Gamemaster should set the difficulty as per securing finance for a League—contacts will normally only assist in expeditions closely related to their occupation. For instance, Mysticism Contacts would be very interested in funding an expedition searching for the tomb of Merlin (Difficulty 1), whereas Legal Contacts would consider such a venture a waste of time and money (Difficulty 5).

GADGETS

Leagues: This entry details the Leagues, if any, most likely to possess or have easy access to the weird science device. As always, the Daedalus Society has access to all weird science devices, even if an individual entry lists “—” (which otherwise means no League). See *Globetrotters' Guide to Expeditions* for more details on how explorers can acquire loan of these devices.

Leagues introduced in later supplements do not have entries for weird science devices published in older *Globetrotters' Guides*. Common sense and a basic understanding of the Leagues' primary motivation will help the Gamemaster determine which newer devices they may provide.

ACOUSTIC WAVE NULLIFIER

Artifact 2

Leagues: —

This complex device resembles an oversized phonograph. When the mechanism is wound and activated (takes one combat turn), it produces anti-noise within

a 10-foot radius. No sounds exist within the “bubble.” Sounds created inside do not transmit outside, and sounds created inside are instantly nullified. This has the unfortunate side-effect that anyone inside the “bubble” is effectively rendered deaf.

While its practical uses are limited, it is not completely without purpose. Activated in a room, it would prevent anyone inside calling for help and anyone outside hearing gunfire or other loud activity. If one felt so inclined, one could even detonate explosives without fear of the explosion being heard. The device does nothing to halt sound waves travelling through surrounding materials other than air, though. Thus, while an explosion might not be heard, it might still be felt.

Enhancements: Increased Area of Effect: 10 ft. (+4 Enhancements), Induce Flaw: Deaf (+2 Enhancements)

Limitations: Flaw: Deaf (–2 Enhancements)

ANIMAL AFFINITY AROMATIC

Artifact 1

Leagues: The Challenger Club, The Menagerie Club, The Pharmacopeia Society, The Survivors Club

Certain animals might be tame enough for anyone to handle or timid enough to shoo away with a simple gesture or loud utterance, but others can be downright hostile. In the wilds, globetrotters may find themselves on the menu for some ferocious beast.

When sprayed liberally on one's person, this wondrous perfume makes animals more receptive to the globetrotter, whether he aims to tame, soothe, or intimidate them. On the downside, the aroma is most unpleasant to human olfactory senses.

A batch contains five doses, each of which lasts for one combat or an entire scene.

Enhancements: Talent: Animal Affinity 2 (+4 Enhancements)

Limitations: Flaw: Repulsive (–2 Enhancements)

CHAMELEON CLOAK

Artifact 0

Leagues: The Assassination Bureau, Four Feathers Club, Survivors Guild

There are many times in a globetrotter's life when he does wish to be seen. For some, this necessity arises from the presence of a ravenous beast. For other, it is required to avoid one's creditors. The fabric of this garment alters its color to mimic any background (even plaid), camouflaging the wearer or an object or person it is draped over. The wearer can move while wearing a Chameleon Cloak, but only slowly—too fast and the cloak cannot keep up with the changing background patterns and colors.

Enhancements: Skill: Stealth 8 (Camouflage and Hiding only; +3 Enhancements)*

Limitations: Reduced Attribute: –2 Move (–2 Enhancements)

* *The Skill is limited to just two Specializations. For this reason the Enhancement cost has been halved.*

CHEMICAL BLOODHOUND

Artifact 3

Leagues: Aegis of Terra, Challenger Club, Hunters Club, Menagerie Club, Pharmacopeia Society, Yeti Club

The Chemical Bloodhound allows the user to follow a creature or object by its chemical signature, as well as detect explosives, narcotics, poisons, and other dangerous substances.

To follow a trail, the Chemical Bloodhound must first be calibrated to a notable scent. This requires a Difficulty 2 Science: Chemistry roll. For each hour elapsed since the originator of the scent was in the vicinity, the difficulty increases by one. The user can use his own Skill (with a +2 bonus from the device) if he so wishes. The strength of the scent is registered by a needle, which indicates a strength from 1 (extremely weak) to 10 (overpowering).

The Chemical Bloodhound is not without limitations. Similar odors in sufficient strength may make tracking far more difficult, or prevent it entirely. A quarry who uses transportation other than his feet may result in the signal vanishing, as it might if he is soaked in water (such as by heavy rain or swimming).

The device must be thoroughly cleaned and recalibrated after each use to prevent previous odors masking new scents and result in misidentification.

Enhancements: Attribute: Perception 4 (+4 Enhancements), Skill: Science: Chemistry 4 (+2 Enhancements), Talent: Keen Sense (Smell) (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

The Chemical Bloodhound has Perception 4, plus the Keen Sense (Smell) Talent, for a total of 8 dice when following a particular trail. Subtracting the chemical's strength from 10 gives the difficulty to follow the trail.

ECHOLOCATION HEADSET

Artifact 1

Leagues: The Assassination Bureau, Hollow Earth Society, Lunar Exploration Society, Self-Preservation Society, Speleological Society

This bulky headset comprises a pair of goggles, a miniature phonograph powered by advanced clockwork, and two projection tubes (one on each side). The goggles have no lenses or apertures, and the phonograph generates ultrasonic pulses far above human hearing. The echoes from these sound waves are captured by the goggles and displayed as black and white visual images on the inside of the goggles. The Echolocation Headset allows the wearer to operate in any lighting conditions without visual impairment.

Enhancements: Extra Sense: Sonar (+2 Enhancements)

EMOT-O-METER

Artifact 2

Leagues: The Circle of Nannies, The Gavel Club, The

Ghost Club, The Society of Mediators, The Society of Skeptics, The Travelers Club

Invented by the Ghost Club as a means of gauging the emotional state of haunting spirits, the device has since been adopted by Leagues interested in interaction with the living.

The Emot-o-meter is a handheld gadget comprising a case similar in size to a box camera, a protruding crystal rod, two lights, a dial, and a switch. To activate it, one simply points the crystal rod toward the target (who must be within 25 feet), selects the appropriate setting on the dial, and flicks the switch. The dial can be set between "Emotional State," "Veracity," and "Mental State." The crystal picks up emotional energy, which every living being emits but is invisible to the naked eye, causing it to vibrate in a specific manner.

Used on a person telling a deliberate lie, the device makes an opposed roll versus the speaker's Con: Lying. Used on someone trying to conceal their negative emotions requires an Empathy roll opposed by their Con: Bluff or Performance: Acting.

If the target is in a positive mood, speaking truthfully, sane (positive Sanity), or successfully concealed his emotions or lies, a green light flashes on the device. If the mood is negative, the target is lying or insane, or has failed to conceal their emotional state or lies then a red light illuminates. Users should be aware that false positive will occur if the target is telling a lie yet believes it to be true.

Enhancements: Skill: Empathy 6 (+4 Enhancements)

ENDURANCE ENHANCEMENT ELIXIR

Artifact 1

Leagues: Any

Hard work may not be usual pastime of gentlemen or gentlewomen, but globetrotters are often forced to participate in strenuous activity for lengthy periods in the course of their explorations. Endurance Enhancement Elixir allows a globetrotter to perform strenuous activity for longer than normal without tiring.

A batch contains five doses, each of which lasts for one combat or an entire scene.

Enhancements: Increased Attribute: +2 Body (+2 Enhancements)*

** The Body rating increase applies only for the purposes of how long a character can participate in strenuous exercise before suffering fatigue.*

GRAVITY MANIPULATOR

Artifact 1

Leagues: —

This large steel gauntlet allows its user to manipulate distant objects or work tools in closely confined spaces by manipulating the gravity field immediately surrounding the target. It is covered with wires and gears, and is surmounted by a small triangular dish on the wrist cuff.

Its effects last for one scene (or one attack) and can be used five times before its battery runs out and must be recharged.

Enhancements: Talent: Telekinesis* (+2 Enhancements)

* *Telekinesis rating is 4 when making Telekinesis rolls. Additional charges may be spent to gain +2 bonus dice on a Telekinesis roll (see Globetrotters' Guide to Gothic Horror).*

HELIO THERAPY ENGINE, MARK I

Artifact 4

Leagues: The Christmas Society

This large device comprises a bulky central apparatus topped with a huge crystal. The crystal captures direct sunlight and focuses it down through a series of colored lenses to six wide-angled emitter tubes. Built into the base of the device are six foldout canvas and wood benches. Patients lying on the benches when the machine is activated are bathed in beams of therapeutically enhanced sunlight. This stimulates their body tissues and organs, greatly improving the rate at which they recover from injuries and fatigue for the next month.

Enhancements: Increased Duration: One Month (+6 Enhancements), Talent: Quick Healer (+2 Enhancements)*

* *Globetrotters who spend eight continuous hours bathed in the therapeutic sunlight gain the Quick Healer Talent for the next month. For obvious reasons, the device can only be used only during the hours of daylight. Up to six patients can benefit simultaneously.*

HELIO THERAPY ENGINE, MARK II

Artifact 3

Leagues: The Christmas Society

This version of the Heliotherapy Machine provides rapid healing through the power of concentrated sunlight. A course of therapy takes 30 minutes. So long as treatment begins within an hour of the wounds being inflicted, the patient still benefits.

Enhancements: Skill: Medicine * (+4 Enhancements), Talent: Lifesaver (+2 Enhancements)

* *The device's Medicine Skill rating depends on the amount of sunlight available. Dim sunlight (such as heavy cloud cover) grants 2 dice, moderate sunlight (light cloud cover) 4 dice, and bright sunlight 8 dice. The number of successes rolled counts toward receiving medical attention, as normal.*

INCLEMENT TEMPERATURE BODY PROTECTION LOTION

Artifact 1

Leagues: Alpine Club, Challenger Club, Couriers Guild, Curry Club, Hollow Earth Society, Lunar Exploration Society, Old Testament Society, Osiris Club, Royal

Geographical Society, Sumeria Club, Survivors Club, Travelers Club, Yeti Club

Whether it is the heat of jungle, the endless sun of the desert, or the biting cold of polar regions, temperature is rarely a globetrotter's friend. For those who have need to travel to foreign climes where the temperature may be uncomfortable in either extreme, Inclement Temperature Body Protection Lotion is essential.

Smear liberally on the body, the miraculous lotion prevents the burning of exposed skin and loss of water due to dehydration at high temperatures or in bright conditions (both conditions can occur at the polar regions), and yet also insulates the body to prevent excess heat loss at low temperatures.

A batch contains five doses, each of which lasts for one entire day before being completely absorbed into the skin. While the lotion is in effect, it produces a pungent odor. The lotion can be removed in advance with a hardy scrub using soap, wine, or vinegar.

Enhancements: Increased Duration: One Day (+2 Enhancements), Talent: Acclimated (+2 Enhancements)

Limitations: Flaw: Bad Smell (-2 Enhancements)

KARMACEUTICAL SERUM

Artifact 1

Leagues: Pharmacopoeia Society, Red & Black Club

Many people believe that luck is mere chance, a quirk of fate beyond any mortal control. Some hold to the concept of karma: that which you do unto others will be reflected back onto you. A small few are convinced that luck, while intangible and immeasurable, is an actual force, and like any force it can be harnessed. Thus, they proclaim, some people are more lucky than others because they can subconsciously tap into this "luck energy." Though not yet scientifically proven, the existence of Karmaceutical Serum goes some way to settling the matter once and for all.

Each batch contains five doses. Imbibing a single dose grants the character a +2 luck bonus to any one die roll made during the combat or scene. Injecting multiple doses in the same scene increases the number of times a globetrotter may call upon luck or allows him to produce truly fortunate effects (by using more than one +2 bonus simultaneously). Using more than a single dose does not extend the duration, however.

More potent versions of the drug are said to exist, but they are notoriously hard to manufacture. A single dose of these enhanced serums produces the same effect as injecting oneself with multiple doses of lower potency. For instance, an Artifact 3 version has Talent: Lucky 3. Each single dose grants the user three +2 luck bonuses, a single +4 and a single +2 bonus, or a single +6 bonus within the same scene.

Rumors abound of a Negative Karmaceutical Serum. This Artifact 1 inflicts the Unlucky Flaw on the user. Naturally, such a serum would only be employed by cads and bounders.

Enhancements: Talent: Lucky (+2 Enhancements)

LIFE PRESERVATION MACHINE

Artifact 3

Leagues: The Frankenstein Club, Survivors Club

Without the Diehard Talent, death occurs at -5 Health. Thanks to this ingenious device, globetrotters far from medical facilities have a chance of surviving the most grievous injuries.

The Life Preservation Machine comes packed inside a large travel trunk. When assembled and attached to a patient, bellows pump air into the lungs, pistons gently massage the chest to keep the heart pumping, and nutrients are fed into the stomach via a drip feed. A small control console monitors heart and respiratory rates, and blood pressure, displaying the results on dials. The machinery is powered by clockwork, which must be wound every four hours (takes 10 minutes).

A globetrotter who is dying or has reached -5 Health (or whatever his particular death threshold is for those with Diehard) and is attached to a Life Preservation Machine within his Body rating number of combat turns of dying automatically stabilizes—no roll is required. A patient below the death threshold cannot be saved by the device—he is too seriously injured. The device provides no other form of healing, but it will keep the patient alive (albeit in a coma) for one week—hopefully enough time to reach a doctor.

If at the end of the week the patient has not been healed above the death threshold, he automatically dies. Patients detached from the machine for more than their Body combat turns before they are healed above the death threshold automatically die.

Enhancements: Increased Duration: One week (+4 Enhancements), Special: Stabilizes patient and prevents death (+4 Enhancements)

Limitations: Flaw: Total unconsciousness (-2 Enhancements)

MORPHEUS REDUCTION TONIC

Artifact 1

Leagues: Any

Sleep, while necessary to continued wellbeing and often welcomed after a hard day exploring or excavating, consumes a third of a globetrotters' every day. This marvelous concoction reduces the need for sleep, permitting the user to be active for longer.

A batch contains five doses and remains active for one entire day. While the tonic is in his system, the imbiber requires only four hours of sleep each day to avoid suffering a nonlethal wound from sleep deprivation. Taking two doses simultaneously negates the need for any sleep for 24 hours. The tonic is not without side effects. The mind becomes over stimulated, making the user restless and prone to act without thinking.

It is rumored there is a more powerful but highly addictive version of the tonic that allows the imbiber to function without any sleep for an entire week.

Enhancements: Increased Duration: One Day (+2

Enhancements), Talent: Light Sleeper (+2 Enhancements)

Limitations: Flaw: Impulsive (-2 Enhancements)

OPTOAUDIOGRAM

Artifact 1

Leagues: The Chess Club, Frankenstein Club, Ghost Club, Vengeants Guild

Certain cultures believe the last image seen before death is captured in a corpse's eyes. Science has now proven this to be true. It has also found a way to replay the last sounds heard as well. In order to work, the Opto-audiogram must be strapped to the deceased's head.

The ocular part resembles a small camera and must be aligned with the corpse's eyes. By peering through the viewing piece, the user sees the last image before death. With the click of a button, the image is recorded onto photographic film ready for processing.

For sounds, a pair of electrodes attached to a voltaic cell are passed through the eardrums and into the brain, and a speaking tube-like attachment placed in the corpse's mouth. Cranking a handle generates a tiny electric charge, enough to stimulate the brain and vocal muscles. The chest must be pumped in order to push air through the speaking tube. This allows the user to hear the last few seconds of sounds heard before death. The voice emitted through the speaking tube is that as the deceased heard it, and thus can be used to gain certain clues as to the speaker's identity, such as gender, nationality, and possibly regional accent as well.

Even minor decay makes reproduction of the image and sounds more difficult. Gathering any useful information requires a Perception roll. For each day after the first since the subject died, the difficulty increases by one. Repeated use also increases the decay. For each attempt after the first, the difficulty increases by one. Linguistics may be required to make sense of any last words.

Enhancements: Extra Sense (+2 Enhancements)

PUGILISTIC VISUALIZATION HELMET

Artifact 2

Leagues: Assassination Bureau, Circle of Nannies, Sporting Gentlemen's Association, Survivors Club

Some globetrotters claim this device was designed by none other than the great Sherlock Holmes, while others insist it was merely inspired by him.

Regardless of its origins, this snug-fitting, slim metal cap (which conveniently can be concealed beneath most forms of headgear) contains a miniature computator and wires that attached to the wearer's skull. Information regarding an opponent taken in by the wearer's eyes is analyzed before being fed directly into his brain as a series of images suggesting a specific course of pugilistic blows and a possible outcome.

Enhancements: Increased Attribute: +2 Intelligence (+2 Enhancements)*, Skill: Brawl 4 (+2 Enhancements), Talent: Calculated Attack, Brawl (+2 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements)

* *The increase to Intelligence applies only to using it as the governing attribute for Brawl by means of the Calculated Attack Talent, hence its reduced cost.*

REINVIGORATION SALTS

Artifact 0

Leagues: Any

These powerful smelling salts have the capacity to awaken those deeply unconscious in an instant. To use one, simply break the glass ampule under the nose of the patient and let the vapors go to work.

When applied, roll the salts' Medicine Skill. Each success removes one point of nonlethal damage, but cannot bring a patient back above 0 Health. If the patient reaches 0 Health, he recovers consciousness. The salts have absolutely no effect on lethal wounds. For each additional dose used after the first, the Medicine roll is made at a +2 bonus. After inhalation, the vapors leave the patient with a reduced sense of smell until the end of the next scene.

A batch contains five doses, each of which is good for a single use.

Enhancements: Skill: Medicine 4 (+2 Enhancements)

Limitations: Reduce Attribute: -2 Perception (Smell only; -1 Enhancements)

SIXTH SENSE SERUM

Artifact 1

Leagues: The Assassination Bureau, Fenian Society, Four Feathers Club, Holy Brotherhood, Hunters Club, Pharmacopoeia Society, Self-Preservation Society, Survivors Club, Vengeants Society

When injected, this milky serum activates the user's dormant sixth sense. This instantly enhances his normal senses while simultaneously making him more aware of hidden dangers. Unfortunately, the user's sixth sense becomes so acute that he sees danger everywhere, resulting in paranoid behavior while the serum is in his bloodstream.

A batch contains five doses, each of which lasts for one combat or an entire scene.

Enhancements: Increased Attribute: +2 Perception (+2 Enhancements), Talent: Danger Sense (+2 Enhancements)

Limitations: Flaw: Paranoia (-2 Enhancements)

SPECIES IDENTIFICATION ENGINE

Artifact 3

Leagues: The Challenger Club, Hunters Club, Menagerie Club, Pharmacopoeia Society, Royal Geographical Society, Survivors Club, Yeti Club

Knowing what sorts of animals are in your vicinity when journeying through a region can sometimes mean

the difference between life and death. While biologists and seasoned explorers can identify a creature from its spoors or tracks, a single hair, feather, scale, or drop of blood is rarely enough to make an on-the-spot accurate identification. The Species Identification Engine can analyze the smallest biological sample and match it to any documented fauna or flora. Simply feed the sample into the compact device (the same size as a small suitcase), sit back, and wait for ten minutes. The results are printed out on tickertape. Species unknown to science produce an "Unknown Species" result.

Updating the engine to account for a new species can be undertaken in the field. For instance, if you find a hair from a previously unknown species and then capture a strange beast, it only requires plucking and analyzing a hair from the living specimen to determine if there is a match. By then taking samples of spoor, fur, hair, skin, blood, scale, or whatever from the living creature, feeding them into the engine, setting the device's dials to the correct settings, and giving the previously unknown beast a name (via a miniature typewriter keyboard), a new data bank entry can be created in a matter of hours.

Enhancements: Skill: Science: Biology 8 (+6 Enhancements)

SUBSTRATUM CARTOGRAPHIC ENGINE

Artifact 1

Leagues: The New Argonauts Club, Old Testament Society, Osiris Club, Royal Geographical Society, Society of Antiquarians

Discovering the layout and extent of an ancient ruin buried beneath the ground once meant weeks of back-breaking digging. This device can perform the same work without a shovel or pickaxe.

The Sub-stratum Cartographic Engine resembles a cross between a travel trunk and a wheelbarrow. A beam of energy is sent into the ground to a maximum depth of 10 feet. When it strikes a buried object, such as a wall, the signal bounces back, and a line is drawn on a sheet of paper (placed inside the machinery). The resolution is very poor, and it requires a Science: Geology roll to determine whether one has found an ancient ruin or a natural geological feature. To map an area, one simply walks up and down in a series of adjacent thin strips. When the pen reaches the end of the paper, a bell rings, alerting the user to turn around. One acre (1/640 of a square mile, or 4840 square yards) can be covered in half a day.

Enhancements: Extra Sense: Radar (+2 Enhancements)

TOXIN RESISTANCE PILLS

Artifact 1

Leagues: The Challenger Club, Hollow Earth Society, Menagerie Club, Pharmacopoeia Society, Royal Geographical Society, Survivors Club, Travelers Club

While few globetrotters have much need to fear being

poisoned by assassins or jealous rivals, in many lands there is a very present danger from a variety of venomous animals. While there are some antitoxins available, their number is limited and a different one is required for each different species of deadly beast.

Anti-Toxin Pills are not a generic antidote to every toxin—they are taken before any encounter, and work by boosting the body's natural defenses.

A batch contains five doses, each of which lasts for one entire combat or scene.

Enhancements: Talent: Poison Tolerance (+2 Enhancements)

VELOCIREADER

Artifact 2

Leagues: The Bibliophile Society

Reading a lengthy volume to determine its meaning or locate a single reference takes times, more so if the text must be translated from a foreign language. The Velocireader removes this onerous chore. The Velocireader resembles a box camera. To operate it one simply winds the clockwork mechanism, selects the appropriate setting, places a book in front of the lens, adjusts the lens to focus (as one would a camera), and begins turning pages. The gadget can scan a maximum of 20 pages per minute.

There are just two settings. The first gives the user a very brief précis of the contents. The device has no ability to critique written work, identify authors purely by their style, and so on. For instance, Milton's *Paradise Lost* might be summarized as "The Fall of Adam, Eve, and Satan"—while accurate, it hardly does the epic poem justice.

The second setting causes it to search for one specific keyword per scan. The word (entered into the device by means of a speaking tube) can be in any language—the device's computator is proficient at translating into all known languages. In this mode, the Velocireader emits a beep when the word is located on the current page it is scanning. It has just enough intelligence to detect similar words that might be the result of spelling mistakes.

Warning! The Velocireader précis setting should not be used to summarize legal contracts or similar documents one is about to sign. The Velocireader can only summarize the most basic purpose of a contract, and the manufacturer accepts no liability for problems arising from scanning such documents.

Enhancements: Skill: Linguistics 6 (Translation only; +2 Enhancements)*, Skill: Spying 6 (Speed Read only; +2 Enhancements)*

* *Each Skill is limited to just a single Specialization. For this reason the Enhancement cost has been halved.*

VISUAL OBFUSCATOR

Artifact 2

Leagues: The Assassination Bureau, Hunters Club, Self-Preservation Society, Survivors Club

This device comprises two 10-foot tall metallic rods

around which are wrapped thin wires. The rods are joined together by a delicate wire mesh coated in Luminull compound. The Luminull for the coating, a variant of which is a key ingredient in many Invisibility Serums, is produced as part of the design. The base of each rod is a slim spike, allowing them to be rammed into soft earth or wedged into cracks in rocks.

In order to use the device, simply plant one rod in the ground, carefully pull the other rod to the desired distance (maximum 25 feet between the two rods) and shape—taking care not to break the wire mesh—and activate the voltaic cell by flicking a switch. Once electrified, the Luminull becomes active and prevents all light in the visible spectrum passing through the mesh. This effectively turns it into a curtain of darkness. A dimmer switch allows the user to control the intensity of the darkness. The intensity can be set to dim light, near darkness, and complete darkness. The obfuscation affects those on both sides of the barrier.

The device quickly burns through voltaic cells, and must be maintained after each use—the current melts the delicate wire mesh, rendering it useless, and any damage from outside sources must be repaired.

Originally intended as a portable privacy device, the Visual Obfuscator makes an effective deterrent against wild beasts, as well as marauding bandits and other ne'er-do-wells. For those looking to use it as a barrier against attack, simply pop up from beyond the darkness, fire, drop down and move to a new location to avoid reprisals. Your enemy won't know where to aim!

Enhancements: Special: Line of variable darkness (+4 Enhancements), Range: Up to 25 feet (+4 Enhancements)

Requirements: Reduced Duration: One Minute (–2 Enhancements), Requires Maintenance: Difficulty 2 (–2 Enhancements)

VOCAL AUGMENTATION COLLAR

Artifact 1

Leagues: The Dandy Club

Many people sing for enjoyment, but few have the vocal training, vocal cords, correct breathing techniques, or lungs to truly impress audiences. The Vocal Augmentation Collar might not give one the voice of an angel, but it can certainly make one sound better than a yowling, tone-deaf cat.

The collar, which can be hidden beneath a starched collar or scarf, has settings covering everything from opera to sea-shanties. The user simply sets the dial to the desired type of singing, sings away, and lets the weird science make him sound like a professional.

The device is not without its drawbacks. Use results in bruised vocal cords, which leave the wearer mute for ten minutes after his performance has ended.

Enhancements: Skill: Performance: Singing 6 (+2 Enhancements)*

* *The Skill is limited to just a single Specialization. For this reason the Enhancement cost has been halved.*

WEAPONS

AMPLIFIED LIGHT SWORD

Artifact 2

Leagues: —

This weapon resembles nothing more than a sturdy, heavy metal tube, about a foot long, with a button near the top. The base has a screw cap, while the other end is sealed with a carefully cut crystal of absolute purity.

Five special magnesium cartridges fit into the capped end. When the device is loaded and the button depressed, a cartridge ignites. The brilliant burst of light is channeled through a series of lenses and focal concentrators through the interior of the tube. It emerges through the crystal end as a beam of coherent light some 24" in length. The color of the beam depends on the color of the crystal lenses used during creation (all must be the same color). The resultant blade lasts for a maximum of one minute (10 combat turns). After this time it fades to nothingness. The light blade can be switched off prematurely simply by depressing the button again, but the charge used to fuel the blade is spent.

The blade is solid and relies on pressure to inflict damage, exactly like a conventional melee weapon. It is hot to the touch, however. Prolonged exposure (an entire combat turn) is enough to scorch flesh and ignite readily combustible substances (such as paper, dry straw, and the like). This inflicts 1L caustic damage.

The basis for this particular version is an arming sword, though any bladed weapon can be used. The magnesium cartridges can be created as an Artifact 0. A batch contains five cartridges, each of which is good for one minute of continual use unless the weapon is switched off before the duration expires. Regardless of its type, the weapon holds a maximum of five cartridges.

Enhancements: Increased Damage: +4L (+4 Enhancements), Talent: Counterstrike (+2 Enhancements)*, Talent: Riposte (+2 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Reduced Duration: One minute (-2 Enhancements)

Damage	Str	Cap	Weight
7L	3	5	6 lbs.

* *The blade of light can be used to block Brawl attacks without the usual -2 penalty.*

FIN-STABILIZED BULLETS

Artifact 1

Leagues: The Assassination Bureau, The Gun Club, The Hunters Club

Whether shooting big game or dangerous foes, accuracy is paramount for ensuring a clean kill. Shortly after leaving the barrel, stabilizing fins spring out from these

bullets. These ensure the bullet flies straighter and truer than conventional rounds.

A batch contains five bullets, each of which is good for a single use. The type of firearm the bullets are intended to fit must be determined at the time of creation. Shotgun shells cannot be fin stabilized.

Enhancements: Talent: Long Shot (+2 Enhancements)

GAS-POWERED AUTOMATIC CROSSBOW

Artifact 3

Leagues: The Assassination Bureau, Ghost Club, Gun Club, Holy Brotherhood, Vengeants Society

Every vampire hunter worth her salt knows the most effective weapon against bloodsuckers is a sharpened stick. For those who prefer to maintain a discrete distance from their foe, the Gas-Powered Automatic Crossbow is an invaluable weapon. Although heavy, its five round magazine means a bolt is reloaded automatically after each pull of the trigger, giving the hunter five shots before she must reload. Spare magazines can be loaded with bolts in advance to increase the rate of reloading.

Enhancements: Increased Capacity: +400% (+8 Enhancements), Increased Rate of Fire: Semiautomatic (+2 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Reduced Range: 50 feet (-2 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
3L	3	50 ft.	5	M	10 lbs.

HERTZ WAVE-GUIDED AERIAL BOMB

Artifact 4

Leagues: The Gun Club

Aerial bombs are destructive weapons, but they are notoriously inaccurate and indiscriminate instruments of war. The Gun Club's latest invention is intended to make them precision weapons. The weapon's full name is the impressive-sounding but unwieldy Hertz Wave-Guided Computator-Steered Rocket-Assisted Aerial Bomb.

The device comes in two parts. The first instrument is a Hertz wave transmitter that broadcasts a repetitive signal on a specific frequency. The transmitter must be attached to the intended target and then activated. It has power enough for one combat or scene, and has a range of five miles. The core of the weapon system is a bomb modified to include small rocket motors, adjustable fins, a computator, and a Hertz wave receiver. The latter can be manually adjusted to home in on any frequency.

The bomb must be dropped from a height of at least 2,000 feet for each mile from the target. Thus, it must be dropped from a Zeppelin. Once unleashed, the onboard computator steers it toward the source of the Hertz wave signal broadcasting on the same frequency without any input from an outside agency.

The device is so simple to use that anyone can use it with great effectiveness. A skilled bombardier knows

when best to release it for maximum effectiveness, and so gains a +2 Teamwork bonus to his Gunnery roll.

Unfortunately for weird scientists working out of their sheds, creation of the weapon requires the acquisition of an aerial bomb. The modified bomb and transmitter are both destroyed in the explosion (assuming a successful hit, of course).

Enhancements: Autopilot (+2 Enhancements), Skill: Gunnery: Bombs 8 (+6 Enhancements)

LAND TORPEDO

Artifact 1

Leagues: The Assassination Bureau, The Gun Club

The Land Torpedo is a Victorian land mine. Although mines have been used for centuries, this version is a more unwieldy ancestor of its modern equivalent. Designed to protect static emplacements, they have proven equally effective as a weapon of assassination.

A batch creates five Land Torpedoes. Each weapon requires 10s worth of chemicals, plus some scrap metal to fashion a sturdy casing. The case is shaped to channel the blast upward, rather than across a wide area. The detonator can be preset for varying weights between 100 pounds and several tons, thus allowing the user to decide what weight sets them off.

Dynamite is a poor quality explosive, and is notoriously unstable. For this reason, Land Torpedoes use gun cotton (or a homemade equivalent). This has a lower explosive yield than the equivalent amount of dynamite, but is much safer to handle and far more stable at higher and lower temperatures. For this reason, the damage rating is lower than dynamite would produce.

More powerful versions (such as ones designed to destroy land behemoths) can be created by adding Increased Damage Enhancements.

Enhancements: Extra Sense: Pressure Activated (+2 Enhancements)

Dmg	Str	Area*	Cap	Rate	Weight
6L	—	10 ft.	—	—	8 lbs.

* Due to the shaped casing, the blast is limited to a 10 foot area.

PERSONAL PROTECTION SPRAY

Artifact 1

Leagues: The Assassination Bureau, The Circle of Nannies, Fenian Society, Women's Suffrage Society

This blend of noxious substances is designed to temporarily incapacitate attackers by robbing them of their sight and disorienting them. The substance is produced as a volatile liquid—it is the vapors that are noxious. The vapors are dispensed through a standard perfume atomizer (not included in the design, but purchased at any good chemists for 1s). The atomizer has a maximum range of 5 feet and can target only a single opponent. It is a non-damaging attack that uses Firearms to aim.

A batch creates enough liquid five doses. Employing

multiple doses against the same target has no benefit while the current impairments are in effect.

Enhancements: Inflict Flaw: Blind* (+2 Enhancements), Inflict Reduced Attribute: -2 Active Defense* (+2 Enhancements)

Limitations: Reduced Duration: One minute (-2 Enhancements)

* To use the gas, simply spray it toward an opponent's face. The target resists using his normal Defense—Active Defense allows him to avoid the spray, while Passive Defense indicates his innate resistance to the fumes. Compare the result of your Firearms roll to your opponent's Stun rating. If you rolled more successes than his Stun rating, he is Stunned. He also gains the Blind Flaw and -2 Active Defense for one minute.

VEHICLES

EXPLORATION STEAMER

Artifact 3

Leagues: The Mariners Club, Royal Geographical Society, Society of Aquanauts

The Exploration Steamer is designed to provide globetrotters with research and scientific facilities during their journeys to distant lands. The living quarters have been upgraded to provide gentlemen explorers with a taste of home, but they are by no means luxurious.

A large part of the cargo hold has been converted into three separate work spaces. These might hold laboratories, workshops, or research libraries. The nature of these areas is decided during the design process, but Skills must be chosen from Academics, Anthropology, Craft, Medicine, or Science. Disciplines must be specified as normal where applicable.

The work areas are well stocked, certainly the equal of anything commonly found on land. For example, a Science: Biology laboratory might contain state-of-the-art laboratory equipment for conducting experiments, veterinary medicines and drugs for looking after live specimens, a small reference library, an operating table for dissecting specimens, and sturdy holding cages of varying sizes for containing living creatures awaiting examination. Although the facilities can be used by laymen at a basic level, they are best used by skilled scientists and craftsmen (who receive a +2 Teamwork bonus).

In addition, a portion of the remaining cargo hold has been converted to accommodate a single Size 2 vehicle or two Size 1 vehicles. A crane allows for land vehicles to be moved ashore (given a suitable berth), while doors in the hull provide access for miniature submersibles. A vehicular workshop is fitted as standard so vehicles can be repaired or modified. Any vehicles must be built or purchased separately.

When borrowing an Exploration Steamer from a League, the globetrotter who acquired the ship picks the three Skills for the work spaces. Other vehicles intended

to be carried within the steamer must be acquired separately.

Enhancements: Skill: Craft: Mechanics 4 (+2 Enhancements), Skill: Pick one 4 (+2 Enhancements), Skill: Pick one 4 (+2 Enhancements), Skill: Pick one 4 (+2 Enhancements)

Limitations: Increased Crew Requirement: +100% (-2 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
8	6	24	10	-2	40	10

POCKET WARSHIP

Artifact 3

Leagues: The Mariners Club, Society of Aquanauts

For fairly obvious reasons, most governments take a very dim view of private citizens who outfit their vehicles with armaments and armor, and then proceed to parade around in them in public areas. Still, the world is a dangerous place, and globetrotters on the high seas (and some rivers) have to contend with pirates and hostile nations, not to mention the threat of sea monsters (or so some Leagues would have you believe). Thus was born the Pocket Warship.

Construction is designed around a small steamer (not the cheapest thing in the world, but older models can be acquired for £4000). Although the Pocket Warship mounts turrets fore and aft for naval guns, the weapons are not part of the build, and thus must be purchased separately. If a Pocket Warship is borrowed from a League, however, these are automatically included in the package.

Enhancements: Improved Defense: +4 (+4 Enhancements), Turret: Light (Aft; +2 Enhancements), Turret: Medium (Fore; +4 Enhancements)

Limitations: Increased Crew Requirement: +100% (-2 Enhancements), Reduced Passenger Capacity: -50% (-2 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
4	10	20	10	-1	20	4

LIVING CREATIONS

CLOCKWORK CHAUFFEUR

Artifact 1

Leagues: The Automobile Club, The Mariners Club, The Society of Aeronauts, The Society of Aquanauts

Travel is an essential part of every expedition. While a rare globetrotter may have operational knowledge of one or two modes of transportation, most are completely flummoxed by mechanical vehicles, and few are even capable of driving a carriage.

Those who favor automobiles or need only to drive around one city or its near environs might favor the Driv-

erless Automobile (see *Globetrotters Guide to More Weird Science*), but this is of little use if one must take to the air or water. Living chauffeurs can certainly be employed, but again, few are skilled with more than one type of transport. The Clockwork Chauffeur is quite capable of operating everything from a horse-drawn carriage to a submersible, as well as being proficient in their maintenance and the operation of any vehicular weapon systems.

Enhancements: Follower 1 (+2 Enhancement), Increased Duration: One Day (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

“DRIVER”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

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

Skills: Craft: Mechanics 5, Gunnery 5, Pilot 7, Ride 5

Talents: Well-Educated: Pilot (Treats Pilot as a general Skill)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Requires Maintenance

Weapons: Punch 0N

CLOCKWORK OWL

Artifact 1

Leagues: —

In European cultures owls have been associated with wisdom since at least the time of the Ancient Greeks. Powered by clockwork, and fitted with a computer and vocabulator, this marvel of miniaturized engineering was invented to be a travelling companion, translator, mobile reference library, and aerial scout for globetrotters. Its clockwork mechanism needs winding only once a day, but the miniature device requires constant maintenance.

Globetrotters planning on visiting Kenya, areas of the Americas inhabited by indigenous peoples, and Arab nations should be aware that owls are associated with bad omens and other evils by the native cultures. Even in this enlightened age of scientific achievements, the presence of a talking owl may lead to unexpected consequences.

Enhancements: Follower 1 (+2 Enhancement), Increased Duration: One Day (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

“ATHENA”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size -2*, Move 4 (Fly 8), Perception 6 (Sight 10), Initiative 7, Defense 7, Stun 2, Health 2

Skills: Academics: History 5, Academics: Philosophy 5, Academics: Religion 5, Linguistics 9, Survival 6

Talents: Keen Sense (+4 to Perception when making sight-based rolls)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Requires Maintenance

Weapons: Bite 0L

* Has a +2 bonus to *Stealth* rolls due to its size.

DUAL UNDERWATER & CAVERNOUS ENVIRONMENT EXPLORER

Artifact 2

Leagues: The Hollow Earth Society, the Society of Aquanauts, the Speleological Society

Danger is inherent in the exploration of subterranean and underwater environments. For those who wish to plumb the depths of these mysterious realms, the Dual Underwater & Cavernous Environment Explorer (or DUC-EE) is an invaluable companion.

Powered by an advanced clockwork mechanism capable of running for several hours under normal conditions (but notably less in stressful situations, such as combat), the rugged automaton is fully waterproof and rust resistant. Its unique shape and its ability to pressurize its internal spaces allow it to operate at depths of up to 1000 feet, far greater than any generally available submersible vehicle. Its computer allows it to recognize, analyze, and categorize biological, geological, and speleological specimens. As a further aid to explorers who might be far from civilization, the automaton can deliver rudimentary medical assistance.

The DUC-EE is vaguely anthropomorphic, but lacks a neck and head. Its computer and sensory equipment are built into the barrel-shaped torso to ensure they are protected. It has a single, large "eye" in the top centre of its torso, and can see in both visual light and the infrared. Its hearing is no better or worse than an average human. When submerged, two miniature screws extend from the soles of its feet, propelling it through the water at speeds easily equivalent to a standard submersible vehicle.

Enhancements: Extra Sense: Infrared (+2 Enhancements), Follower 1 (+2 Enhancement), Life Support: One Scene, Underwater (+2 Enhancements)

Limitations: Requires Maintenance: Difficulty 2 (-2 Enhancements)

"DUCKY"

Follower 0

Archetype: *Artifact*; **Motivation:** *Duty*

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

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

Skills: Athletics 5, Medicine 4, Science: Biology 4, Science: Geology 4, Science: Speleology 4

Talents: Swim (Improved swimming speed)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Requires Maintenance

Weapons: Punch 0N

EPICUREAN SOCIAL COMPANION

Artifact 0

Leagues: The Curry Club, The Eccentric Club, The Epicurean Society, The Savage Club

Not every globetrotter has the refined palate necessary to detect an excellent vintage wine, eye for telling Renaissance grand masters apart, or nose for differentiating between blends of tobacco, and yet there are times when such abilities can prove most fortunate to the gentleman traveler (if only to avoid looking like a plebeian).

The Epicurean Social Companion is a lightweight (some might say extremely fragile) anthropomorphic automaton powered by clockwork. Its finely tuned senses can identify, if not truly appreciate on a human level, the finer things in life, while its computer allows it to pass judgments on its findings. Although only capable of monotone vocabulation, when it comes to revealing its analysis of a given topic or substance the automaton is both pretentious and condescending—unusual for a collection of springs, gears, and cogs, and often embarrassing for those it upstages.

Enhancements: Follower 0 (+1 Enhancement), Talent: Skill Aptitude (Connoisseur; +2 Enhancements)

Limitations: Flaw: Condescending (-2 Enhancements)

"KRYTEN"

Follower 0

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 5, Defense 3, Stun 1, Health 2

Skills: Academics: Literature 6, Connoisseur 7

Talents: Skill Aptitude (+2 Connoisseur rating)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Condescending (+1 Style point whenever it proves someone else wrong or establishes its own superiority)

Weapons: Punch 0N

MULTI-ARMED ASSISTANT

Artifact 3

Leagues: —

If there is one common complaint among globetrot-

ters on expedition it the lack of reliable help or the need for an extra pair of hands when having to craft something. Worry no longer, for a solution is at hand! This steam-powered humanoid construct is not only programmed with a variety of useful practical skills, it has four arms, allowing it to work on two projects simultaneously (so long as they are in arm's reach). Its torso comprises two revolving sections, each with an arm on either side. To facilitate working on different projects, its head is capable of full 360-degree rotation. The automaton's main weakness is its relatively short working life before the complex mechanisms must be maintained.

The automaton is primarily designed to serve as an assistant, but it can function adequately on its own recognition on minor tasks, allowing you to get on with more important work. A range of plug-in modifications means it never without the appropriate tool.

Enhancements: Extra Limbs: Two arms, Strength 2 (+4 Enhancements), Follower 1 (+2 Enhancement), Talent: Skilled Assistant 2 (+4 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements), Requires Maintenance: Difficulty 3 (-3 Enhancements)

“MAX”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

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

Skills: Brawl 4, Craft: Carpentry 4, Craft: Chemistry 4, Craft: Electrics 4, Craft: Mechanics 4, Craft: Metalworking 4, Craft: Pharmacology 4, Demolitions 4, Pilot: Pick one 4

Talents: Skilled Assistant 2 (Provides Teamwork bonus equal to Rating on all Skills of 4 or less), Tinker (Ignores penalty for using improvised tools)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (-2 Stealth penalty due to grinding of metal and stench of smoke), Requires Maintenance

Weapons: Punch 4N

SELF-DIRECTED DEMESNE DEVISOR

Artifact 4

Leagues: The Christmas Society, The Eccentric Club, The Travelers Club

The Professor R. U. Neslinger, former professor of theoretical engineering and applied physical sciences at a prestigious university that now wishes to deny any association with the eccentric inventor, loves to travel but hates leaving home. To solve this conundrum he devised a method to have homes away from home.

His machine, affectionately referred to as Sidd, is able to examine any single structure of any size and design, and reproduce it in spirit from available materials in a

different location. Proper selection of a site and availability of specific building materials falls upon the user, and if directed to erect a demesne in a site lacking the proper materials, Sidd will do its level best using whatever is at hand. The first prototype built Philbin Castle from a stone wall, a lot of mud, sod, and several startled sheep (later tests were conducted with more care for livestock).

The great drawback of the machine is that it can only be used once for its construction function. It constructs the structure from the inside out, ending the process by building itself in place as the heart of the home. Once so installed it provides central heating and hot and cold running water from its immense boiler, communication relays from room to room, and limited automation of doors and windows. The owner merely needs to speak aloud and Sidd responds. Future upgrades have been floated to enable Sidd to produce furniture, but seem impractical at this time. Current research is being directed toward enabling Sidd to serve “tea, hot” on verbal command.

Sidd is not a small machine—it is 20 feet long and weighs 4 tons—nor does it move to the construction site particularly fast. It resembles a cross between a bulldozer and a digger (either is yet to be invented as a separate device, and they are used only as a visual reference), albeit with the addition of a conveyor belt, a brickmaking kiln, a cement mixer (also yet to be invented), drills, saws, trowels, and claws. Still, no one who has seen Sidd in action can deny it is a quick worker. Given sufficient raw materials, fuel, and maintenance, Sidd can create an unfurnished dwelling in a number of days equal to the square of the equivalent Refuge: Size Level of the building. For example, a large manor house (equivalent to Level 3, a small estate) would take just 9 days.

Enhancements: Extra Limbs: Four arms, Strength 3 (+10 Enhancements), Extra Sense: Sonar (+2 Enhancements), Follower 1 (+2 Enhancements), Increased Duration: One Day (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements), Reduced Speed: 50% (-2 Enhancements), Requires Maintenance: Difficulty 3 (-3 Enhancements)

“SIDD”

Follower 1

Archetype: *Artifact*; **Motivation:** *Duty*

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

Secondary Attributes: Size 2*, Move 3, Perception 4, Initiative 6, Defense 3, Stun 2, Health 5

Skills: Art: Architecture 6, Athletics 5, Craft: Carpentry 4, Craft: Masonry 9

Talents: Skill Aptitude (+2 Craft: Masonry rating)

Resources: None

Flaws: Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (-2 Stealth penalty due to grinding of metal and stench of smoke), Requires Maintenance

Weapons: Punch 1N

* Sidd has a -2 Stealth penalty due to its size.

MAGIC

This section includes replacement rules for blood sacrifices and the creation of occult relics, and new rituals, magical texts, and occult relics. The rules for Magic can be found in *Globetrotters' Guide to Gothic Horror*.

BLOOD SACRIFICES

These rules replace the 5th paragraph of Magical Energy in Globetrotters' Guide to Gothic Horror.

The release of life energy through sacrifice can greatly aid a magician. Though it is most often employed by those learned in the art of Black Magic, any magician channeling extra energy while invoking a ritual may cut himself and offer up a small quantity of his own blood. Such an offering is small (hence it causes one nonlethal wound), but it can make the difference between success and failure. More potent still is offering the life of another creature, but this is a dark path to walk and is guaranteed to lead to Corruption.

Special knives are often used, and the sacrificial creature is typically immobilized while its blood is collected in a bowl or cauldron. The blood is consumed by the ritual, leaving only a burnt, black residue behind.

Animal Sacrifice: Sacrificing an animal grants bonus dice equal to its Willpower rating. Such an act is evil and could have been avoided, and so earns the caster one Corruption point.

Human Sacrifice: A human sacrifice is far more potent, but far more wicked and dangerous. The magician gains bonus dice equal to the victim's Body + Charisma + Willpower (thus the reason why headstrong, attractive women tend to be offered up as sacrifices more often than not). Such an act is thoroughly Evil and deliberate. The magician earns an automatic five Corruption points (ensuring he gains a Flaw) if the target is unwilling, or three points if the victim offers their life of their own free will (only crazed cultists tend to do this sort of thing, and anyone hanging out with crazed cultists is likely to be well on their way to Corruption anyway).

Bonus dice from sacrifices can be used to augment a single roll, or spread out over the duration of the casting as lesser bonuses to separate rolls.

RITUALS

BEAST SPEECH

Rank 1

This ritual allows your character to speak with a specific animal by making the appropriate chattering, growling, or

squawking noises. Your character can empathically communicate with the subject animal and exchange rudimentary concepts and information with it for the duration of combat or until the end of the scene. While this power is in effect, you can use your character's Magic rating for Animal Handling rolls, including rolls to influence an animal's attitude (see Influence in *Leagues of Adventure*).

The Beast Speech ritual is subject to the following modifiers:

Beast Speech	Modifier
Animal is friendly	+2
Animal is unfriendly	-2
Each additional communication attempt	-2

BLESS WEAPON

Rank 2

Certain creatures are susceptible only to enchanted weapons or weapons crafted from specific substances. This ritual enchants a weapon, so granting it the ability to inflict harm on any and all such creatures. The weapon to be enchanted must be made of iron, silver, or other elemental metal. Once the ritual is complete, the weapon also becomes impervious to damage caused by striking unearthly entities. One could thrust it into the inferno of a fire elemental, for instance, without fear of it melting, or slash a gargoyle without fear of the blade chipping or shattering.

The effects of the ritual last until for the duration of combat or until the end of the scene.

Note that this ritual is next to useless on ranged weapons—the weapon would be enchanted, but its ammunition would still be mundane, and it is the impact of the projectile that causes damage.

MAGICAL TEXTS

Magical texts now include details regarding the author and publication date. These have no relevance in game terms, and are included purely for flavor. Dates are A.D. unless otherwise stated. The author and publication information for volumes detailed in *Globetrotters' Guide to Gothic Horror* is included below, but the rest of the text is not repeated.

At the Gamemaster's discretion, these works may be held in the libraries of Leagues such as the Ghost Club and Magicians Circle. Members in good standing may borrow them in the same way as borrowing artifacts (see *Globetrotters' Guide to Expeditions*). For the purpose of borrowing these works, treat their Artifact Level as being equal to the highest Rank from among the rituals they contain.

Example: *The Book of the Dead contains Arcane Shield (Rank 3), Banish Spirit (Rank 2), and Beast Speech (Rank 1). Since Arcane Shield has the highest Rank, the book is equivalent to a Level 3 Artifact.*

NEW RULE: SKIMMING A TEXT

By quickly reading through a text, the reader may gain insight into its contents and the likely rituals it contains. Doing so requires one hour times the Complexity rating. No Investigation: Enigmas roll is required if the reader understands the language.

Once complete, the victim must make a Horror roll. As he has not fully studied the text, the book's Horror rating is reduced by one. Should he later study the book properly, any Sanity points lost from skimming the volume are subtracted from any lost due to the extended reading.

Example: *Sir John skims a copy of the Grand Grimoire (Horror rating 3). He makes a Horror roll against Difficulty 2 and suffers one point of lost Sanity. Months later, he reads the book in its entirety. This time the Horror roll is made at the normal Difficulty 3. A bad roll sees him lose two points of Sanity. Since he had already lost one point from skimming the book, his detailed study of its diabolical results in just one lost point of Sanity.*

THE BARRETT LETTERS

Language: English; **Author:** T. Macready; **Publication:** 1872; **Complexity:** 3; **Horror:** 1; **Tradition:** Ceremonial; **Contents:** Astral Projection, Empower, Levitate

According to the author, the tome is based on a series of letters entrusted to him by a Tibetan lama in 1869. Written by Stirling Barrett, a late 18th century British explorer, the letters recount his discovery of a hidden valley deep in the mountains. The lamas who lived in this paradise of eternally spring taught Barrett a number of secret magics that gave him the power of mind over matter. The last letter, and thus the book, ends with the cryptic phrase, "I am now prepared to journey to the world within."

BEING THE TRUE METHOD BY WHICH LIFE WAS GIVEN TO THAT WHICH HAD PREVIOUSLY EXPIRED

Language: German; **Author:** Dr. Victor Frankenstein; **Publication:** 1832; **Complexity:** 3; **Horror:** 3; **Language:** German; **Tradition:** Ceremonial; **Contents:** Raise Dead

This unique volume purports to be the true notebook of Victor Frankenstein. Instead of being a man of science, as told by his biographer, Mary Shelley, Frankenstein was a magician, astrologer, and alchemist. The text provides instructions on stitching together corpses to create composite entities, as well as various means by which life may be imbued into lifeless flesh and bone. Much of the biographical material is a forgery, intended to give the tome an air of credibility and acceptance as an historical work rather than an occult text. The sections detailing how to raise the dead, however, are quite accurate.

Option: In a standard *Leagues of Adventure* game, this work explores the technological method by which Frankenstein created his Monster. In place of Academics: Occult, the reader makes a Medicine roll. Each success nets him one Experience point. These bonus Experience points should be recorded separately, as they can only be put toward acquiring the Spark of Life Talent.

More importantly, so long as the globetrotter has gained a minimum of one Experience point in this way, he can take Spark of Life without needing the Weird Science Talent. Unless he has Weird Science, however, he is limited to biological creations (regardless of what Skills he has). Any shortfall can be made up by normal Experience points.

A character cannot simply study the book over and over again to gain endless Experience points, though. Once he has gained three Experience points in this manner, the Complexity rating becomes the accumulated number of Experience points gained so far from reading the book—it becomes harder and harder to pry new knowledge from the text and images.

Example: *Ludwig studies the text and manages to gain two Experience points. The second time he reads it the Difficulty remains at 3. He manages to earn two more Experience points, bringing him to four in total. The third time he reads it, the Difficulty is 4—the same as his total Experience point gain.*

Ludwig decides to take the Spark of Life Talent. Since he has 4 Experience points accumulated from reading the book, he need only spend 11 Experience points from his normal pool. He lacks the Weird Science Talent, so he can only create and animate biological constructs.

THE BLACK PULLET

Language: French; **Author:** Unknown **Publication:** 18th century; **Complexity:** 2; **Horror:** 1; **Tradition:** Ceremonial; **Contents:** Spirit Binding

The text takes the form of a narrative, in which a French officer taking part in Napoleon's expedition to Egypt is taught magic by a mysterious Turk who rescued him after he was wounded in battle.

As well as detailing various means of creating enchanted amulets, rings, and talismans, the book discusses the creation of the Black Pullet, a bird synonymous with the hen that lays golden eggs (a variant of a goose in one of Aesop's Fables, and a later feature in certain faery tales). The secret of the creation is not spelled out, leading occultists to believe it is hidden somewhere in the text.

BOOK OF DZYAN

Author: Unknown; **Published:** Unknown; Otherwise as per *Globetrotters' Guide to Gothic Horror*

BOOK OF OVERTHROWING APEP

Author: Unknown; **Publication:** c. 15th century BC; Otherwise as per *Globetrotters' Guide to Gothic Horror*

BOOK OF SOYGA

Author: Unknown; **Publication:** 16th century; Otherwise as per *Globetrotters' Guide to Gothic Horror*

BOOK OF THE DEAD

Language: Ancient Egyptian; **Author:** Unknown; **Publication:** c. 1550 B.C.; **Complexity:** 2; **Horror:** 2; **Tradition:** Old Ways (Egyptian); **Contents:** Arcane Shield, Banish Spirit, Healing

Perhaps the most famous work of the ancient Egyptians, the *Book of the Dead* details funerary rites and protective spells that help guide a soul past the many dangers that lie in wait on its journey to the afterlife.

Egyptologists openly scoff at the notion that any of the spells, and there are many, might actually be true sources of magic. For those who understand the original language (the various translations into modern languages lose a lot of hidden meaning and contain no true rituals) the Book of the Dead is a valuable grimoire.

CLAVIS SALOMONIS

Language: Latin; **Author:** King Solomon; **Publication:** 14th century; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Arcane Shield, Banish Spirit, Channel Dead, Elemental Protection, Empower, Lesser Hex, Spirit Binding

Although authorship is attributed to the Biblical King Solomon, the original text was written in the Middle Ages, likely by Jewish kabbalists. The many rituals and means to create 44 magical pentagrams (referred to in the text as seals) are described as works of God, not magic or deals with Satan. In game terms they are all of the Ceremonial tradition.

The original text was written in Hebrew and has Complexity 2. Only one copy is known to exist, and that rests in the British Library. Historically, a second copy is unearthed in 1903. Other translations include Greek (15th century), English (1572), French (1641, as well as 18th century versions), as well as lesser and later versions in Latin. Aside, from the Hebrew versions, the other editions are inferior, having fewer true rituals (Game-master's choice as to which ones).

CONFESSIONS OF WITCHES

Language: German; **Author:** Ludwig Bothe & Wilhelm of Magdeburg; **Publication:** 1515; **Complexity:** 2; **Horror:** 2; **Tradition:** Natural; **Contents:** Greater Hex, Lesser Hex

Written by two German witch-finders operating in the early 16th century, this lengthy manuscript recounts their lengthy and detailed interrogations of dozens of witches. In the course of their confessions, the witches revealed the secret charms and incantations by which the weird sisters cursed their many victims. The witch-finders included them so that others might now the signs.

CRYPTOMENYSIS PATEFACTA

Language: Latin; **Author:** John Falconer; **Publication:** 1685; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Augury, Channel Dead, Premonition

"The Art of Secret Information Disclosed Without a Key" was published in 1685 and is attributed to John Falconer, a Scottish clergyman, though his authorship is not proven. Although an occult tome, the trappings of the text and the rituals contained therein deal with entreating with angels.

DE NUGIS CURIALIUM

Language: Latin; **Author:** Walter Map; **Publication:** 12th century; **Complexity:** 2; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Beast Speech, Form of the Beast (adder), Spirit Sense

This medieval manuscript was written by an English courtier who visited several European courts as part of his duties and studies. At each place he visited he collected anecdotes, which he wrote up as "Trifles of Courtiers." Some of these are historically accurate, some are fanciful interpretations, and others are entirely fantastical. Among the many topics covered as the origins of the Wild Hunt, the founding of the Knights Templar, tales concerning faeries, a collection of vampire stories, and satirical pieces comparing various courts to that of Hell.

The high Complexity comes from the length of the book and the difficulty in separating true rituals from the various fictional spells listed in the tales.

DE PRAESTIGIIS DAEMONUM

Language: Latin (translations exist in English, French, and German); **Author:** Johann Weyer; **Publication:** 1563; **Complexity:** 3; **Horror:** 2; **Tradition:** Black Magic; **Contents:** Empower, Spirit Binding, Summon Horror

Written by the famous demonologist Johann Weyer (1515-88), the work claims to be an exposition of frauds who claim to traffic with devils, rather than provide instruction in the dark arts. In the course of his writing, Weyer inadvertently included several actual rituals. Weyer was opposed to the witch trials, openly claiming that instances of supposed magic were psychological tricks rather than a display of supernatural powers.

The appendix (which was also published separately under the title *Pseudomonarchia daemonum*, and only contains the Summon Horror ritual) contains a list of demons, their titles, and the powers attributed to them.

DICTIONNAIRE INFERNAL

Language: French; **Author:** Jacques Auguste Simon Collin de Planc; **Publication:** 1818; **Complexity:** 2; **Horror:** 2; **Tradition:** Black Magic; **Contents:** Spirit Binding

First published in 1818, this illustrated work looks

at the hierarchy of Hell, catalogues demons, and delves into folklore, anecdotes, superstitions, traditions, and other matters pertaining to demons.

Though the author did not realize it, some of the material he copied from other sources and the illustrations he had drawn up for the 1863 edition (the final edition published) contained cryptic clues to unlocking means of contacting demons. The 1863 edition has Complexity 4 and contain the Summon Horror ritual. The increased Complexity comes not from reading the text, but from the hardship in finding all the pieces of the puzzle.

GALDRABÓK

Language: Icelandic; **Author:** Unknown; **Publication:** c. 1600; **Complexity:** 3; **Horror:** 2; **Tradition:** Old Ways (Norse); **Contents:** Empower, Fear, Healing, Greater Hex, Lesser Hex

This small manuscript contains 47 spells covering a variety of topics. Differences in handwriting imply at least four separate authors were involved with its creation, with the final book being compiled after several decades of additions.

GRAND GRIMOIRE

Language: Latin; **Author:** Alibek the Egyptian; **Publication:** 1522; **Complexity:** 4; **Horror:** 3; **Tradition:** Black Magic; **Contents:** Augury, Empower, Fear, Raise Dead, Summon Horror

Also known as the Dragon Rouge (“Red Dragon”), many occultists consider this extremely rare volume to be one of the most powerful and dangerous occult tomes. It is said that within its pages is hidden a ritual to summon Satan so that the magician might strike a deal with the Devil. Others say it holds the true name of God, allowing the reader to gain the power of ultimate creation.

THE GREAT BOOK OF SAINT CYPRIAN

Language: Portuguese; **Author:** Saint Cyprian; **Publication:** 1849; **Complexity:** 3; **Horror:** 3; **Tradition:** Black Magic & Ceremonial; **Contents:** Arcane Shield, Healing, Lesser Hex, Spirit Binding

Although authorship is attributed to Saint Cyprian, the first appearance of this text happens some 1,600 years after his death. Oddly, it is written in both the ceremonial and black magic traditions, with sections and spells for curing and protection as well as well as summoning and binding hellish imps by means of pacts with Satan.

The Complexity rating for Investigation: Enigmas rolls is 3 if the reader has either of the listed traditions. When learning the rituals, though, Arcane Shield and Healing are Ceremonial, and Lesser Hex and Spirit Binding are Black Magic. Modifiers apply as appropriate.

The book has already gained a bad reputation. Many Christians, especially Catholics, consider it a sin to even touch the cover. According to Portuguese folklore, reading the book from back to front summons Satan.

Optional: Reading the book from back to front increases the Complexity Rating to 4. Doing so allows one to attempt to learn the Summon Horror ritual.

JOURNEYS ON THE ASTRAL PLANE

Author: Dr. John Dee; **Publication:** 1594; Otherwise as per *Globetrotters' Guide to Gothic Horror*

LIBER DE NYMPHIS, SYLPHIS, PYGMAEIS ET SALAMANDRIS ET DE CAETERIS SPIRITIBUS

Language: Latin; **Author:** Philippus Aureolus Theophrastus Bombastus von Hohenheim (aka Paracelsus); **Publication:** late 16th century; **Complexity:** 3; **Horror:** 2; **Tradition:** Natural; **Contents:** Elemental Fury, Elemental Protection

Written in the 16th century by Paracelsus, the renowned German-Swiss alchemist, physician, and occultist, this works explores the nature of elemental beings. These he labeled as gnomes (earth), salamanders (fire), sylphs (wind/air), and undines (water). Paracelsus provides methods by which these elemental spirits might be summoned for protection against the forces of nature or to inflict harm on others.

MALLEUS MALEFICARUM

Author: Heinrich Kramer & Jacob Sprenger; **Publication:** 1486; Otherwise as per *Globetrotters' Guide to Gothic Horror*

MUNICH MANUAL OF DEMONIC MAGIC

Language: Latin; **Author:** Unknown; **Publication:** 15th century; **Complexity:** 2; **Horror:** 3; **Tradition:** Black Magic; **Contents:** Channel Dead, Raise Dead, Summon Horror

Named because it rests in the Court Library, Munich (Germany), this unique manuscript primarily deals with matters concerning demonology and necromancy. Whether more copies once existed, or indeed still exist, has kept occultists trawling through libraries for centuries.

ON MASTERIE OF BEASTES

Language: English; **Author:** Sir Roger Midcombe; **Publication:** 1719; **Complexity:** 2; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Beast Speech, Control Animal

This slim volume begins by quoting Genesis Chapter 1, Verse 26. Building on the premise that man is the rightful ruler of all beasts by divine right, the work continues by describing various arcane means by which he may communicate with creatures of the air, earth, and water, and force them to obey his will.

ON THE CULT OF MOLOCH & ITS BARBARIC PRACTISES

Author: Unknown; **Publication:** c. 14th century; Otherwise as per *Globetrotters' Guide to Gothic Horror*

RECOLLECTIONS OF MORGAN LE FAY

Language: Welsh; **Author:** Morgan le Fey; **Publication:** c. 14th century; **Complexity:** 2; **Horror:** 2; **Language:** Welsh; **Tradition:** Natural; **Contents:** Bless Weapon, Healing, Lesser Hex

Many tales concerning the infamous Arthurian sorceress exist. In the earliest literature she was more a creature of spirit than flesh, one of nine sisters from the Isle of Avalon. Later chroniclers linked her to King Arthur by blood and to Merlin as a pupil, and have her a more scornful, mistrusting, and spiteful figure. Yet even these versions characterize her as a skilled healer, who used her powers for good before sliding toward darkness.

This volume, written in archaic Welsh, is a first person narrative. The story is convoluted, as if the author is trying to unfit the various myths into a single history. Although authorship is attributed to Morgan le Fay, it is more likely the work dates from the 14th century.

SHAMS AL-MA'ARIF

Language: Arabic; **Author:** Sheikh Ahmad bin Ali Al-buni; **Publication:** 13th century; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Augury, Banish Spirit, Spirit Binding

Before printed versions were available, three handwritten manuscripts existed. Each has a different length, and which one might be the true original is unknown. The book focuses on how to communicate with angels, genies, and other spirits through magic squares and the use of letters and numbers.

SIBYLLINE BOOKS

Language: Latin; **Author:** The Hellespontine Sibyl; **Publication:** c. 6th century BC; Otherwise as per *Globetrotters' Guide to Gothic Horror*

SIXTH AND SEVENTH BOOKS OF MOSES

Language: German; **Author:** Unknown; **Publication:** 1849; **Complexity:** 4; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Banish Spirit, Channel Dead, Healing, Lesser Hex, Spirit Binding

Supposedly authored by Moses, no copies are known before 1849. Still, the author reveals how the secret wisdom was passed down from Moses to the priests, and then later to a secret brotherhood. The unknown author insists they are two lost books concerning the Biblical prophet, though there is nothing to substantiate such claims. The rituals involve the summoning of heavenly spirits. It was

through these, so the author says, that Moses worked the miracles attributed to him in the Old Testament.

The book is very popular in German-speaking communities in North America, where a new German language printing was made in 1865. An English translation was produced in 1880.

SONG OF THE GRAIL

Language: English; **Author:** Unknown; **Publication:** 1763; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Healing, Raise Dead

On the surface, this tome takes the form of a narrative recollecting the quest of Sir James Fitzivens to find the secret of the Grail. Yet it is also an academic work, its author using the allegory of the quest to compare various Grail-like objects and their associated myths.

The text is a rambling work somewhere between poetry and prose. It begins with various elements of medieval Arthurian lore and Grail romances. As the hero progresses on his quest, the nature of the Grail changes as Irish folktales concerning the Cauldron of the Dagda (no man who ate from it was ever unsatisfied) and the Cauldron of Bran (corpses placed in the cauldron would return to life) are introduced. Though the anonymous author claims the tale is both true and of late medieval origin, there is no record of its protagonist or narrative until the book's publication in 1763.

THE TWELVE LABORS OF HERCULES

Language: French; **Author:** Etienne de la Roche; **Publication:** 1754; **Complexity:** 3; **Horror:** 2; **Tradition:** Natural; **Contents:** Empower

The author, an occultist and early student of anthropology, explores the Twelve Labors of Hercules not as mythical or heroic tasks, but as a progressive series of ritual initiations taking him up the hierarchy of a nature cult. Through completing the dozen tasks (a metaphor for progressively harder mental tests and complex ritual challenges), Hercules (a metaphor for the aspiring candidate) grows in spiritual power.

THEATRUM CHEMICUM

Language: Latin; **Author:** Various; **Publication:** 1602-1661; **Complexity:** 3; **Horror:** 2; **Tradition:** Ceremonial; **Contents:** Bless Weapon, Empower, Spirit Binding

Published in six volumes, the "Chemical Theatre," a collection of writings by various authors, is considered the leading work on alchemy. Although they contain essays on different topics by different authors, studying any one of the volumes is sufficient to learn the ritual.

Option: A globetrotter who owns and has successfully studied a single volume gains +1 to rolls to design and create one-use occult relics that take the form of potions, salves, and so on. For each additional volume in the set he owns and has successfully studied, he gains a further +1 bonus (max. +6 for the complete set).

OCCULT RELICS

This section includes both general and unique occult relics. Unique relics have specific backgrounds, likely exist in the legends of their native culture (so allowing them to be researched), and are denoted by “Unique” before their Artifact Level. Unique relics may never be borrowed from Leagues—they are designed as mythical treasures to be sought by intrepid globetrotters or used against them by dastardly villains.

Note that the Daedalus Society does **not** have automatic access to true occult relics of any sort. Their ability to lay their hands on gadgets and gizmos relates solely to items of a technological nature.

RULES CHANGE: CREATION

Use the following rules for creating occult relics, replacing those found in *Globetrotters' Guide to Gothic Horror*.

* Instead of the Weird Science Talent, characters require the Magical Aptitude Talent. Spark of Life is still required for living creations, like animated gargoyles and zombie servants given life by magical means.

* Academics: Occult is used in the design phase, and Magic in the construction phase.

* Rituals can be added to an occult relic. Each Rank is a +1 Enhancement. Unless the relic has the Magic Skill, the wielder *must* employ her or his own Magic Skill to make the relic function. If a relic contains one or more rituals, then the object's Magic Skill can be used only to invoke those rituals, never to augment the user's Magic Skill for casting other rituals. The user may always choose to employ his own Magic Skill if he so wishes, and gains the usual +2 Teamwork bonus when invoking a ritual enchanted into an occult relic.

Alternatively, Gamemasters may rule that a Willpower roll can be used in place of the Magic Skill, allowing anyone who believes enough, or has enough force of will, to potentially unleash the magical energy.

On a related note, Gamemasters may allow the Mentalism Talent to be installed in weird science devices by a conventional weird scientist. Activating these devices uses the normal rules for the Talent.

ASSASSIN'S DAGGER

Artifact 2

Leagues: The Ghost Club, The Magicians Circle, The Vengeants Society

The Assassins were a 12th-century Islamic sect who indulged in hashish use and murdered both for religious and political reasons. The most trusted agents were issued magical daggers that enabled them to strike with deadly accuracy from the shadows or while in disguise.

History records the Assassins died out in the middle of the 13th century, but some are not so sure. Certainly some of their fabled daggers still survive. The Assassi-

nation Bureau is extremely keen to get their hands on these deadly blades, and would be prepared to sponsor expeditions (in secret, of course) to the Middle East.

Enhancements: Talent: Subtle Strike 3 (+6 Enhancements)

Limitations: Flaw: Addiction (hashish; -2 Enhancements)*

* *The Flaw takes effect each time the wielder kills using the dagger. Until he partakes of hashish, he suffers as if he has gone too long without getting a fix.*

BALOR'S EYE

Unique Artifact 5

Leagues: —

Balor of the Evil Eye is a figure from Irish mythology. A king of the Fomorians, an ancient race of giants, Balor was born hideously deformed. In the middle of his forehead was a single eye: a monstrous, bloodshot orb whose gaze scorched all it fell upon. Directly opposite, in the back of his head, was another eye, that one of normal appearance. His fell eye, when opened, could emit a beam of deadly fire. Fortunately for his foes, his eyelid was so heavy that it took four strong men to prize it open.

The story of Balor is not entirely a myth. Whether or not he was a giant is debatable, but he did exist and he was a tyrannical king. His fabled eye was not a biological organ, but a magical weapon of great potency. It took the form of a huge iron sphere that contained a swirling ball of fell magical energy. When opened, this energy was unleashed upon his foes in the form of an invisible beam that caused flesh to burn and metal to melt.

In order for the spell to take effect, the lid must first be opened. This is extremely hard for a single man, but Teamwork bonuses can be applied. Assistants provide a +2 bonus so long as they have Strength 2+ or Athletics 4+. Once the lid is open, one person who understands the Celtic language group may activate the ritual each combat turn but reading the magical inscription inscribed around the rim. This requires them to use their Attack action for the turn.

Enhancements: Ritual: Harm (+2 Enhancements), Skill: Magic 14 (+12 Enhancements)

Limitations: Special: Requires a Strength x 2 or Athletics roll at Difficulty 7 to open the lid before the ritual can be cast (-4 Enhancements)

EXCALIBUR'S SCABBARD

Unique Artifact 3

Leagues: —

The story of King Arthur and Excalibur, the sword bestowed upon him by the Lady of the Lake, is well known to most British schoolboys. What is less known is that Excalibur's scabbard was itself a potent magical item. According to legend, the bearer would not die from blood loss. Another story says the bearer would never bleed, no matter how grievous his injuries.

Arthur, as recorded in myth, was slain. Morgan le Fay

stole the scabbard prior to the Battle of Camlann and threw it into an unnamed lake. No mention is ever made of the scabbard again, and likely it remains in its watery resting place, protected from decay by its magical nature.

Enhancements: Talent: Diehard 3 (+6 Enhancements)

HAND OF GLORY

Artifact 3

Leagues: The Ghost Club, Holy Brotherhood, Magicians Circle, Vengeants Guild

The creation of a Hand of Glory is not for the faint-hearted. It requires drying and preserving the hand of a hanged criminal, molding candles from the malefactor's fat, and forming wicks from his hair. A candle is placed on each of the upturned digits.

When a candle is lit (an attack action replacing the normal Captivate activation condition), everyone within 10 feet of its ghostly flickering light (except for the holder) risks becoming entranced. In order to function, the Hand of Glory must be held aloft. Should the user fail to do so, any victims are automatically released from their enchanted state. This condition prevents the user from doing much else with his own hand.

The Hand of Glory is good for five uses—one for each candle placed on one of the fingers. The candles burn down extremely quickly (in the space of one combat round). A batch of five candles can be created as a Level 0 occult relic. The Hand does not have to be created again after use.

Others versions of the Hand of Glory are said to exist. One sheds light only the holder can see. It has five uses, but each candle burns for one combat or entire scene. Another version is said to open any lock. Again, the Hand has five uses, but the candles last for just a single combat turn (long enough to make one Larceny: Lockpicking roll.

Enhancements: Skill: Magic 8 (+6 Enhancements), Talent: Captivate (+2 Enhancements)*

Limitation: Flaw: One Arm (-2 Enhancements)

* *This version of the Captivate Talent uses Magic in place of Performance. The user may never substitute his own Magic rating.*

MAGICIAN'S WAND

Artifact 1

Leagues: The Ghost Club, The Magicians Circle

The wands used by stage magicians are mundane props, waved to add an air of authenticity and distract audiences. Those wielded by true magicians are different. Though they hold no inherent power, the arcane runes inscribed on them help focus the magician's willpower, making it easier for him to work his art. A wand only ever grants a +2 bonus to Magic Skill, and thus only users with the Magical Aptitude Talent can benefit from it. To anyone else, the wand is a decorated short stick. A magician can only ever benefit from a single wand.

Enhancements: Skill: +2 Magic (+2 Enhancements)

MASK OF MICTLANTECUHTLI

Artifact 4

Leagues: The Magicians Circle

Mictlantecuhtli is the Aztec god of the dead. The masks worn by his priests were carved of wood and covered in human skin, and took the form of fanged skulls with bulbous eyes. The masks allow the wearer to create horrifying illusions. So potent are they that, when worn by a powerful magician, they can drive a mad insane. Even when not used to invoke magic, their appearance gives the wearer an intimidating presence.

While wearing a mask, the wearer becomes utterly insensitive to the needs of others and craves human flesh. After prolonged use, these traits become permanent. Any wearer who gains five points of Corruption as a result of using the mask's powers gains one of these as a permanent Flaw. Should he gain 10 points, he acquires both.

Enhancements: Ritual: Fear (+2 Enhancements), Skill: Intimidation 8 (+6 Enhancements), Skill: Magic 4 (+2 Enhancements), Talent: Fearsome (+2 Enhancements)

Limitations: Flaw: Callous (-2 Enhancements), Flaw: Obsession (Cannibalism; -2 Enhancements)

MJOLLNIR

Unique Artifact 3

Leagues: —

The legendary hammer of Thor, Norse god of thunder and lightning, Mjollnir was forged by the dwarves (who were responsible for creating many of the gods' most treasured magic items).

Though a potent weapon, Mjollnir suffers from a short handle. As a result, it can only be used one-handed in melee combat, though it can be thrown an impressive distance. Despite being seemingly light, it carries a second flaw: only a person with prodigious strength can wield it with any degree of accuracy. As the legends note, even mighty Thor had to wear a magical belt (Meginjörö) that greatly enhanced his already impressive natural strength in order to wield Mjollnir.

Enhancements: Improved Damage Type: Lethal (+2 Enhancements), Increased Damage: +6L (+6 Enhancements), Increased Range: 25 ft. (+4 Enhancements), Special: Returns to user's hand the combat turn after it is thrown (+2 Enhancements)

Limitations: Increased Weight: +400% (-8 Enhancements)

Damage	Strength	Range	Rate	Weight
8L	6	25 ft.	1/2	10 lbs.

NECKLACE OF HARMONIA

Unique Artifact 1

Leagues: —

Forged by Hephaestus, the smith of the Greek gods, in a fit of rage after he discovered his wife, Aphrodite had

cheated on him with Ares, the god of war, the Necklace of Harmonia is a cursed relic of divine origin.

The relic takes its name from its first owner, Harmonia, Aphrodite's love child by Ares. Hephaestus gave the necklace to her on the day of her wedding. Despite its insidious power, the relic passed through many generations of the family, including Queen Jocasta, mother of Oedipus. In a bid to prevent its fell power ruining more lives, it was eventually donated to the Temple of Athena at Delphi for safekeeping. It was stolen around 350 B.C. Since then it has appeared in no myths.

The relic takes the form of a golden necklace of exquisite craftsmanship and beauty. Its powers, both benevolent and malign, affect only women.

Enhancements: Talent: Attractive 3 (+6 Enhancements)

Limitations: Flaw: Bad Luck (-2 Enhancements), Flaw: Danger Magnet (-2 Enhancements)

RABBIT'S FOOT

Artifact 1

Leagues: The Ghost Club, The Magicians Circle, The Vengeants Guild

A basic good luck charm (except for the donor rabbit). The power works once per game session. More powerful versions have increased levels in the Lucky Talent.

Enhancements: Talent: Lucky (+2 Enhancements)

SEAL OF SOLOMON

Unique Artifact 4

Leagues: —

The Seal of Solomon is a signet ring worn by King Solomon. Islamic legends say it gave the wise monarch the power to command demons and genies, and converse with mundane animals. Its physical description varies by story. One tells how it was crafted from brass and iron, set with four jewels, and inscribed with the Name of God. Other say it carried a hexagram (a six-pointed star formed by two interlocking triangles), a pentagram, or complicated mystic symbols inscribed between two concentric circles.

Enhancements: Ritual: Beast Speech (+1 Enhancements; see p. xxx), Ritual: Spirit Binding (+3 Enhancements), Skill: Magic 8 (+6 Enhancements)

Limitations: Flaw: Condescending (-2 Enhancements)

SEVEN-LEAGUE BOOTS

Artifact 3

Leagues: The Magicians Circle

Stories of boots or shoes that allow the wearer to travel seven leagues (approximately 21 miles) in a single bound are known in Britain, France, Germany, Norway, and Russia. The magic items described in these tales exist, but their powers have been vastly overexaggerated.

Enhancements: Talent: Run (+2 Enhancements), Talent: Swift 2 (+4 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)*

* *One point of nonlethal damage is suffered for each hour or part thereof of use.*

SMOKING MIRROR

Artifact 5

Leagues: The Magicians Circle

Smoking mirrors are highly-polished obsidian shards manufactured by Aztec priests for divining the future. They were brought to Europe by returning Spanish Conquistadors. The most famous example belonged to John Dee, the Elizabethan astronomer and magician.

Anyone can use a smoking mirror to glimpse the future, though those with existing magical talents find it easiest to induce meaningful visions. In order to perceive the future, one must stare into the mirror for ten minutes. Burning incense or lighting candles may help one relax, but it is not a requirement.

Knowing what lies ahead is not without its drawbacks. Originally sacred to the Aztec god Tezcatlipoca, a deity with close association to the night and darkness, the user rapidly succumbs to feelings of paranoia. These typically fade at the next sunrise. If the user ever rolls a critical failure on his or the mirror's Magic Skill, the paranoia becomes permanent.

Enhancements: Ritual: Premonition (+5 Enhancements), Skill: Magic 6 (+4 Enhancements)

Limitations: Flaw: Paranoia (-2 Enhancements)

WOLFSKIN CLOAK

Artifact 4

Leagues: The Magicians Circle

Folklore records many ways in which a man might become a werewolf. One common method is to don the skin of a wolf. Of course, just throwing on the skin of any wolf won't actually produce any sudden transformation, no matter what phase of the moon it is done.

In order to become a werewolf, the cloak must be magically enchanted. The enchantment does not actually turn one into a homicidal bipedal lupine, as might be imagined. Rather, it transform a man into a normal wolf. As in folklore, the wearer should first strip naked and discard any equipment for the transformation to have any chance of working. Contrary to popular belief, the cloak can be donned at any time of the day or night with equal chance of success.

Enhancements: Ritual: Form of the Beast (wolf only; +5 Enhancements)*, Skill: Magic 8 (+6 Enhancements)

Limitations: Reduced Skill: -4 Magic (-4 Enhancements)*

* *The ritual is altered from the normal version. When the cloak is donned, roll its Magic Skill. It's final rating is 4—the Reduced Skill Limitation takes into account the fixed modifiers for the wolf's Follower Level and its smaller Size. So long as one success is scored, the transformation is completed. Modifiers who wearing clothing (except the cloak) and carrying equipment still apply separately.*

LOCATIONS

This section details a number of new places of likely interest to globetrotters. Where multiple locations are found in the same country, individual places are listed alphabetically under the name of the country. Otherwise, entries are alphabetical and their location indicated immediately below their name.

AUSTRALIA

A southern continent ("Terra Australis Incognita," or Unknown Southern Land) was included on maps of the world as far back as the Classical era, when scholars believed one must exist to counter the landmasses of the Northern Hemisphere. Historically, the discovery of Australia by Europeans dates back to 1606, when a captain working for the Dutch East India Company made landfall and christened his discovery "New Holland." It was the British, however, who first colonized the new land in 1788. Their venture was not an agricultural or trading settlement, but a penal colony. The practice of sending convicts to the opposite end of the world ceased only in 1868.

Australia was not virgin territory unsettled by mankind, however. For many thousands of years prior to the Europeans' arrival, it has been inhabited by a people the Europeans dubbed "Aborigines." Considered little more than primitives, European interaction with the indigenous people followed a standard pattern seen before down the ages: dismissal of their lifestyle and culture, exploitation, dispossession of their land, the ravaging of the population through disease, conversion to a new faith, and excessive violence. There were those who spoke out for Aboriginal rights, but the mistreatment has not ended.

Were it not for the discovery of gold in 1851 and again in 1858, European interest in Australia may have remained marginal. As it was, the population swelled dramatically in a very short period. For the next four decades, Australia's fledgling economy boomed. Expansion, though, cannot continue forever, and in 1891 the Great Crash struck. Businesses closed, wages were driven down, and unemployment rose. During the 1890s, these hardships give rise to both nationalism and radicalism.

As of 1890, Australia is not a single country in political terms. Although part of the British Empire, Australia comprises six self-governing territories—New South Wales, Queensland, South Australia (actually a wide strip of land running down the center of Australia from the north coast to the south coast), Tasmania, Victoria, Western Australia. As the new century dawns, the nationalism that began a decade ago culminates in the birth of the Federation of Australia.

Australia is vast, and its varied climate reflects this.

Much of the center is desert surrounded by arid grasslands. The southwest is temperate, but as one heads north along the east coast this changes first to subtropical, and then tropical. Although Europeans have crossed the interior many times, the Outback (as it is known) remains largely unmapped, hostile, and isolated from the major settlements, which lie along the coastal regions.

As well as sheep, imported by European settlers, Australia is rich in metals, gems, and coal. As late as 1893, there are still gold rushes.

GOVERNORS

Although largely free from direct British control, each territory has a governor. He is the official representative of Queen Victoria,

New South Wales: The Rt Hon. The Earl of Jersey (1891-93), The Rt Hon. Sir Robert Duff (1893-95), The Rt Hon. The Viscount Hampden (1895-99), The Rt Hon. The Earl Beauchamp (1899-1901)

Queensland: General Sir Henry Norman (1889-95), The Rt Hon Lord Lamington (1896-1901)

South Australia: The Rt Hon. Earl of Kintore (1889-1895), Sir Thomas Buxton Bt (1895-99), The Rt Hon. Lord Tennyson (1899-1902)

Tasmania: Sir Robert Hamilton (1887-1892), The Rt Hon. The Viscount Gormanston (1893-1900)

Victoria: The Most Hon. Earl of Hopetoun (1889-1895), The Rt Hon. Earl Brassey (1895-1900)

Western Australia: Sir William Robinson (1890-95), Lieutenant-Colonel Sir Gerard Smith (1895-1901)

AYERS ROCK

Known as Uluru to the local Aborigines, Ayers Rock was discovered by Europeans in 1873. The isolated red sandstone mountain dominates the landscape of western Central Australia, rising over 1100 feet above the surrounding plain. According to local legend, the mountain was once smooth. Millennia ago, a race of serpent people warred against others of their kind, resulting in the rock being heavily scarred. Ancient paintings depict these beings, as well as other mythological creatures.

Ayers Rock is sacred to the local Aborigines, and supposedly cursed: anyone who takes a piece of the mountain will suffer severe misfortune.

GOSFORD GLYPHS

Carved into the walls of a narrow cleft near the town of Gosford (New South Wales) are ancient Egyptian hieroglyphs. Written in a style found only in the early dynasties, they tell the story of Djes-eb, a royal prince and son of King Khufu (the builder of the Great Pyramid), whose expedition was shipwrecked in Australia.

According to the narrative, the prince and his men headed westward into the interior. Djes-eb was bitten by a snake and died. Unable to return their lord to his homeland for burial, the survivors entombed him in the

foreign land with as much pomp and circumstance as conditions and equipment allowed.

ADVENTURE SEEDS

* A fisherman living in the Wessel Islands, off the northern coast of South Australia, has discovered a small stash of antique coins. While some have been linked to the Dutch East India Company, the origin of the others remains a mystery. The Numismatic Society has caught wind of the find, and is recruiting globetrotters to accompany an expedition intending to investigate the coins and determine their origins.

* A missionary has returned from Australia with a fantastic tale. He claims that an Aborigine wise man led him to a sacred rock, wherein were inscribed strange symbols. The missionary could not translate them, but he took photographs. The Osiris Club has identified them as early ancient Egyptian, but the photographs are too blurry and too few to provide a full translation. An expedition is being planned.

* The Societies of Antiquarians and Aquanauts are planning a joint expedition to Australia. A fisherman recently hauled up a Spanish wine jar from the bottom of the ocean. It has been reliably dated to the 15th century. This would, of course, mean it was the Spanish who first reached Australia, something not recorded in any historical manuscripts. Is the find genuine? If so, were the Spanish shipwrecked and forced to found a colony somewhere? Aboriginal stories speak of a wooden ship lying on the sea floor near to where the jar was found.

* Australia has plenty of railway tracks, but as yet no line spans the continent. The Railway Club seeks explorers to help traverse the country and map out a possible route for a trans-continental railway linking Perth on the west coast with Sydney on the east coast.

* Across the continent, diverse Aboriginal tribes speak in hushed whispers of a forbidden city that existed long before their ancestors came to Australia. They tell of terrible demons that lurk in dark wells. Every myth uses the same name for the city—Pnakotus, a word most definitely not of any native language.

* On the outskirts of Gympie (Queensland) is an artificial hill with terraced sides. No one paid it much attention until a statue of an ape was unearthed near its base by farmers. Now several Leagues are in a raucous uproar: the Osiris Club claims the statue is Egyptian, the Royal Asiatic Society claims the structure and imagery date from the Ming Dynasty (1368-1644), certain members of the Society of Antiquarians claim it is Mesoamerican, and the Sumeria Club insist it predates them all. Only an expedition while uncover the truth.

BATTICALOA

Location: Ceylon (modern Sri Lanka)
The town of Batticaloa stands on Ceylon's eastern

coast. Its name, a Portuguese derivation of the Tamil "Matakkalappu" ("Muddy Swamp"), gives an indication of the surrounding terrain. Inhabited since the 5th century BC, and now a British provincial capital, Batticaloa (or rather the lagoon on the banks of which it stands) is most famous for its singing fish.

Until Sir James Emerson Tennant (1804-69), colonial secretary of Ceylon and Fellow of the Royal Society, wrote of the singing fish in 1845 they were unknown to the Western world. Of the fish he wrote, "*I distinctly heard the sounds and they came from water like the gently thrills of a musical cord, or the faint vibration of a vine glass, when the rim is rub by a wet finger. It was not one sustained note but a multitude of sounds, each clear and distinct itself, the sweetest terrible mingling with the lowest bass.*"

Despite numerous attempts down the ages, no one has ever caught a singing fish, and thus their appearance remains a mystery. Not even the locals have managed to snare one.

Adventure Seed: Several Leagues, most notably the Epicurean Society and the Menagerie Club, are sponsoring rival expeditions to Ceylon for the purpose of bringing back a live singing fish, though for very different reasons. Whichever League manages to capture a live specimen first is assured public acclaim. Naturally, this ensures underhanded, though still gentlemanly, tactics will be employed.

CANADA

GOLDEN MOUNT

Location: The Yukon

In 1886, two trappers came across a dying Indian. After being made comfortable, the Indian told the pair of a great volcano that lay in the distant mountains. Its steaming crater contained not lava, but a vast reservoir of molten gold. On occasion, the Indian said, the volcano would belch out a great gout of gold that, when cooled, his tribe would harvest. His last act before death claimed him was to pull a nugget of pure gold from a pouch and hand it to the trappers.

The pair searched high and low for many months, but could find no trace of the mountain, nor of a native tribe rich in gold. Though the trappers have long since given up hope of finding the golden volcano, others have not. After all, what purpose would the Indian have in wasting his last few breaths spinning a tall tale?

THE HAMMER OF THOR

Location: Quebec

On the remote, rugged, and extremely cold Ungava Peninsula stands a strange artificial rock formation. It comprises of a tall shaft, a cross piece, and a capstone.

In total it stands almost 11 feet high. The native Inuit hold that the stones were already standing when they moved into the area. It was "discovered" in 1864 by Edward Thomas, a fur trapper. Though he returned a few years later and took photographs, its existence held little interest for the Leagues of the day.

ADVENTURE SEEDS

* Desperate to find the Golden Mount, a treasure hunter has decided there is no option but to contact the Leagues. In return for sponsorship, the Leagues would receive a share of any gold recovered.

* Edward Thomas disappeared from public view after the Leagues universally dismissed his photographs. He has long been thought dead. Now an old man, he has suddenly appeared in London armed with a rubbing taken from the Hammer of Thor only last year. On it are faint outlines of crudely carved Norse runes. Believing the runes point to the location of buried Viking treasure, Thomas is keen to sell the rubbing to the highest bidder.

CHINA

KHARA-KHOTO

Location: Inner Mongolia

The city of Khara-Khoto ("Black City") was founded in 1032, and quickly became a major trading center. Although the Mongols captured the city in 1226, its status only continued to grow thanks to the unity of the rapidly expanding Mongol Empire. By the reign of Kublai Khan, it had grown to three times its original size, and lay on a crossroads connecting the old Mongol capital of Karakorum and Kublai Khan's palace at Xanadu.

During the rise of the Ming Dynasty, the city was besieged. Having diverted the river that provided Khara-Khoto with drinking water, the Chinese waited until the defenders were weakened before launching their assault. The once-prosperous city was abandoned and left to the elements. Today, its location is unknown to the outside world, and it is known only through the writings of Marco Polo, who referred to it as Etsina.

Although much of the city's treasure was looted by the victorious Chinese, Khara-Khoto's remote location has prevented looters from stripping it bare. Awaiting discovery are thousands of books, manuscripts, and scrolls in the Tangut language (part of the Tibeto-Burman language group), as well as silk paintings and xylographs (woodcuts used to print images).

SHIZHAISHAN

Location: Yunnan Province

In the 4th century BC, the territory known today as

Yunnan Province (in the far southwest of China) was inhabited by the independent Dian people. Zhuang Qiao, a Chinese general, conquered the land but found himself unable to return home due to the machinations of his enemies. With nowhere else to go, he ordered his soldiers to marry local women and declared himself lord of the Kingdom of Dian.

Shizhaishan is the royal necropolis. It consists of vertical graves cut into the earth, rather than mausoleums or burial mounds. The Dian people worked both bronze and iron to a high degree of mastery, and their elite were buried with all manner of metal objects, along with those of gold, jade, ivory, and pearl. Of particular note were large bronze drums covered with a lid. Covering the lids were miniature figures that showed two very different sides of Dian culture. On the one hand, there are figures clearly performing agricultural work, dancing, and making music—scenes of everyday pastoral life. On the other, there are figures engaged in warfare, head hunting, and offering human sacrifices to their gods.

The Kingdom of Dian were subsumed into the Han Dynasty in 109 B.C. A century later, the Dian people's culture had ceased to exist. The location of the necropolis quickly faded from memory, leaving the kings to spend eternity in peace.

ADVENTURE SEEDS

* The Royal Asiatic Society is planning a series of major expeditions to locate all of the cities mentioned by Marco Polo in his travelogues. Seasoned globetrotters, ideally those who speak suitable languages, are being sought to help with the exploration and cataloguing.

* Word has spread to Europe that a Chinese man has presented himself as the 72nd generation descendant of the last Dian king. To prove his claim he has presented a gold imperial seal minted by the Han Empire. Experts have verified its authenticity using historical records. He claims to know the location of Shizhaishan, and is prepared to sell his knowledge to the highest bidder. Several Chinese secret societies opposed to interference by foreigners are intent on stopping any expeditions, by force if necessary.

EGYPT

THINIS

While Memphis was the capital for much of Egypt's pharaonic past, the first capital was Thinis. The greatest scion of the city was Menes, a semi-legendary figure who united the tribes of Egypt and ruled as the first pharaoh of the First Dynasty (c.3100 - c.2890 B.C.). Thinis had already lost much of its power to Memphis by the Third Dynasty (some 400 years later), and until its last mention in the Roman period it remained a largely inconsequential backwater.

Finding the city would undoubtedly shed much light on Egypt's early history, for it was here the first pharaohs were interred. More interestingly, several texts proclaim that the mummy of its regional deity, Anhur, was buried in a tomb within or in close proximity to the city. A war god, he wore a distinctive four-feathered crown and a garment that closely resembles a kilt.

In life, the deity was known as Khenti-Amentiu, or Chief of the Westerners. While some scholars believe "Westerners" is a religious term implying the dead (the Land of the Dead lay to the west), others ponder whether it might refer to the direction from which the god appeared in Egypt. After all, Atlantis lies west of Egypt...

THE TOMB OF OSIRIS

The Egyptian deity Osiris, god of death and the underworld, was slain by the treachery of Set and resurrected by the magic of Isis. The myth is well known to Egyptologists from texts and paintings. What they do not share with the general public is that Osiris' tomb is said to exist not in the heavens, but on Earth. There are several possible locations.

Plutarch says that the ancient city of Taposiris Magna denotes the site. Unfortunately for globetrotters, the remains of that ancient city has lain under parts of modern Alexandria since 1801. Other chroniclers mention a temple to Osiris, but none specifically mention a tomb.

Herodotus claims the tomb lies beneath the Giza Plateau, somewhere close to the Sphinx. According to his writings the entrance is concealed by a limestone slab. Descending into a worked chamber, he wrote of finding two huge sarcophagi, one of black granite and another of red granite. Descending deeper into the ground by a narrow shaft, he found a flooded chamber. In the center was a small island. Sunk into this so that its top was flush with the rock was another black granite sarcophagus. Around the sarcophagus, positioned to mark the corners of a square, were four obelisks carved with hieroglyphs. Herodotus explored no further (other tunnels were mentioned), for the sarcophagus emitted a green light that caused him to become afraid.

Beneath the temple of Seti I at Abydos (central Egypt) are the remains of a tomb complex built from immense stones. Seti's temple has been reliably dated to around 1280 BC, but the subterranean complex (dubbed the Osirion by Flinders Petrie when he unearths it in 1902) is considerably older.

ADVENTURE SEEDS

* In Egyptian temples, the Roman Emperor Tiberius was depicted wearing a crown not unlike that on Anhur. This has prompted speculation among the Leagues that Tiberius found the Tomb of Anhur and donned the crown to demonstrate his authority over the Egyptians. That no other emperor before or after him is shown sporting it leads some to suggest Tiberius returned it to the tomb, where it rests until this day.

* A papyrus purporting to reveal the location of the tomb of Osiris has fallen into the globetrotters' hands by an act of fate. While the Osiris Club would be prepared to sponsor an expedition, others are prepared to resort to murder to gain possession of the scroll.

FLYING DUTCHMAN

Location: The High Seas

While the story of the ghostly Flying Dutchman has been an oral tradition for many centuries, the first written account dates only to 1795, and is attributed to George Barrington, a convict being shipped to Australia. The reasons why it still sails are many.

A version from 1803 (*Scenes of Infancy*) tells only that the crew committed some dreadful crime, were stricken with pestilence, and subsequently forced to sail the seas until their penance was served. Sir Walter Scott wrote in 1812 that the ship carried on it a fabulous treasure, and that the crew resorted to murder and piracy in order that they might possess it, damning their souls by their fell acts. An 1821 account speaks of her captain being thwarted by the wind, which prevented him making port. Asked by another vessel if he intended to sail into the bay that very night, he replied, "May I be eternally damned if I do, though I should beat about here till the Day of Judgment."

The vessel has long been considered cursed. One story says that any man who lays eyes upon her will soon meet a horrible fate. This seems to hold little water, for Prince George, Queen Victoria's grandson, laid eyes upon her in 1880. He is destined to die in 1936 after reigning as King George V.

Adventure Seed: The Mariners Club (against the advice of the Ghost Club) is offering a reward to any globetrotter who photographs the Flying Dutchman. A larger prize is available for anyone who successfully boards her and returns with proof.

FRANCE

COSQUER CAVE

Location: Mediterranean Coast

Located close to Marseilles, the entrance to the cave lies 120 feet underwater. Reaching the cave proper requires swimming along a gently upward sloping tunnel for 600 feet. The cave system itself comprises three separate chambers, all of which are flooded roughly to half their height.

Although the cave is a beautiful work of nature (and could be of great interest to geologists), what is more astounding are the hand stencils, and cave paintings of animals such as bison, horses, seals, and jellyfish. Clearly

the creators could not have swam into the cave without modern diving equipment... which presents the rather puzzling question of how the paintings were made.

The lowest depths of the innermost cave may hold the answer: at the bottom of the cave (80 feet below the sea level) is a tunnel. This extends deeper into the rock for 100 feet before curving sharply upward back above the waterline. From there, the dry tunnel begins to slope downward toward the center of the earth.

Historical Note: The scientific theory of ice ages has been known since 1837, when Jean Louis Agassiz (1807-73), a Swiss scientist and member of the Alpine Club, first put forward the idea. The global drop in sea level associated with glaciation is yet to be realized.

GLOZEL

Location: Central France

Buried beneath the rolling hills of central France are a number clay brick-lined subterranean chambers of uncertain antiquity. As well as containing fragments of animal and human bones, shards of pottery, flint tools, and clay masks carved to resemble bearded human faces, the sites contain over 100 ceramic tablets between them. Each is inscribed with a few lines of text. Though the symbols are most closely related to Phoenician, they also bear striking similarities with Basque, Chaldean, Hebrew, Latin, Phoenician, Celtic, and Berber, among others.

The writing is not, in fact, a true language. Rather, it is a complex cipher of Medieval origin using symbols reminiscent of archaic languages. In the late 13th century, the Knights Templar sensed royal opinion in France was turning against their wealthy order. It is well documented that agents of King Philip IV stormed the Templars' treasury on Friday, the 13th of October 1312, only to find it empty save for a few sacks of coin. What became of the treasure, and indeed what it actually comprised, has intrigued historians and treasure hunters for centuries. Perhaps the Glozel tablets, once translated, will finally reveal the whereabouts of the haul. Maybe, though, the tablets tell of a more powerful secret, something Templars endured horrific torture and death by burning to protect from less worthy souls.

TOMB OF PONTIUS PILATE

Location: Lyon (possibly Italy)

The name of Pontius Pilate is known to Christians across the globe, yet nothing exists to confirm he ever existed (historically, that has to wait until 1961). Little is known from historical texts, and varying sources place his birth in either Scotland or Germany. Eusebius, writing in the early 4th century, states that after being recalled to Rome for his mishandling of the Jews, Pilate was exiled to Gaul before taking his own life in Vienne (near Lyon). In Eastern Orthodox lore, his suicide was out of remorse for ordering Jesus crucified.

A later work, the *Mors Pilati* ("Death of Pilate") claims Pilate returned to Rome to face the Emperor Tiberius clad

in Jesus' robe. Tiberius treated Pilate cordially (having been cured of illness by the *Veronica*, the handkerchief used to mop Christ's face as he carried the cross to Golgotha), until the prefect removed his robe, at which time he was arrested and executed in a most horrific way.

His corpse was then thrown into the Tiber (Rome's river), but was cast onto the shore, so evil was the man in life. From there it was taken to Vienne (near Lyons, France), whereupon it was cast into the Rhone with similar results. Eventually it was buried at the bottom of a tarn (a mountain lake) overlooking the city of Lucerne, in northern Switzerland. Even today, the peak on which the tarn lies is known as Pilatus. Local tradition holds that Pilate's corpse emerges from the icy waters each Good Friday, whereupon it washes its lands in a desperate bid to remove the stain of Jesus' blood.

However, Antoine de la Sale, a 15th-century French writer, places the lake burial in Italy, on a slope in the central Apennine Mountains. The small body of water is known locally as Lago de Pilato ("The Lake of Pilate").

ADVENTURE SEEDS

* By chance, a Society of Aquanauts' expedition has discovered the entrance to Cosquer Cave. No exploration of the tunnel has yet commenced, though one is planned for the near future. Once the cave paintings are discovered, other Leagues are likely to be interested in documenting them and exploring the caves.

* A French farmer is causing a sensation in Paris. Recently arrived, he showed several unusual ceramic tablets he claimed to have found "in a hole" to prominent antiquarians. The photographs they took have now reached London, and the Leagues are salivating. Unfortunately, the man has since gone into hiding, taking his finds with him. The French newspapers report that he is exceptionally shy and has no wish for the sudden fame thrust upon him by academia. In truth, he has secluded himself to avoid the attention of shadowy figures whose demands he hand over the artifacts were less than polite. Unless the Leagues find him soon they may find the trail has gone cold, and an investigation into a mystery turning into a race to solve a murder.

* A scholar has unearthed a previously unknown medieval text. It states that not only was Pilate's waterlogged corpse placed in a lead coffin, but was also wrapped in Jesus' robe. Unfortunately, it does not give a location, leaving the scholar with two choices. He plans an expedition to both sites, and is hiring historians, linguists who speak the Romance tongues, mountaineers, and aquanauts.

GLASS PYRAMIDS

Location: Caribbean

The Society recently discovered two immense glass pyramids beneath the warm waters of the Caribbean. Each structure is larger than the Great Pyramid. Rather

than being constructed of stone blocks or mud bricks, the pyramids are made from a smooth, partially translucent material. Whether this is glass, ceramic, ice, or some other substance is as yet unknown.

Though possibly of ancient origin, the pyramids might equally be completely natural structures mistaken for manmade objects due to inadequate lighting conditions and the briefest of surveys. Alas, the Aquanaut who discovered the amazing structures did not have time to tarry long. His miniature submersible was well below its safe operating depth and nearly succumbed to the immense pressure. Before he surfaced he made a handful of sketches. Of great interest were two holes located at the top of each structure.

Adventure Seed: The Aquanaut who discovered the glass pyramids quickly telegraphed the Society on his return to dry land to report his find. The League duly sent other members to assist in a second survey, but found the Aquanaut missing, along with all his sketches and notes. The Society of Aquanauts is offering a reward to any globetrotters who can locate their missing man and, just as importantly, his research material. Meanwhile, the League is preparing a full expedition to survey the site (once its exact location is known).

GREAT BRITAIN

BORLEY RECTORY

Location: Essex

Built in 1862 on the site of an earlier rectory, Borley Rectory is supposed to be the most haunted house in Britain. Among the strange events reported are sightings of a ghostly nun and spectral horse-drawn carriage, unexplained footsteps, the ringing of servant bells (whose strings had been cut), mysterious lights, moving objects, and doors that will not open (despite having no key hole with which to lock them).

The Ghost Club has conducted several investigations, but as fast as they remove on spirit another takes its place. It has been suggested the rectory sits on a natural rift in the astral plane, and that trying to stop their appearance is as fruitless as trying to halt the tide.

Up until 1892, the rectory is home to Henry Dawson Ellis Bull. His son, Reverend Harry Bull, lives there until 1911, when he married and moved elsewhere.

CANONS ASHBY HOUSE

Location: Northamptonshire

Constructed in 1550 (and modified several times between then and 1710, when the last major structural work was carried out), this stately home is the ancestral seat of the Dryden family. The Winter Parlor contains numerous crests. Some are heraldic, but others have symbolism that appears superficially Masonic. Unfortunately,

many of these have been deliberately defaced at some point in the past.

The current owner, himself a Mason, has dismissed any links to the Craft—partly because the room predates 1717, the United Grand Lodge of England's accepted date for the birth of Freemasonry, and partly because the designs differ from those used by Masons. He believes the symbols relate to an earlier, and as yet unknown, secret society, of which at least one his distant ancestors was a member.

CASTELL COCH

Location: South Glamorgan

The present Castell Coch ("The Red Castle") may look like an authentic historical castle to the untrained eye, but it is actually barely a decade old. Indeed, the interior is still being decorated. It is owned by John Crichton-Stuart, 3rd Marquess of Bute KT (1847-1900), though neither nor any member of his family resides there.

After 1892, his name is likely known to globetrotters who take an interest in financial matters. As an infant of only six months of age, he was named president of the Cardiff Savings Bank, inheriting the role from his recently deceased father. Although he held the title for 38 years, he attended only a single board meeting in all that time. In 1886 the bank became insolvent due to corrupt directors defrauding the company of large sums of money. Despite being president, the Marquess was cleared of any wrongdoing.

Castell Coch sits on the foundations of a 13th century castle that has been abandoned since the 14th century. Local legends claim that somewhere beneath the castle is the entrance to a tunnel. This eventually terminates in a cavern, in which is stored a great treasure. Unfortunately, no one has been able to steal the haul due to the three giant eagles guarding it. There are various claims of people battling the eagles for many hours yet being driven off after failing to inflict a single injury.

FLANNON ISLES

Location: Scotland

Twenty miles northwest of the Isle of Lewis lie the remote Flannon Isles. Relentlessly battered by Atlantic storms, the island of Eilean Mòr ("Big Isle") was once home to St. Flannan, who lived here in the 8th century. Today, all that remains of his presence is a small stone chapel. The only other feature of note is a lighthouse. The light was first lit on 7th December 1889. On the 15th December 1889, a passing steamer reported the light was not lit. Strangely, no immediate action was taken, despite the obvious danger to shipping.

Due to bad weather, it wasn't until December 26th that anyone visited the island. Rather than an investigative party, the first to reach the isle were the crew of a routine supply ship. Immediately they sensed something was amiss. Empty supply crates had not been left on the landing site, no flag was flying, and no lighthouse keeper, of which there were three, came to greet them.

Venturing ashore, the mystery deepened. The compound gate and lighthouse door were shut, indicating the men had seemingly left in an orderly fashion. The lamp was filled with oil and in good working order, two sets of oilskins were missing (implying one keeper had gone out without his in severe weather), and the interior was in good order save for a single overturned chair. The keepers' log (the last entry to which was made at 9 a.m. on the 15th) indicated damage had occurred in the storm, but the lighthouse was sound and watertight (as evidenced by the search party). Of the three men stationed here, there was no sign.

Rumors abound as to the men's untimely fate, with foreign spies, sea monsters, huge waves, murder followed by suicide, ghost ships, malevolent faeries, and even the spectre of St. Flannan all being proposed. A later crew of keepers claimed to have witnessed "three queer, black, ugly birds," far too big for any native species, sitting on the cliff edge. When approached, they dived into the sea with making a splash and were never seen again.

Historical Note: These events actually occur exactly a decade later than listed above. However, the story is too good not to bring into the *Leagues of Adventure* milieu. The mention of the three birds appears in Wilfrid Wilson Gibson's 1912 ballad, *Flannan Isle*.

GLAMIS CASTLE

Location: Scotland

There has been a castle on the site since 1376, when the land was granted to Sir John Lyon, Thane of Glamis. An earldom was awarded in 1606. The current head of the family is Claude Bowes-Lyon (1824-1904), the 13th Earl of Strathmore and Kinghorne. The castle is the focus of two legends.

The first concerns the Monster of Glamis. According to tradition, in days long past a grotesquely deformed child was born to the Lyons family. Ashamed of their scion, they kept him locked away in the castle until the day he died, whereupon he was bricked up in his rooms. Since that day, a vampire has supposedly been born into every generation of the Lyons family. Once its identity is discovered, it too is sealed in the same room to suffer a slow, lingering death from hunger. Quite how the two are linked has never been explained.

The second tale is that of Alexander Lyon, 2nd Lord Glamis (the family's earlier title, and still retained for informal usage). A renowned gambler, he refused to stop playing cards on the Sabbath. Angered that no one would gamble with him on the holy day, he swore he would keep playing until Judgment Day. The Devil, never one to miss a trick, paid a visit to the castle and stole the earl's soul. To this day, on the anniversary of his ill-fated utterance, the shade of Alexander Lyon appears in the castle seeking partners for a game of cards. Those who dare to take him up on his offer must wager their soul.

Though Shakespeare's murderous Macbeth lived in Glamis, the true Scottish king of that name had no known ties to the site.

RUSHTON LODGE

Location: Northamptonshire

Erected by Sir Thomas Tresham in the grounds of Rushton Hall in 1507, this tower heavily incorporates the number three in its design—three sides (measuring 33 feet each), three floors, and trefoil windows. For this reason it has long been known as the Triangular Lodge.

Of more interest than its unusual design is an old legend that speaks of a tunnel that starts beneath the lodge. According to legend, when the tunnel was discovered a fiddler was offered the princely sum of £50 to explore its length. He was never seen again. A rescue party was duly sent, but all they found was a snuffed out candle beside a bottomless pit. Fearful the pit might lead to Hell, the builders paved over the entrance.

SHUGBOROUGH HALL

Location: Staffordshire

Family seat of the Anson family, the Earls of Lichfield, Shugborough is a grand house set in a landscaped estate. In the well-manicured grounds stands the Shepherd's Monument, an 18th century edifice carved to resemble an elaborate doorway with an arched entrance.

On it is a mirror image and slightly altered version of Poussin's *Shepherds of Arcadia*. Beneath the relief, framed between the letters "D" and "M," is a string of letters: O U O S V A V V. Above the carving are two stone heads. One depicts a smiling, bald man, and the other a bearded visage with two small horns. What the letters stand for and the significance of the heads is a mystery that has attracted the likes scholars, from Charles Darwin to Charles Dickens. Theories range from a mundane inscription concerning the sponsor's dead wife to clues pointing to the location of buried treasure. Strangely, no family legends exist concerning the meaning of the letters.

The Earls of Lichfield during the era of *Leagues of Adventure* are Thomas George Anson, 2nd Earl of Lichfield (b. 1825- d. 1892) and Thomas Francis Anson, 3rd Earl of Lichfield (b. 1856-d. 1918).

TEMPLE HERDEWYKE

Location: Warwickshire

A preceptory of the Knights Templar (currently used as a barn), Herdewyke has long been hinted to conceal a great treasure. The story attracted Sir Walter Raleigh, who excavated the grounds in the 17th century but went away empty-handed. One version of the legend says the treasure belonged to the Maccabees, a 1st century Jewish faction who overthrew the Seleucid rulers of Israel and restored Judaism. Hidden for safety on Jebel al-Madhbah ("Mountains of the Altar") in Petra, it was discovered by Ralph de Sudeley, a Templar commander, in 1180. Among the priceless treasures was the Ark of the Covenant.

As elsewhere, the Templars in England were subject to arrest and their wealth confiscated. No records mention any treasure being found at Herdewyke, leading some

POLAR EXPLORATION

Historical accuracy should take a back seat to fun adventures in *Leagues of Adventure*. That doesn't mean history should be ignored. Rather, it can be used as a backdrop your tales of action and adventure. This section includes brief notes on historical polar expeditions, which the Gamemaster can use for flavor, as competitors to the globetrotters, or even expeditions they can join.

NORTH POLE

- 1891-92: East Greenland Expedition.
- 1891-92: Third US Greenland expedition under Robert E. Peary.
- 1892: Swedish expedition.
- 1893-95: Fourth US Greenland expedition under Robert E. Peary.
- 1893-96: Norwegian expedition by Nansen & Johansen on the *Fram*.
- 1894-97: Jackson-Harmsworth expedition.
- 1897: S. Andrée's Arctic balloon expedition.
- 1898-1902: Second *Fram* expedition (Otto Sverdrup)
- 1898: Prince Albert I of Monaco expeditions to the Arctic
- 1899: Prince Albert I of Monaco expeditions to the Arctic once again
- 1899: Walter Wellman attempts to ski to North Pole.
- 1899-1900: Italian North Pole expedition
- 1908: Frederick Cook claims to reach North Pole, but fails to produce any proof.
- 1909: Peary claims to reach North Pole.

SOUTH POLE

- 1892-93: First Norwegian expedition under Carl Anton Larsen. Larsen is the first man to ski on an Antarctic ice shelf.
- 1892-93: Dundee Island discovered by Dundee Whaling Expedition.
- 1893-94: Larsen leads second Norwegian expedition.
- 1893-95: Henryk Bull, Carstens Borchgrevink and Alexander von Tunzelmann set foot on mainland Antarctica.
- 1897-99: The Belgian Antarctic Expedition is the first winter in Antarctica.
- 1898-1900: Southern Cross Expedition reaches new Farthest South— 78° 50'.
- 1901-04: Discovery Expedition under Robert Falcon Scott reaches new Farthest South— 82° 17'.
- 1911: Roald Amundsen's South Pole expedition reaches the South Pole in 1911.

to conclude the story is a myth. Others, though, are convinced the Templars would not have been so stupid as to conceal their wealth in so obvious a place. Rather, it would have been buried in a safe location, with clues left to enable subsequent generations of knights to recover it. Whether or not they succeeded remains to be seen.

WHITTINGTON

Location: Shropshire

As he lay on his deathbed in 1869, Thomas Wright (not the antiquarian of the same name) told a fantastic story. He was, he claimed, the last direct descendant of Sir Fulk Fitz Warine, a 12th-century knight who claimed to own a vessel known as the Marian Chalice. According to Fulk, the cup once held the blood of Christ, and was thus synonymous with the Holy Grail.

Wright had inherited the Chalice, which he described as a small cup carved from green alabaster. Having no heirs, and doubting the motives of more distant kin, he decided to conceal it somewhere in the Shropshire countryside. To ensure that only the worthy might find it, he left behind an elaborate and complex series of clues.

ADVENTURE SEEDS

* A young man approaches the characters. Their names have been recommended to him by a mutual friend. He wagered his younger brother that he would not spend the night in Borley Rectory while the owner (a distant friend) was away. He received a telegram the other day from the rector, stating that he returned home to find the brother's belongings still in place but no sign of his guest. Five days have since passed, and the young man fears for his brother's life.

* The owner of Canons Ashby House seeks help in deciphering the crests. Perhaps they are merely heraldic crests long since fallen out of use. Maybe, though, they are clues pointing toward a greater mystery. Unfortunately for the Leagues, someone wants their meaning kept secret, and they are prepared to take extreme measures to achieve their goal.

* The Marquess of Bute believes the stories of treasure beneath Castell Coch are true. He suspects the eagles that guard it are actually a reference to its true nature: Roman gold and silver buried to prevent it falling into the hands of rebellious Welsh tribes. Currently short of funds, he approaches the Leagues with an offer to investigate, with their reward being a share of the treasure.

* The Mariners Club is offering a reward to anyone who can solve the mystery of the disappearing lighthouse keepers of Flannan Isles.

* Those who know the story of the Monster of Glamis claim the vampire of the current generation was Ernest Bowes-Lyon, the earl's third son, who died in 1891 at the age of 33. If that is true, he does not rest in peace, nor is his supposed tomb preventing him from feasting. Several servants have been attacked, found in the morning with puncture wounds on their necks and drained of blood

almost to the point of death. Is there a vampire on the loose, or is the culprit merely playing on the legend?

* John Clarke-Thornhill, the current owner of Rushton Hall, recently began undertaking repairs in the Triangular Lodge. During the renovations, builders rediscovered the tunnel entrance. Eager to see if the legends were true, Clarke-Thornhill duly went exploring on his own. He failed to return. Three days later, the Leagues are contacted and asked to investigate the disappearance, map the extent of the tunnel, and survey the bottom of the pit.

* Can it really be a coincidence that the Shugborough letters, when treated as Roman numerals, add up to 2,810, the exact distance in miles from the hall to Oak Island (see core rulebook)? Did the Earls of Lichfield have some connection to the mysterious and fabled Money Pit? Is there a clue somewhere else on the estate that might reveal how to retrieve the buried treasure, or at least end the mystery of who buried it?

* A treasure hunter searching for the Herdewyke haul has unearthed a stone inscribed with 13 strange symbols from inside the walls of Holy Well, which lies in a nearby village. Unable to decode the symbols, he seeks out globetrotters with an interest in linguistics.

* No one took Thomas Wright's story seriously until an antiquarian friend of the globetrotters, intrigued by the claim, began digging deeper. In Arthurian legend, the Grail was kept in the White Castle, which stood in White Town. Fulk's castle was known as the White Castle because of the light-colored stone used in its construction, and it stood at Whittington—the White Town. Could the Holy Grail really lie somewhere in the English countryside, or is the story an elaborate medieval hoax based on spurious links?

NOTE TO GAMEMASTERS

The stories of the Whittington Marion Chalice and the Herdewyke treasure are based on research by Graham Phillips. For those who wish to design adventures based on Graham's actual investigation and the trail he followed, visit www.grahamphillips.net and click the appropriate book cover. Add in a dash of evil villains and a pinch of fanatical cults, and you'll have an exciting adventure with shades of *The Da Vinci Code* in no time.

HELSINGØR

Location: Zealand, Denmark

Better known in English globetrotting circles as Elsinore, the town is most famous for Kronborg Castle, the setting for Shakespeare's *Hamlet*. Located at the closest point to Sweden (a mere 2.5 miles across a narrow strait), the star fortress currently serves as a military barracks, and is off-limits to all non-military personnel.

Historically, the first mention of the Helsing, the name of the local inhabitants, appears in the 13th cen-

ture, though the *Rerum Danicarum Historica* ("The Royal History of Denmark"), written in 1631, alleges the town's story begins in 70 B.C. Danish folklore tells that Ogie the Dane, a national hero with ties to King Arthur, sleeps beneath the castle. Here he rests until the day he is called upon to save Denmark from invaders.

Adventure Seed: Although Kronborg Castle dates from the 15th century, members of the Stratford Players believe Prince Hamlet was a real lord, and the castle, or at least an earlier construction, was his home. They wish to excavate beneath the castle to prove their theory.

HILI-LI ISLAND

Location: Antarctica

Modern science says that Antarctica is likely to be a solid landmass completely encased in ice. Science, though, does not have all the answers. Laying over the South Pole is a great, mountain-ringed inland sea, in which stand some 200 islands, of which Hili-li is the largest. Access to the sea is by means of a narrow, snaking channel from the Antarctic Ocean. Permanently swathed in fog, the channel has so far eluded deliberate searches. Despite the surrounding lands being bitterly cold, Hili-li remains temperate thanks to the presence of a volcano in the center of the sea. Coincidentally, this rises directly over the South Pole.

Inhabiting Hili-li are the Hili-lites, the descendants of Romans who fled the barbarian invasions that saw their great European city lose its prominence in world affairs. The water has provided ample fish, and kept the rugged island free from ice, allowing the planting of crops. Starting at just a few hundred souls, the population has now reached over 100,000. The people are governed by an elected duke. The other inhabitant of note is a mystic, Masusaelili. A reclusive figure, he claims to be one of the original settlers. The only other inhabitants are outcasts, banished for their love of dangerous physical pursuits or love of forbidden sports such as wrestling, eking out a bleak existence on the slopes of the volcano.

Hili-li Island has been visited by outsiders. In 1581, Sir Francis Drake, under a veil of great secrecy, met with Queen Elizabeth and handed over his log books. Historians agree that there is a strange gap of two months in some of his records, as reported by his navigator, Nuna da Silva. During this time, Drake was apparently "lost" somewhere off Cape Horn.

Whether or not the island still exists is something of a mystery. Outsiders again visited the island in 1877. They were forced out in 1879, when a change in meteorological conditions brought severe cold to the inland sea, burying the land in snow and killing many of the Hili-lites.

Adventure Seed: While in the United States, the globetrotters are approached by a young man. He has inherited a journal written by a distant relative, which tells of a fabulous voyage. Dated 1877 through to 1879, it

recounts a voyage to Hili-li, an island supposedly located at the South Pole. Keen to determine whether his relative was mad or not, the young man asks the globetrotters to fund an expedition to explore the journal's claims.

HOLLOW EARTH

NIÐAFJÖLL

Niðafjöll translates from Icelandic as “Dark Fells.” According to the *Völuspá*, an Icelandic poem that details the creation and destruction of the world as understood by the Vikings, Niðafjöll is a range of brooding mountains located in the northern reaches of the underworld. The dragon Níðhöggr, who is said to gnaw at the roots of Yggdrasil, originated here. Academics are unsure whether Niðafjöll is part of the realm of Niðavellir (“Dark Fields”), one of the nine fabled realms of Norse mythology.

Although located in the underworld and the birthplace of a destructive dragon, Niðafjöll is not described as a hellish place where the damned are condemned. Snorri Sturluson, a 13th-century Icelandic historian, poet, and politician remembered by academics for his authorship of the *Prose Edda*, attested that the good and virtuous survivors of the terrible conflict that spells doom for the world will live in Niðafjöll. Another verse in the *Völuspá* states that amid the towering peaks stands a golden palace, home to the people of Sindri. In Nordic mythology, Sindri is a dwarf—it thus follows that his people are also dwarves.

PROTO

The land of Proto exists in a subterranean realm, far beneath the feet of ignorant men and women. Its inhabitants are the Megamicres, a diminutive race of humanoids who stand only two feet tall. For the most part the natives lead simple lives: gathering fruit and berries, harvesting their crops, and repairing their huts, all the while knowing nothing of violence.

The inhabitants of Proto have some unusual traits. Every woman gives birth on the same day. As a result, all inhabitants of Proto share the same birthday. Twins are quite normal, and most women give birth yearly. Their singing-like tongue comprises just six vowels, though each has seven variations, giving rise to 42 distinct sounds. The language is not merely vocal, for facial features and hand gestures are equally important. The latter allows for limited mute conversations. Despite their realm being one of continual gloom, lit only by simple lamps, the Megamicres worship the sun.

Any globetrotters reaching the subterranean land would not be the first surface dwellers to visit Proto. Although they have no concept of war, the natives possess a number of flintlock muskets and a dwindling stash of shot and powder. These are used to scare snakes, of

which Proto has many, out of the fields and fruit trees, the weapons being fired into the air rather than at the serpents by the pacifistic denizens.

Proto can be reached from only place on the surface world: a cave in the remote wilds of Transylvania.

ADVENTURE SEEDS

* A scholar renowned for his eccentric theories believes the dragon Níðhöggr is a memory of a living dinosaur herbivorous dinosaur witnessed by early Viking explorers, and that Niðafjöll actually exists within the bowels of the earth. Using notes in Professor Lidenbrock's journal regarding his subterranean voyage, and certain historical “evidence,” he believes he has identified a route that leads to the fabled realm. He is recruiting globetrotters (preferably ones who can bring sponsorship) to accompany him on a full expedition.

* The land of Proto and its inhabitants are described in Casanova's five-volume, 1,700 page epic novel *Icosameron*. Until now, it has been regarded as a work of fiction. However, a letter has come to light in which Casanova thanks two persons (Edward and Elizabeth) for taking the time to recount their 80-year adventure in Proto. That the names are identical to the protagonists of the novel cannot be coincidence.

Did Casanova really base his story on the experiences of two 18th-century explorers, or is the letter a private joke? If it is true, the couple must have been well over 100 years old when they spoke to Casanova, raising the issue of how they remained healthy.

JAMBUSAGARANAGARA

Location: India

Whether Jambusaganagara is the name of a city or region remains something of an enigma, even to Indian scholars. It is mentioned in several texts as housing a school, wherein astronomy and mathematics were taught from the 15th to 17th centuries. In that regard it is not alone, for Gujarat, Kerala, Maharashtra, and Vidarbha were also great centers of learning around this time. What makes Jambusaganagara special is that while the other sites are well known to modern scholars and explorers, the location of this school has been lost.

Said to be the navel of Indian learning, Jambusaganagara housed a great library, in which much scientific wisdom concerning the heavens was recorded. Some of the texts supposedly date from the earliest days of civilization. The library's discovery would be a major boon for Western astronomers and mathematicians.

Adventure Seed: A member of the Sumeria Club believes Nibiru (see below) is soon to return to the inner Solar System. He is convinced that charts to be found in Jambusaganagara would allow him to accurately plot its arrival. To that end, he is prepared to offer the globetrotters a reward for escorting him to the lost city.

LA CIUDAD BLANCA

Location: Spanish Honduras

Rumors of LA Ciudad Blanca (“the White City”) first reached the ears of the Spanish Conquistador Hernán Cortés in 1520. After six years of questioning the natives he learned its approximate location and wrote of it as a place whose wealth exceeded that of the whole of Mexico. Despite his interest, there are no records indicating he ever made an attempt to search for it. The last mention was in 1544, when Cristóbal de Pedraza, Bishop of Honduras, wrote of seeing a white city near the coast. He failed to provide an accurate record of its location or conduct a follow up expedition.

La Ciudad Blanca appears in many stories. Most agree that its people were fabulously wealthy to extent they ate their meals off gold plates. Another tells that it was the birthplace of the feathered serpent god Quetzalcoatl, though a different tale claims it is where the Indians’ gods fled and hid during the Spanish Conquest. Thanks to their presence, no mortal can find the city. One modern explorer claims to have heard tales that the city is better known as the City of the Monkey God, and that a statue of the god stands inside a magnificent temple. The site is supposedly cursed, and anyone who enters the city will fall victim to the bite of a poisonous serpent inside of a month.

Adventure Seed: A globetrotter recently returned from Honduras summons the Leagues to a lecture, claiming he has evidence of the existence of La Ciudad Blanca. He fails to attend the meeting, and the globetrotters are appointed to investigate. They find him dead in his ransacked hotel room—all his notes, photographs, and artifacts are missing. Medical examination reveals he died from a snakebite. Can the globetrotters recover the information needed to locate the lost city, or will they too fall prey to the curse?

LAKE PARIMA

Location: British Guiana

It was Sir Walter Raleigh who first linked Lake Parima to the legend of El Dorado. History does not recall where he gained his knowledge, but it was enough to fuel the gold-lust of the Spanish. All those early explorers knew was that the lake lay somewhere deep in the jungle, in the region that today forms the border between Brazil, British Guiana, and Venezuela.

Hungry for gold, a Spanish expedition under Manuel Centurion braved the perils of the jungles. All he had to show for the failed venture was the death of three-quarters of his men. The last major Spanish expedition comprised three separate columns under the command of Diaz de la Fuente. According to the guides in one of the columns, they were within two days’ hard march of the lake when they were forced to abandon their attempt due

to hostile Indians. With more readily available sources of gold available and El Dorado featuring in other legends, the quest for Lake Parima was soon abandoned.

Throughout the 17th and 18th centuries, Lake Parima still appeared on maps, though its location varied according to the guesswork of the cartographer. The legend appeared dispelled once and for all in the early 1800s, when the Prussian explorer and naturalist Friedrich von Humboldt journeyed extensively in the region. He found no evidence of any lake. Despite continuing stories that he simply missed the lake due to being in the wrong place, Lake Parima has finally ceased to appear on modern maps.

Adventure Seed: The globetrotters, having achieved some degree of fame on previous expeditions, are invited to dine at one of the homes of Sir Walter Raleigh, which still stands in Blackwall, East London (until 1897, when it is demolished to make way for a tunnel beneath the Thames). The current owner, a middle-class businessman, recently unearthed old papers concealed in the chimney. The papers are enciphered, and he desires assistance in decoding them. The papers relate to Lake Parima, including directions to its exact location.

The businessman owns a ship, and is prepared to loan it to the globetrotters in return for a share of any gold recovered from the lake.

LIGHTHOUSE OF MARACAIBO

Location: Venezuela

The Lighthouse of Maracaibo is not a place—it is an event. Despite its name, Lake Maracaibo is actually a brackish bay, connected to the Gulf of Venezuela by the Tablazo Strait. The Lighthouse (also known as the Catatumbo Lightning, as it occurs only where the Catatumbo River spills into the lake) is named for the powerful lightning that illuminates the sky roughly one night in three. On an average night, the storm rages for 10 hours, producing over 250 lightning flashes every hour.

Adventure Seed: The Meteorological Society is planning an expedition to study the Catatumbo Lightning. They are not the only interested parties. A weird scientist is planning an expedition to try and harness the regular lightning, and the Aegis of Terra has concerns that the storms might be generated by a Martian capsule that crash-landed in the lake centuries ago.

LOST CITY OF THE CROCODILE KINGS

Location: North Africa

Contrary to popular belief among less-educated globetrotters, the name of this city does not refer to Crocodilopolis, the cult center of the crocodile god Sobek. That city is

THE TEMPLAR TREASURE

The missing Templar treasure is an ideal campaign hook for *Leagues of Adventure*. No specific mention of its form has been given in the setting, though suggestions it included the Holy Grail, the Ark of the Covenant, and mere gold have all been offered. Those who want to involve the heroes in a grand globe-spanning treasure hunt may wish to consider the following scenario.

In prehistory, the sons and daughters of Atlantis who survived the cataclysmic event that drowned their homeland settled in other lands. Those who settled along the Nile valley taught the early Egyptians science, farming, and technology, and in doing so were elevated to the status of gods. Though much of Atlantean wisdom and technology had been consumed by the waves, they managed to save at least one item of great value.

Millennia later, Moses led the Israelites out of slavery. A scholar trained in the royal court, Moses knew the value, and power, of the Atlantean relic, and stole it shortly before the Exodus. That Pharaoh should have ordered his chariots to thunder across the parted Red Sea, despite the obvious dangers, cannot be easily explained as a bid to recapture mere slaves—Egypt had plenty—nor could it be to recover stolen gold, for again, Egypt possessed this in abundance. Whatever Pharaoh was seeking, it was worth the sacrifice of many thousands of soldiers, horses, and chariots.

Israel suffered many invasions in later centuries, and at some point the Atlantean relic was carried away by victorious invaders.

In the Middle Ages, the Knights Templar were given permission to build their headquarters on the Temple Mount in Jerusalem. Rumors have long suggested their unexplained excavations of the site unearthed something of immense value, something that made them extremely wealthy. Whether it was the actual relic, or merely knowledge of its origins and purpose is yet to be discovered. Such a unique treasure might also explain the eagerness of King Philip IV and Pope Clement V to see the Templar order broken and the treasury in their grasping hands.

well known to Egyptologists, and has been inhabited since its founding. The name refers to a lost city supposedly built near the end of the Thirteenth Dynasty (ca. 1801-1649 B.C.). Later texts claim this was a turbulent time, an age of chaos and strife, for in the south Egypt was losing territory to the emerging Kingdom of Kush, while in the north the invading Hyksos were founding a new dynasty.

Six pharaohs of the Thirteenth Dynasty carried the name Sobekhotep (“Sobek is satisfied”). Scant few statues have been found, and little is known about them beyond their names (which appear in later lists of kings). No trace of their tombs has been uncovered, and the lack of inscriptions has given Egyptologists pause for thought.

Most insist they are waiting to be found beneath the sands, but others argue that, fearing the end of their line, the pharaohs literally moved their city brick by brick and column by column into the western desert. Proof, they argue, exists in the presence of dwarf Nile crocodiles found in permanent pools in the Sahara. According to their theory, their ancestors were sacred temple beasts, transported into the desert by the retreating pharaohs, along with the mortal remains of the various Sobekhoteps. Somewhere in the Sahara, not far from the crocodile-infested pools, they insist will be found the crumbling remains of the lost city of the crocodile kings.

In honor of the six pharaohs and the deity they are named after, scholars supporting this theory have named the “lost” city Sobekopolis—the City of Sobek.

Adventure Seed: A friend of the globetrotters has recently returned from a jaunt across the Sahara, and insists they come round to his house to view the copious photographs he took. Most are rather dull, but one clearly shows a block of stone marked with the Egyptian hieroglyph for Sobekhotep VI. Unfortunately, their friend doesn’t remember exactly where the photograph was taken, though he can narrow down the area (to some 10,000 square miles of arid desert). Not ideal for an expedition, but it’s a starting point.

LOST CITY OF THE KALAHARI

Location: Kalahari Desert

The Kalahari Desert covers much of Bechuanaland Protectorate, as well as parts of neighboring states. The term “desert” is something of a misnomer with regard the Kalahari, as the region is actually semi-arid savannah, enjoys rainfall, and provides good grazing ground for the wild animals that inhabit the region. Indeed, game is plentiful, as are carnivores.

In 1885, William Leonard Hunt (1838-1929), a Canadian inventor, funambulist (tightrope walker), and member of the Eccentric Club who also went by the names Guillermo Farini and the Great Farini, became the first white man to walk across the Kalahari and survive to tell his story. On returning to Europe after completing his quest, he submitted a report to the Royal Geographical

Society, in which he announced the discovery of a lost city. Unfortunately, he did not present the paper in person, instead leaving it to be read out in his absence.

No antiquarian or seasoned explorer, Hunt described the city through the medium of poetry. While he wrote of uncouth stones and rude sculptured blocks, he took no measurements and made no sketches (though he did take a few photographs). Following the publication of his popular 1886 book, *Through the Kalahari Desert—a narrative of a journey with gun, camera, and note-book to Lake N'Gami and back*, other explorers soon came forward with tales of stone quarries and abandoned ships they discovered in remote areas of the Kalahari. Whereas Hunt at least provided a handful of photographs to back up his claims, the other globetrotters presented no hard evidence.

Adventure Seed: While no one doubts Hunt's claims, the lack of proper records vexes some Leagues. Mapping the lost city would be a major publicity coup, and several rival expeditions are being planned.

MADA'IN SALEH

Location: Arabian Peninsula

Stories of lost cities are not uncommon in Arabia. The nomads who call this arid region home tell of 'Ad, Iram of the Pillars, and Ubar, all of which were cursed by God, and of the City With No Name, which is haunted by genies. Mada'in Saleh is unusual in that its location is known to the locals. In many ways it resembles Petra, which lies hundreds of miles further north. In place of conventional houses, the inhabitants, known as the Thamud people, built houses in cliff walls fronted by monumental carved porticos.

According to the Qur'an, the citizens were warned to take care of a she-camel sent by Allah, lest the same fate befall them as was wrought upon 'Ad. In order that the camel might be allowed to graze freely, the people were ordered to build their homes inside the mountains. Unfortunately, the people wounded the camel and Allah was duly angered. A mighty earthquake struck the city, followed by a terrible wall of sound. The Prophet Muhammed visited the site on the way to battle, though he did not tarry long. At this time he was still inhabited by wretched people, still cursed by Allah. Indeed, Muhammed warned his followers not to enter their homes, lest the same fate fall upon them. Within a few centuries, the site was abandoned. Despite talk of hidden gold, nomads avoid the place, for they fear the curse is still in place.

Adventure Seed: An Islamic scholar from the Ottoman Empire approaches the Leagues seeking help. He believes that the inhabitants of Mada'in Saleh were in fact the descendants of the inhabitants of 'Ad, Iram of the Pillars, and Ubar. It is his opinion that somewhere in the abandoned city are clues that will lead to the discovery of the three lost cities.

MOUNT BOSAVI

Location: British New Guinea

An extinct volcano, the high-walled crater of Mount Bosavi (8,200 ft.) measures 2.5 miles across and a half-mile deep. Its walls and floor are swathed in dense, steaming, virgin jungle. Cut off by rugged terrain and dense vegetation, the crater is accessible only by a narrow cleft high up its northern face.

For over 200,000 years the crater has been separated from the rest of the island, creating a unique eco-system. Many species of amphibians, insects, and mammals unknown to science live within its confines, as well as larger creatures—living dinosaurs! It may not boast a lost city or piles of ancient treasure (at least not to the best of anyone's knowledge), but its wealth of new species is makes it a dream site for any biologist or botanist.

The local tribes hunt on the outer slopes, but never venture into the interior, which they consider sacred. They claim the crater is the home of their ancestors, who settled here after climbing out of a cave.

Adventure Seed: A young woman approaches the globetrotters through their Leagues. Her father, a respected biologist, has disappeared on expedition to Mount Bosavi. She desires their services in determining his fate. Naturally, she intends on accompanying them.

MOZART'S GRAVE

Location: Vienna, Austria-Hungary

Wolfgang Amadeus Mozart (1756-91) is widely regarded as a musical genius. From the age of five until just before his death he composed scores of symphonies, concertos, and operas. Yet for all his influence and influential friends, Mozart was interred in a common grave in St. Marx Cemetery. Just five people attended. With no gravestone to mark his final resting place, the location of the great composer's mortal remains have vanished into the mists of time.

Reports written by those present at the time of Mozart's death claim he took part in a rehearsal of the Requiem Mass in the hours before he died. The composer Ludwig von Lum claims to have unearthed his true final work, an extremely complex organ composition, though he has yet to attempt a recital (see *Globetrotters' Guide to Cads & Cultists*). Others, writing later, claim that neither story is true. Mozart's final work was in fact connected to Freemasonry: Mozart had been a Freemason since 1784. His private journal in which he scribbled his notes was supposedly interred with his corpse.

Adventure Seed: A young scholar believes Mozart had uncovered a fantastic secret in his final years. Perhaps it was the location of the fabled Templar treasure, or maybe it was something connected to the origins of Freemasonry. Convinced he had located the spot where Mozart was buried, he sought permission to exhume the

remains but was refused. He is now eager to enlist globetrotters who don't mind bending laws so that he might prove his theory and shed light on Mozart's secret.

NEW ZEALAND

Abel Tasman, a Dutch explorer, was the first European to set foot on New Zealand. Unfortunately, his encounter with the native Maoris (who settled here in the 13th century) ended in violence, something that would repeat itself over and over again. It was over a century before Europeans—this time Captain James Cook—visited the island nation again.

American and European whalers and traders began making frequent stops, though the goods they brought were not always in the best interest of the natives. Muskets gave the Maoris more effective ways to kill each other, while the humble potato proved such a staple crop that military campaigns could be played out for longer periods. The so-called Musket Wars (1801-40), fought between rival Maori tribes, resulted in over 30,000 deaths. Disease added to the death toll, and by the end of the 19th century the population had plummeted by 60%.

British rule began in 1840 in response to a French plan to found a settlement. In 1856, it became a self-governing dominion, save in matters concerning the native population, which Great Britain retained. Large numbers of immigrants soon arrived. Their need for land brought them into conflict with the Maoris, resulting in the New Zealand Wars (sporadic between 1845 and 1872, with several campaigns in the 1860s). New Zealand became the first nation to grant women the vote in 1893.

New Zealand comprises two main islands, North Island and South Island, and numerous smaller islands. Both main islands are mountainous: South Island has the highest peaks, while North Island is dotted with very active volcanoes. Temperatures average 50-61 °F.

Ruler: Governor-Generals The Earl of Onslow (1889-1892), James Prendergast (1892), The Earl of Glasgow (1892-97), James Prendergast (1897), The Earl of Ranfurly (1897-1904); Prime Ministers Harry Atkinson (1887-1891), John Ballance (1891-93), Richard Seddon (1893-1906)

LAKE TAUPO

Situated on New Zealand's North Island, Lake Taupo, measuring 29 miles long by 21 miles wide, is the country's largest lake by surface area.

Carved into the cliff at water level on the northwest side, accessible only by boat, is a huge face with prominent tattoos. The Maori tribes who live along the lake say the carving represents Ngatoro-i-rangi, a priest and navigator, who led their ancestors from their homeland, Hawaiki, to New Zealand. The carving was created to honor his memory.

Hawaiki is generally believed to be an island, but several Maori myths speak of it as being located beneath

the earth. An obscure local legend, fragments of which are remembered only by wizened elders, tells that the carving actually guards the route to Hawaiki.

Lake Taupo fills the caldera of Mount Taupo, a huge volcano. The Royal Geographical Society has conducted a thorough study, but they have yet to decide whether the volcano is dormant or extinct. Certainly it has not erupted in over a thousand years (the Maori make no mention of it in their stories), but there are active hot springs and geothermal vents on its slopes.

Adventure Seed: One of the globetrotters receives a telegram from an old friend or mentor on vacation in New Zealand. The short message states his belief that the Lake Taupo face is carved into a door concealing an unknown cave system, and that he intends to investigate further. That was a month ago, and nothing has been heard since. Several Leagues, most notably the Hollow Earth Society and Speleological Society, would be keen to cosponsor an expedition.

NIBIRU

Location: Space

Mankind knows of eight planets (Neptune was officially discovered in 1846, and Pluto won't be discovered until 1933). A ninth planet, Nibiru, orbits the Sun in an elongated path that carries it far beyond distant Neptune. Every 3,600 years its orbit brings it close to Earth. On one occasion, in a truly ancient epoch, Nibiru collided with another planet. The resultant explosion gave birth to the Earth, the asteroid belt, and the fiery comets.

Nibiru is inhabited by the Anunnaki, a race of intelligent, human-like aliens. Some 450,000 years ago, when their planet was at its closest to Earth, 300 Anunnaki migrated to the Earth in search of gold, which they mined in Africa. Eventually tiring of the backbreaking toil, the workers rose up against their masters, demanding they create a slave race from the ape-like creatures that walked the planet. The result of their experimentation was *homo sapiens*. Much later, the Anunnaki's descendants founded Atlantis. All of this is conjecture, and only radical elements of the Sumeria Club put any faith in the legends that speak of this hidden history.

The name Nibiru comes from Babylonian astronomical texts, though the knowledge was passed down from earlier Sumerian works. Nibiru is associated with Marduk, the chief god of their pantheon. Anunnaki, another Sumerian term, refers to a group of deities, and loosely translates as "those of royal blood."

Adventure Seed: Those in the Sumeria Club who believe in the story of Nibiru are convinced it is soon due to pass close to Earth. They seek Sumerian and Babylonian astronomical texts to help calculate its precise orbit, and are planning the construction of a rocket capable of propelling them into its path so that they might land and make contact with its technologically advanced inhabitants. The Lunar Exploration Society is also taking an active interest.

ORVIETO

Location: Umbria, Italy

The town of Orvieto sits on the summit of butte made of volcanic tuff. With its sheer cliffs and thick city walls, Orvieto has long been prized as a defensive site. The city had close ties to the Papacy from the early 11th century until the unification of Italy, when the city was annexed to the newly-formed kingdom.

Rumors of a sprawling labyrinth of tunnels beneath the city have been circulating for centuries. Most serious scholars accept their existence as fact, claiming they were naught but cisterns and storerooms, carved by successive popes and city rulers to help the city withstand a lengthy siege. Others believe they conceal fabulous treasure. Of course, whenever the Leagues debate such topics, a wealth of differing opinions emerge.

In antiquity, the city was successively in the hands of the Etruscans, Romans, Goths, and Lombards, any of whom may have buried treasure here. Others look to the Cathars, whose heretical creed infested Orvieto in the late 11th century, and of riches buried here to protect it from being plundered by Church forces. The Papacy is not immune from suspicion. Rumors of forgotten papal gold, artwork, or documents have intrigued globetrotters down the ages. A few even suggest the fabled Templar treasure was actually found by the Church, and subsequently concealed beneath Orvieto to avoid giving the French king Philip IV his rightful cut.

The tunnels discovered so far are mundane. They lead from the basements of the city's elite to the surrounding lands, and undoubtedly served as nothing more than escape tunnels in the event of attack. If there are other tunnels, they are well hidden from prying eyes.

Adventure Seed: The globetrotters are invited to attend a renowned Papal scholar at his home. When they arrive, they find the scholar's house on fire. After extinguishing the flames, they discover the scholar's body. Clutched in his hands is a scrap of charred paper, on which is an English translation from a Latin text. It mentions the tunnels of Orvieto, the name Clement V (Pope from 1305-1314, founder of the Avignon Papacy, and the man responsible for the dissolution of the Knights Templar), and a vague description of where a tunnel entrance exists.

OTTOMAN EMPIRE

PHAISTOS

Location: Crete

Like Knossos, the city of Phaistos has yet to be excavated. Located on the southern coast, its name is known through ancient Greek writings, and its location pinpointed by the New Argonauts Club's Mediterranean

Survey of 1853. All that remains visible today are a cluster of houses and the remains of the city walls. Waiting to be discovered, as at Knossos, are the remnants of a sprawling palace complex.

Preliminary excavations are underway, though. Federico Halbherr (1857-1930), a young Italian archaeologist with no official ties to any League, has mapped the visible structures, but currently lacks the funds for a more detailed excavation. That may soon change, though.

Halbherr recently unearthed a most wondrous and mysterious item: a fired clay disk with stamped symbols arranged in a spiral on both sides. Lacking a better name, he has crowned his discovery the Phaistos Disk. Experts from the Polyglot Club have already examined the object. They are convinced the symbols are a form of writing, but they bear no relation to any known script. A leaked letter between two senior members suggests the Club believes the language to be Atlantean, though the note was quickly dismissed as a forgery. Without the equivalent of a "Rosetta Stone," deciphering the symbols is all but impossible.

PLUTO'S CAVE

Location: Turkey

Known to the Romans as the Plutonium, this cave was first described by Strabo, an ancient Greek geographer, philosopher and historian. He states that it was full of a dense vapor, so thick one could barely see one's feet. To enter was instant death, for any creature that crossed the threshold instantly dropped dead.

The entrance is marked by two ornate columns. One is inscribed with prayers to Pluto, the Roman god of the underworld, the other with prayers to Persephone, the Greek queen of the underworld. Nearby are the remains of a temple, a sacred pool, and semi-circular steps leading to the cave entrance. Spectators gathered on the steps to watch priests offer bulls to the gods, while visitors received small birds for ritual sacrifice. In both instances, the animals were released into the cave to die. The only creatures said to be immune to the deadly vapors were the eunuchs of Cybele. The secret of their survival was attributed (rather vaguely) to "certain physical powers."

RUJM EL-HIRI

Location: Syria

Some 10 miles east of the Sea of Galilee is a monumental series of concentric circles formed of over 40,000 individual stones, which sits atop the Golan Heights, an area covered with hundreds of dolmens. The outer ring spans over 500 feet, with walls rising eight feet high. In the center is an undisturbed tumulus measuring 65 feet in diameter and 15 feet high.

The site is little known to outsiders, and the few fragments of information that have drifted back to Europe have sparked numerous competing theories. A calendar, a burial site for a great chieftain or king, a site of worship, a place where the dead were left for birds to pick at the

flesh (a form of excarnation), and even an astronomical observatory have all been put forward.

ADVENTURE SEEDS

* Federico Halbheer has decided to auction the Phai-tos Disk in order to raise funds so that he might continue his work. The Hollow Earth Society, New Argonauts Club, Old Testament Society, Society of Antiquarians, and Sumeria Club are among those eager to procure the disk.

* The Speleological Society is keen to locate and explore Pluto's Gate. They are taking the legends regarding the lethal vapors very seriously, and seek help from Leagues with experience of artificial breathing systems to assist them. Both the Lunar Exploration Society and Society of Aquanauts are ready to hear more.

* The name Rujm el-Hiri is Arabic, and translates as "stone heap of the wild cat," a somewhat cryptic title. In days long past it was known as Galgal Rephaim, or "Wheel of Ghosts" in Hebrew, though the latter word can also refer to a race of Biblical giants. This has led one member of the Old Testament Society to claim the tumulus is nothing less than the final resting place of Goliath, the Philistine giant struck down by the young David. Naturally, he wants help in proving this.

PERU

THE PALPA LINES

The Nazca Lines may be waiting to be explored and maps, but they are not the only interesting glyphs in the desert. Not far from Nazca, and as yet undiscovered, are older designs. Among them are a "Fortress," a "Ceremonial Knife," hummingbirds, a stylized star, and letters in the Latin alphabet. Perhaps of greater interest are images clearly shaped like the emerging fossil records of dinosaurs. Could the ancient creators have seen actual living dinosaurs? If not, on what did they base their designs? And why are all the dinosaurs arranged so as to seem to be emerging in procession from a nearby cave mouth?

PUERTO DE HAYU MARKA

Located not far from Lake Titicaca, in an area known as the Valley of the Spirits, Puerto de Hayu Marka (also known as the Gate of the Gods) is a huge doorway carved into the natural rock.

Natives tell that it leads to the land of the gods. In days of old their greatest heroes journeyed there as a reward for their mortal service. On occasion, these men returned to the world of the living. Quite how this was achieved is not described, for the portal is symbolic—the space beyond extends only a few feet into the rock.

A later legend dates from the time of the Spanish Conquistadors. Fearful of the advancing soldiers, whose lust

for gold was insatiable, an Incan priest fled his temple carrying a golden disc, the "Key of the Gods of the Seven Rays." While hiding in the mountains he stumbled across the gateway. The shamans who guarded the gate performed a magical ritual, whereupon a blue light began to shine from the portal. The shamans then took the disc, stepped through the portal, and were never seen again.

These are not the only stories connected with the site, though. Tales of curious souls who touched the door receiving visions of descending tunnels beyond, or of stars, glowing blue lights, and great pillars of fire, and strange sounds are common.

ADVENTURE SEEDS

* The same balloonist blown off course over the Nazca Lines (see *Leagues of Adventure*) also spied the Palpa Lines during the unexpected journey. Better still, he managed to capture a single, blurry photograph before he accidentally dropped his remaining photographic plates overboard. The Hollow Earth Society and Challenger Club are both racing to be the first to explore the cave and produce evidence of living dinosaurs.

* An elderly Incan mystic descended from an ancient line of priests has received a vision: the Gateway of the Gods will soon open, though the spirits did not reveal why this should occur. Word of this event has filtered to the Leagues, several of whom are planning major expeditions.

THE PLAIN OF JARS

Location: Laos (until 1893, then French Indochina)

Scattered across the Xieng Khouang plateau region are clusters of gigantic stone jars. Found in groups ranging from solitary objects to many hundreds, the jars vary in diameter between one and three yards. Rather than being fired from clay, each one is hewn from sandstone. The vessels have lipped rims, suggesting they once had lids—none have been found *in situ*, however.

Most are empty, but a small few contain colored glass beads, and burnt teeth and bones—evidence of cremation burials. Given that European cremation burials utilized much smaller pots, the story concerning giants might not be entirely fictional.

The local tribes know of the jars, but only vague word has reached the European powers in the region. Legends say that the jars were created by a race of giants. Victorious over their enemies, their king carved the vessels to brew rice alcohol. What became of the giants in unknown, for their reign was long ago.

Adventure seed: A Lao tribesman recently sold what appears to be a giant human thigh bone in a local market. Passing through several hands, it eventually came into the possession of one of the globetrotters' friends. Keen to unearth evidence that giants really did walk the globe, he proposes an expedition be assembled.

QUEEN DIDO'S TREASURY

Location: North Africa

As told by later Greek chroniclers, Dido (also known as Alyssa) was the sister of King Pygmalion of Tyre. Following the murder of her very wealthy husband at the hands of her brother, Dido claimed to have thrown her husband's treasure into the sea to prevent it falling into the murderer's hands. In fact, what she discarded were sacks of sand. Dido then sailed to North Africa, where she, along with members of the Phoenician aristocracy fleeing Pygmalion's wrath, founded the city of Carthage.

In order to deter invasion by the gold-hungry Numidians and ensure Carthage did not become distracted with wealth, she hid away her late husband's treasure. Dido died by her own hand before ever revealing the location of the treasure. The ancient chroniclers give no precise value for Dido's treasury, but all accounts agree it was immense. As well as gold coins, it comprised solid gold bars, so great in number they could be stacked upon each other to form towering columns with a span wider than a man's outstretched arms.

The first recorded search for the fabled treasury dates back to A.D. 65. An obscure legend of unknown origin tells that the Carthaginian Caesellius Bassus revealed to Emperor Nero that he had discovered a cave filled with gold. Despite the "find" actually being in a dream, Nero nonetheless sponsored a huge expedition (and began spending the fortune before it was in his hands). The endeavor lasted several years before it was abandoned, leaving Bassus a wanted man and Rome teetering on the edge of bankruptcy.

Adventure Seed: A medium contacts the Leagues with a business proposal. He recently channeled the spirit of Caesellius Bassus, who revealed the whereabouts of Queen Dido's treasury. Some Leagues are skeptical, others are already packing their shovels in preparation. The only snag is the medium demands a hefty sum in advance to reveal the location. A bidding war may soon commence.

RUSSIA

TSARITSYN

The city of Tsaritsyn (what would later be called Stalingrad and now Volgograd in the 21st century) sits on the banks of the mighty Volga in southwest Russia. Little more than a small town at the start of the century, its population has grown fifteen-fold in just under 100 years, thanks in part to the arrival of the railway in 1862 and increased commercial traffic along the river.

Though the city is technologically backward by Western European standards (having no electric lights until 1913), it is relatively cosmopolitan. Situated at the south-

LIST OF POLAR EXPLORERS

Leagues of Adventure already has short bios on a few famous explorers. Here are a few more that might serve as contacts, mentors, or rivals to the globetrotters.

Andrée, Salomon August (1854-97): A leading light in the Society of Aeronauts, the Swedish balloonist believes it is possible to reach the North Pole by hot air balloon. He vanishes, along with two others, in 1897 during an attempt to prove his claim.

Borchgrevink, Carsten Egeberg (1864-1934): Anglo-Norwegian polar explorer destined to be the first person to bring back botanical samples from inside the Antarctic Circle and operate a sledge in Antarctica (1895).

Bull, Henryk (1844-1930): Norwegian businessman and shipping magnate with an interest in sponsoring (and accompanying) Antarctic expeditions.

De Gerlache de Gomery, Baron Adrien Victor Joseph (1866-1934): Belgian naval officer, polar explorer, and member of the Mariners Club. In 1898 the expedition he leads (which includes Roald Amundsen) becomes the first to winter in Antarctica, though not by choice.

Jackson, Frederick George (1860-1938): British Arctic explorer. In 1893 he leads a sledge expedition across 3,000 miles of Siberia.

Larsen, Carl Anton (1860-1924): Norwegian explorer. Unless the globetrotters get there first, Larsen becomes the first man to ski in Antarctica (1893) and discover the first fossils on the icy continent (1893).

Ryder, Carl Hartvig (1858-1923): Danish naval officer and Arctic explorer. Participates in several expeditions during the 1880s.

Sverdrup, Otto Neumann Knoph (1854-1930): Norwegian mariner and Arctic explorer.

Tunzelmann, Alexander Francis Henry von (1877-1957): Prussian nobleman whose family moved to Estonia. In 1895 he becomes one of the first three men to step foot on the Antarctic mainland, and also the youngest—he was 17 years old.

Wellman, Walter (1858-1934): An American reporter, explorer, and aeronaut. Wellman is a member of the Polar Club, and later joins the Society of Aeronauts.

ern edge of the steppe and linked to the Black Sea trade routes via the Volga, it is a crossroads for the various peoples who live in the surrounding countryside. Here one can rub shoulders with descendants of Genghis Khan and Swedish Vikings, fearsome Cossacks, Ottoman merchants, and curious tribesmen from Central Asia.

Rising to a height of over 300 feet, and dominating the city skyline, is Mamayev Kurgan. The name translates from Russian as “tumulus of Mamai.” A Mongol warlord, Mamai ruled over the region as a provincial governor before fleeing to the Crimea after a military defeat. He was assassinated in 1380. As one might expect from the name, local tradition claims Mamai was buried on the banks of the Volga, and the hill erected to mark his grave.

ULIUU CHERKECHEKH

Location: Siberia

In the vast expanse of Siberia lies the Valley of Death, a remote spot named and feared by the Yakut people. The surrounding wilderness is a morass of swampland and dense taiga. Partially buried in the permafrost and easily missed amid the tangled vegetation are dozens of metallic hemispheres.

Although they form domes, the Yakut refer to them as “cauldrons.” The only entrance is a hole at the top of the dome, which leads to a hollow interior. Not all are standing, however. Some have sunk into the permafrost, tipping them on their sides. In days of old Yakut hunters used them as shelters, but these days the site is shunned—those who tarried too long quickly fell ill, and those who could not flee died. Aside from sores and hair loss, victims displayed no obviously cause of death.

The first outsider to witness the cauldrons was the noted Russian explorer Richard Otto Maack (1825-86). In his expedition of 1853 he records seeing a “gigantic cauldron made of copper.” The object had sunk into the ground, making it impossible to guess its dimensions. Of the metal, he later adds that although it resembled copper all attempts to dent, chip, or scratch it failed.

THE VAULTS OF LIBERIA

Location: Moscow

In 1472, Sophia Palaiologina, niece of the Byzantine Emperor Constantine XI, married Tsar Ivan III of Russia. According to chroniclers, part of her dowry comprised a collection of books, the greater part of Constantinople’s library rescued from the conquest of the city by the Ottomans. Said to have filled hundreds of carts, the tomes were priceless and unique, some dating back to the days of ancient Egypt (if not earlier), while others were written in the tongues of the Arabs, Greeks, and Jews.

Fearful of theft, and knowing the Vatican greatly desired the books for its own library, Ivan excavated a series of vaults beneath Moscow, wherein he hid the books. The location was known only to a handful of trusted advisors. The library was lost during the reign of his grandson Ivan IV—better known today as Ivan the Terrible. Paranoid and

insane, Ivan IV murdered everyone who knew the location of the library, along with countless others for little to no apparent reason. When he died in 1584, the secret of the library’s location went to the grave with him.

Whether the fabled library actually existed is open to much debate. There are indeed many miles of tunnels beneath the Kremlin, and few have been explored, but stories of lost or buried treasure are commonplace.

Some modern scholars claim the chroniclers overstated the collection by several factors of ten. Others argue the collection may have been part of the Library of Alexandria, taken to safety before the library was finally destroyed. If the latter proves true, then the collection is indeed beyond material value. A few academics have hinted that Ivan IV’s madness stems from reading certain tomes in the collection, and that it was this forbidden knowledge that caused him to ensure the secret of the library should never be known to others.

ADVENTURE SEEDS

* A Cossack chieftain comes to the Leagues in search of assistance. In return for help in returning ancestral artifacts stolen from his clan by the Russians (and placed in the Tsar’s private museum), he promises to reveal a secret passage leading into the heart of Mamayev Kurgan, wherein, he swears, is a fortune in gold and silver. What could possibly go wrong?

* While the Russian government dismisses the story of the cauldrons of the Valley of Death as nothing but myth, several Leagues have taken an active interest. A lightweight but extremely tough metal would benefit the Aegis of Terra (steam tripods and as use against Martian heat rays), Armorers Guild (warships, land behemoths, and personal body armor), Lunar Exploration Society (protection for their various lunar capsules), Society of Aquanauts (pressure-resistant submersibles), and even the Hollow Earth Society (heat-resistant shielding for mole machines). All want a sample to test, and none are willing to share such a fabulous prize.

* A Russian émigré claims to know the location of the Vaults of Liberia. Unwilling to return to Moscow, where agents of the Tsar would arrest him, he is prepared to auction his knowledge to the highest bidder. Whether his story is true or not, the Russians are not about to let foreign globetrotters poke around beneath the Kremlin in search of treasure that rightfully belongs to the current Tsar. Okhrana agents have been despatched to kidnap the émigré and force the location from him.

SINAIA MONASTERY

Location: Romania

This small but beautiful monastery was founded in 1690 by Prince Mihail Cantacuzino after his return from a pilgrimage to Mount Sinai. Ravaged during the Russo-Turkish War of 1735-79, the site housed only the

main church and a collection of simple huts until 1864. The creation of a new hospital and baths at the nearby mineral springs has led to an influx of wealthy patrons seeking cures for their various ills, and greatly boosted the monastery's fortunes. The most recent addition is a large bell tower (finished in 1892).

While some globetrotters come here to take the waters and mingle with members of Europe's elite, others are drawn by an old legend. Local folklore has it that Prince Mihail brought back a set of 200 gold tablets, which he discovered in a cave on Mount Sinai. The tablets were written in an unknown script. Although the language bore some resemblance to Indo-European languages, it was never deciphered. Along with the writing were many complex images of kings, armies, cities, and temples. The figures in the images bore no correlation to those of any known ancient culture. During the Russo-Turkish War, the monks hid the tablets in the walls of the monastery before temporarily abandoning the site in the face of an advancing Turk army. When they returned, they found the walls smashed and the tablets missing. No trace of them has been unearthed since.

Adventure Seed: A worker at the Bucharest Museum of Antiquities has unearthed a strange find in the museum's warehouse. Buried amid broken pots and other items considered not fit for public display were 200 lead tablets. Each was photographed, and copies were duly sent to scholars for analysis. Many were convinced these are copies of Prince Mihail's legendary gold tablets. Others suggested these are the originals, and that the gold covering was deliberately removed to lessen their value to would-be thieves. None of the tablets show any signs of corrosion or wear, and the museum now believes they are forgeries. The Leagues are less certain, and several are proposing to purchase them.

THE TEMPLE AT SLONTAH

Location: Libya

Hidden inside the plateau known as Jabel al Akhdar ("The Green Mountain") is a natural semicircular cave. Ledges around the border are decorated with eroded carved heads of humans and animals. The site clearly has religious significance, though whose hand carved the effigies and in what ancient epoch, and what deity or deities might have been worshipped here, are lost to the mists of time. Although nomads have known of the site for many centuries, known as the Temple at Slontah, it had its first cursory inspection by Western eyes in 1886.

Of most interest to certain Leagues are carvings of what appear to be silphium, a supposedly extinct plant. Ancient records claim that it grew locally, and proved impossible to cultivate elsewhere. Although the root was edible and the flowers an ingredient in perfume, the plant was most renowned to classical scholars for its medicinal properties. Pliny describes it as being worth its weight in gold, for it could soothe aches and pains,

alleviate fever, aid digestion, cure fluid retention, restore hair, cure leprosy, and even prevent pregnancy. He also fancifully describes it as having a soporific effect on sheep and making snakes explode if fed to them in wine.

Adventure Seed: Although silphium is thought long extinct, not everyone is prepared to take the stories at face value. Ancient records indicate it grew only in a secret valley, one whose location is now lost even to the native nomads. Perhaps the temple at Slontah might finally reveal its location, and perhaps the plant still grows there. The Royal Horticultural Society and the Pharmacopeia Society are among those prepared to sponsor expeditions to put the theory to the test.

TAKAMATSUZUKA TOMB

Location: Japan

Concealed beneath a field in Japan's Nara Prefecture (south-central Japan) is an ancient tomb. On the surface it resembles nothing more than a grassy mound, some 5 yards high and 16 yards in diameter. Buried beneath the center is the tomb itself.

During the era in which the occupant was laid to rest (7th-8th centuries A.D.), standard practice was to decorate tombs using traditional geometric patterns. Unusually, the occupant of this tomb chose to have brightly painted murals depicting men, women, and children in rich clothing. There are also Chinese-style dragons, snakes, and tigers, while the roof is studded with gold stars portraying specific constellations.

Who the occupant might have been is not recorded anywhere in the tomb, though undoubtedly he was of very high birth. More perplexing, a tomb in Mongolia dating from the same period shows the same style of mural. At this juncture, there was little known contact between Japan and the steppe nomads. The link between the unknown occupant and his Mongolia peer will remain a mystery without a globetrotter expedition.

Adventure Seed: Japan is rapidly modernizing, and its rulers have little interest in exploring the past. When word spreads that a local farmer has accidentally plowed open an old tomb, no one pays much attention—except the Leagues.

TUERIN MONASTERY

Location: Mongolia

This Buddhist monastery appears on no map nor in any official list of religious sites. Few Mongolians have ever heard of it, and those who have swear, perhaps rather too quickly, it is fictitious.

Situated on a long-disused trade road on the remote steppe, the monastery was once a bustling spiritual center housing nearly 3000 monks. Today it is a crumbling ruin. This is not to say it is deserted—those who dare to

disturb the site face open hostility and violence from nomads living in the vicinity. As far as they are concerned, the monastery is still sacred ground.

There are other dangers as well. Claude Boutroux, a French archaeologist exploring the region in 1874, was found with an arrow protruding from his forehead. The arrowhead was of unusual design, and the wood was not native to Asia. Now in the Louvre, the arrowhead bears an uncanny resemblance to those depicted in images of the Amazons of Greek myth. Locals who can be persuaded to speak of the killing say only that the Frenchman was slain by “the spirits who dwell within the world.”

According to obscure legends of unknown origin, a secret staircase located near the monastery leads down to a 12-sided chamber. On each wall is painted a stylized version of one of the signs of the Zodiac. Behind one was a secret door, which opened into a long corridor from which numerous passageways split off. At the end of the main path is a large, circular room.

Floating a few feet off the ground within this chamber are 13 sarcophagi. Inside 12 of these are perfectly preserved bodies from not only different periods of history, but from geographic locations across the planet. The last sarcophagus, however, holds a being clearly not of this world. Accounts vary, but many agree it is humanoid, with large black eyes, slits for nostrils, and gray skin.

The legends claim that the dozen souls whose corpses now lie here came to the monastery not from the surface world, but from tunnels and caverns that extend deep into the bowels of the earth. The route to this inner world lies somewhere in the labyrinth beneath the temple. The last figure is different. He is described as “a Great Master” who “came from the stars to impart wisdom.”

Adventure Seed: The Hollow Earth Society is understandably keen to find and explore the Tuerin Monastery for a possible route to the Hollow Earth. The Royal Asiatic Society and Society of Antiquarians have more earthly reasons for sponsoring an expedition. The Aegis of Terra is quite prepared to co-sponsor an expedition, though only in secret, so it can determine whether the “Grand Master” is actually an alien, and if so, where he originated. Any expedition can expect trouble from the natives.

UNITED STATES OF AMERICA

ALASKAN SKY CITY

Location: Alaska

The Indians inhabiting the Alaskan-Yukon border tell tales of a city that appears in the sky every summer. “Gods” sometimes descend from the city and take young men and women, food, and various goods from the tribes. The story first reached the attentions of the Leagues in 1887, when one Mr. Willoughby, an American prospector, produced a hazy photograph. Though widely dismissed, several expeditions went to investigate. Despite reports

of other sightings elsewhere across Alaska, the expeditions returned empty-handed, failing to capture as much as a single image on film.

The sky cities do exist, or rather a single sky city does. Of artificial design, it is more a floating castle, held aloft by colossal balloons. Who built the city, and why they have chosen to live above the clouds, is something the Leagues might one day discover. Two things, though, should be obvious to any who hope to reach it: the occupants likely have no means of producing food, which they take in tribute, and either require a regular supply of slaves or breeding stock.

BEALE CIPHER TREASURE

Location: Virginia

In 1816 Thomas Jefferson Beale discovered a fabulous treasure cache near Santa Fe in the territory of New Mexico. Six years later, after moving the treasure to a safe location in Virginia, he deposited an iron box with Robert Mooriss, an innkeeper. The box was to be opened only if Beale or any of his comrades failed to return within ten years. Mooriss waited until 1845 before opening the box, whereupon he discovered three cipher texts. Lacking the cipher key, Mooriss could not decrypt the message. He later gave the box and its contents to a friend.

The first the world heard of the cipher texts was in 1885, when a pamphlet entitled *The Beale Papers* was published by one James B. Ward. He managed to break part of the code, which indicated the treasure amounted to three tons of gold, silver, and gems, and a general location approximately four miles from the town of Buford, in Bedford County, Virginia. Ward never produced the original ciphers, nor did he manage to find the treasure.

Some globetrotters thought the whole thing a forgery. Others were not so sure, for a Cheyenne Indian legend from 1820 tells that a vast treasure haul was taken from the west by white men and buried in the mountains of the east.

CIBOLA

Location: New Mexico

During the 16th century, word of Cibola, a distant region of North America in which stood the Seven Cities of Gold, reached the Spanish rulers of Mexico. The legend was first told by four mariners. After landing in Florida in 1528, their party was attacked by Indians. Forced to flee inland, they spent the next eight years working their way back to Mexico. Though they never saw the cities, friendly Indians they encountered told them stories.

The first expedition to find the wealthy cities was launched in 1539. It was led by Marcos de Niza, a Franciscan friar, and guided by Estevanico, an African slave and one of the four mariners. Estevanico, the only man who knew the location, was killed by Indians, forcing the expedition to flee. On his return to Mexico, de Niaz told the Spanish Viceroy he had seen the cities, but only from afar. Despite his poor vantage point, he spoke in detail of

walls bedecked in turquoise, platters of gold and silver, and huge pearls and emeralds.

A second expedition, this time backed up by soldiers, sallied north in 1540. This time it was led by a conquistador, Francisco Vásquez de Coronado, with de Niaz, the only man to have seen the cities, acting as guide. While the party did indeed find a place by the name of Cibola, it was not a land of golden cities. Rather, it was a collection of seven rather ordinary Indian *pueblos*, or villages. While the Spanish conquered the region to use as a forward base for future exploration, de Niza was returned to Mexico in disgrace.

What puzzles modern globetrotters is that although the friar personally guided the second expedition, his earlier description of a land “within sight of the sea” did not tally with the Cibola of fact. Many question whether he deliberately misled the viceroy so as to claim the riches for himself or, more unlikely, for his monastic order. Perhaps, a few suggest, he had a change of heart, fearing the treasure would simply be melted down.

Regardless, the story of Cibola and its Seven Golden Cities have continued to attract expeditions down the centuries. That all have returned empty-handed has not deterred others. Unfortunately, de Niaz left no detailed description. Coronado makes reference to a place called Quivira as being on the route from Mexico, but the name does not exist today.

HORNED GIANTS

Location: Pennsylvania

In 1880, Dr. G.P. Donehoo, state historian for Pennsylvania, and Professors A.B. Skinner and W.K. Moorehead were excavating a burial mound of unknown origin. They claimed to have uncovered a number of skeletons of unusual height (over seven feet). More disturbingly, each of their skulls, while clearly human in basic form, possessed a pair of short horns jutting out from above the eyebrows. The trio took no photographs and failed to mention the unusually large or horned skulls in their official reports. According to a close confidant, though, the remains were sent to the American Investigation Museum, from where they subsequently vanished. The Museum denies the shipment ever arrived.

LOST SHIP OF THE DESERT

Location: Colorado

In 1863, Colonel Albert S. Evans was the first person to report seeing a Spanish galleon half buried in a saline lake close to the Colorado River. By the time the first expedition was undertaken in 1870, the vessel had vanished into thin air. Some old timers say the ship is the *Content*, captained by Sir Thomas Cavendish, a 16th-century English privateer, and still filled with plunder taken from the Spanish. Others claim it is the *Iquique*, which was crewed by Spanish mutineers. Clearer heads proclaim the wreck is nothing more than an old ferry. Further sightings and expeditions continued throughout the next two decades, but still there is not a shred of hard evidence to support Evans' reports.

ADVENTURE SEEDS

* The Society of Aeronauts is proposing to establish a semi-permanent base in Alaska for an entire summer in order that it might be on hand and ready to react the next time a sky city is spied. Although it has plentiful aeronauts and mechanics eager to enlist, it is keen to recruit antiquarians, diplomats, expedition planners, historians, linguists, scientists, and survival experts to take part in the venture.

* American newspapers have reported fresh sightings of a Spanish galleon in the Colorado desert. The Leagues are busy packing their bags in the hope they can finally locate one of the wrecks.

* The Beale Ciphers, or at least documents alleged to be them, have come up for auction in New York. The Leagues are rushing to purchase them, as are more nefarious organizations.

* A friend of the heroes, but somewhat of a frightful bore (possibly a Patron), invites them round to his house to help sort through various bits and bobs he acquired on a recent trip to the United States of America. Among the junk is a piece of wood into which is scratched a coded message. Once deciphered, it leads the globetrotters to a small monastery in Mexico, where de Niaz concealed a map showing the route to Cibola and the Seven Cities of Gold. The object is also being sought by the Midas Society, who recently learned of its existence but were unable to acquire it in time.

* A photograph of a horned skull supposedly excavated in Pennsylvania has been circulating around the Leagues. Most have dismissed it as a fake, but others are eager to launch an investigation into the disappearance of the remains. No one knows who sent the photograph, though, or why.

GENERIC SEEDS

* Inside a second-hand book purchased by a globetrotter is a fragment of an old map. It appears to show a minute section of coastline, inland from which is a city. The fragment is too brief to be compared to any modern maps, and the only clue the globetrotter has to its origin is a name written in Arabic in one corner of the map: Piri Reis. Investigation leads the globetrotters to the discovery of the Piri Reis Map (historically discovered in 1926), and the realization that the city's location places it somewhere on the frozen continent of Antarctica.

* While talking to an elderly relative, the old-timer reveals a family secret. The relative's sibling believed in the existence of an island upon which could be found the secret of immortality, and set sail to prove his claim. He promptly vanished, and was declared lost at sea. That is, until the old man saw him the other day in London. He swears he looked little older than the day he left, despite decades having past. He beseeches the globetrotters to humor an old man and investigate, if only to put his mind at ease.

THE BRITISH ARMY

This section lists British Army (not including colonial forces or native troops) campaigns between 1890 and 1899. Each entry gives the British units involved (where known), so giving serving army officers a chance to enter the fray and Gamemasters a little extra flavor to add to their campaign. Where a number precedes an entry, it indicates the number of battalions within the regiment that fought in the campaign. An entry of detachments indicates less than a battalion was involved.

For a list of regiments as of the 1881 reforms, search Wikipedia for “List of British Army regiments (1881).”

Chin-Looshai Expedition (1889-1890; Northeast India): 1/King’s Own Scottish Borderers, detachments of the 1/Cheshire, 2/Norfolk

Burmese Expeditions (1889-1892; Burma): 1/ Cornwall Light Infantry, 2/Devonshire, 1/Hampshire, 4/King’s Royal Rifle Corps, 2/Oxfordshire Light Infantry, 4/Rifle Brigade

North-West Frontier (1891; Northwest India): 1/ King’s Royal Rifle Corps, Royal Artillery, 1/Royal Welch Fusiliers, 2/Seaforth Highlanders, detachments: 2/Manchester

Manipur Expedition (1891; Northeast India): Royal Artillery, 1/King’s Royal Rifle Corps, detachments: 1/Royal East Kent (aka the Buffs)

Chin-Kachin Hills Expedition (1892-93; Northeast India): Royal Artillery, detachments: 1/Norfolk, 2/Yorkshire

Matabeleland Revolt (1893; South Africa): 3/Draagoon Guards, Royal Artillery, Royal Engineers, detachments: Duke of Wellington’s

Fourth Anglo-Ashanti War (1894-96; Africa): Coldstream Guards, detachments: Devonshire, Grenadier Guards, King’s Own Yorkshire Leinster, Light Infantry, King’s Shropshire Light Infantry, Northumberland Fusiliers, Rifle Brigade, Royal Engineers, Royal Irish Fusiliers, Scots Guards, 2/West Yorkshire

North-West Frontier (1894-95; Northwest India): 2/Borderers, detachments: 1/Devonshire, 2/South Wales Borderers

Chirtral Expedition (1895; Northeast India): 1/Bedfordshire, 1/East Lancashire, 1/Gordon Highlanders, 2/King’s Own Scottish Borderers, 1/King’s Royal Rifle Corps, 1/Royal East Kent, 1/Seaforth Highlanders, detachments: 1/Devonshire

Second Matabele War (1896-97; South Africa): 2/ Duke of Wellington’s, 7th Hussars, Royal Artillery, Royal Engineers, mounted infantry detachments: Derbyshire, Hampshire, King’s Royal Rifle Brigade, Norfolk, Rifle Brigade, Royal Dublin Fusiliers, Royal Irish, Royal Irish Fusiliers, Royal Irish Rifles, South Lancashire, York and Lancaster

Second Sudan War (1896-98; Sudan): 1/Cameron Highlanders, 1/Grenadier Guards, 2/Lancashire Fusiliers, 21st Lancers, 1/Lincolnshire, 1/North Staffordshire, 1/

Northumberland Fusiliers, 2/Rifle Brigade, 1/Royal Warwickshire, 1/ Seaforth Highlanders

Pathan Revolt (1897-98, Northwest India): 2/Argyll & Sutherland Highlanders, 1/Cornwall Light Infantry, 1/Devonshire, 2/Derbyshire, 1/Dorset, 1/Gordon Highlanders, 2/Highland Light Infantry, 2/King’s Own Scottish Borderers, 2/King’s Own Yorkshire Light Infantry, 1/Northamptonshire, 2/Oxfordshire Light Infantry, 1/ Queen’s, 3/Rifle Brigade, Royal Artillery, 2/Royal Inniskilling, 2/Royal Irish, 1/Royal Scots Fusiliers, 2/Royal Sussex, 1/Royal West Kent, 1/Somerset Light Infantry, 2/Yorkshire, detachments: 16th Lancers

OLD SOLDIERS, OLD WARS

Globetrotting military officers don’t have to be current serving members of the Army (or indeed any other branch). Nothing prevents a character of suitable age from being a retired sergeant, captain, or colonel. Retired officers are permitted to use their rank, though without the Rank or Status Resources these confer no benefits.

A globetrotter in his early sixties could have started his military career as far back as 1850, and a former boy soldier might be able to stretch that to 1845. Elderly heroes might have fought during the early 1840s. For players who want to play retired or long-serving soldiers and a drop a few names into their characters’ speech, below is a list of conflicts involving Great Britain up to 1890 (after 1890 consult the *Leagues of Adventure* core book).

Note that the conflicts list only Great Britain’s enemies, not the nations or armed forces she fought alongside.

- * 1839-42, 1st Anglo-Afghan War (vs. Afghanistan)
- * 1849-42, 1st Opium War (vs. Qing Empire)
- * 1846-48 Wanganui Campaign (vs. Maori Iwis)
- * 1848, 2nd Anglo-Sikh War (Sikh Empire)
- * 1850-64, Taiping Rebellion (vs. Taiping Heavenly Kingdom)
- * 1850-53, 8th Xhosa War (vs. Xhosa tribes)
- * 1852-53, 2nd Anglo-Burmese War (vs. Burma)
- * 1853-56, Crimean War (vs. Russia)
- * 1856-1860, 2nd Opium War (vs. Qing Empire)
- * 1857-58, Indian Rebellion (vs. Mughal Empire, Sepoys of the East India Company, and princely states)
- * 1863, Anglo-Satsuma War (vs. Satsuma Domain)
- * 1863-64, 2nd Anglo-Ashanti War (vs. Ashanti Empire)
- * 1864-65, Bhutan War (vs. Bhutan)
- * 1865-68, Basuto-Boer War (vs. Orange Free State)
- * 1868, Abyssinian Expedition (vs. Ethiopian Empire)
- * 1873-74, 3rd Anglo-Ashanti War (vs. Ashanti Empire)
- * 1877-79, 9th Xhosa War (vs. Xhosa tribes)
- * 1878-80, 2nd Anglo-Afghan War (vs. Afghanistan)
- * 1879, Anglo-Zulu War (vs. Zulu Kingdom)
- * 1881-1899, Mahdist War (vs. Mahdist Sudan)
- * 1882, Anglo-Egyptian War (vs. anti-government Egyptian and Sudanese forces)
- * 1885, Third Anglo-Burmese War (vs. Burma)
- * 1888, Sikkim Expedition (vs. Tibet)

ROYAL NAVY WARSHIPS

The tiny island nation of Great Britain controls the largest empire the world has ever known. Naturally, it has a navy to match. She employs both older ironclads and sailing ships, and state-of-the-art warships. This section looks only at the newer warships during the era of *Leagues of Adventure*.

For simplicity, vessels within a specific class share the same basic statistics. The sole area where differences are noted is armament. Note that the weapons listed match the vehicular weapon entries in *Leagues of Adventure*, and are not intended to be entirely historically accurate matches. A date after a ship's name indicates when it entered service. Where no date is given, the ship was commissioned before 1890. The first ship in each category is the lead ship in that class. Except where noted, every ship is in service throughout the 1890s (and many until after the Great War).

A NOTE ON STATISTICS

It should be obvious from the statistics that many of these warships have very low Defense and Structure ratings. To give these vessels higher ratings ends up with them all being very similar, which historically was not the case. Consider, for instance, that a *Trafalgar*-class battleship displaced 12,590 tons and had 20" belt armor amidships, whereas a *Handy*-class destroyer displaced a mere 275 tons and had next to no armor plating.

The *Ubiquity* rules do not differentiate between light and heavy weapons or armor—it relies on the common sense on the part of the Gamemaster when determining what sort of weapons can damage large targets. As a rule of thumb, the only weapons capable of damaging a warship are vehicular weapons, regardless of what the raw statistics might say. A heavy rifle *might* put a hole in a torpedo boat destroyer, but it would require hundreds of hits to make it unseaworthy.

On a similar note, we have not differentiated main guns from secondary guns. On many large warships the main guns are self-explanatory—they are the biggest. However, on smaller vessels, and because the rules only use a few weapon categories, main guns and similarly sized secondary guns are merged into one entry.

Leagues of Adventure is not a naval skirmish game, and these vessels are included for both completeness, as a tool for Gamemasters, and to use as the backdrop in adventures. Should the globetrotters be unfortunate enough to find themselves embroiled in a naval battle, the heroes, not the ships, should be the focus of the action. The Extended Group Action rules in the *Globetrotters' Guide to Dramatic Developments* were created specifically to handle this type of event.

BATTLESHIPS

Heavily armed and armored, battleships are the backbone of the Royal Navy, and a clear display of her naval superiority.

ADMIRAL-CLASS

These mighty vessel followed the now-standard British design in having their main armaments placed on the center-line, fore and aft of the main superstructure. The ships were named after former admirals.

Ships: HMS *Collingwood*, *Anson*, *Benbow*, *Camperdown*, *Howe*, *Rodney*

Armament: 4 x very heavy cannons, 6 x medium cannons, 22 x light cannons, 5 x light torpedo tubes; *HMS Benbow*: 2 x massive cannons, 10 x medium cannons, 19 x light cannons, 5 x light torpedo tubes; *HMS Collingwood*: 4 x very heavy cannons, 6 x medium cannons, 19 x light cannons, 5 x light torpedo tubes

VICTORIA-CLASS

Named the queen, these battleships were the first to employ the more efficient triple expansion steam engine. This allowed for thicker armor and heavier main guns with no reduction in speed compared with the earlier *Admiral*-class.

Ships: HMS *Victoria* (1890; accidentally rammed by HMS *Camperdown* and sunk 1893; see *Globetrotters' Guide to the Old World*), *Sans Pareil* (1891)

Armament: 2 x massive cannons, 1 x heavy cannon, 12 x medium cannons, 12 x light cannons, 6 x light torpedo tubes

TRAFALGAR-CLASS

Heavier than their forerunners, the *Trafalgar*-class battleships thicker armor resulted in slightly reduced speed. They were equipped with additional light cannons so as to better defend against smaller attack craft.

Ships: HMS *Trafalgar* (1890), *Nile* (1891)

Armament: 4 x very heavy cannons, 6 x medium cannons, 17 x light cannons, 5 x light torpedo tubes

ROYAL SOVEREIGN-CLASS

The most powerful battleships in the world, the *Royal Sovereign*-class vessels were far heavier and better armed than their predecessors, yet suffered no discernible loss of speed due to recent innovations.

Ships: HMS *Royal Sovereign* (1892), *Empress of India* (1893), *Hood* (1893), *Ramilles* (1893), *Repulse* (1894), *Resolution* (1893), *Revenge* (1894), *Royal Oak* (1896)

Armament: 4 x very heavy cannons, 10 x medium cannons, 28 x light cannons, 7 x heavy torpedo tubes; *HMS Hood*: 2 x very heavy cannons, 10 x medium cannons, 22 x light cannons, 7 x heavy torpedo tubes

CENTURION-CLASS

Lightly armored and with smaller main guns, the two warships of this class were built to serve in the Far East, away from Britain's main maritime rivals. Their shallow drafts enabled them to navigate China's major rivers.

Ships: HMS *Centurion* (1894), *Barfleur* (1894), *Renown* (1897)

Armament: 4 x heavy cannons, 10 x medium cannons, 20 x light cannons, 7 x heavy torpedo tubes; *HMS Renown*: 4 x heavy cannons, 10 x medium cannons, 24 x light cannons, 5 x heavy torpedo tubes

MAJESTIC-CLASS

As France and Russia expand their fleets in response to an increase in British warship manufacturing, so Britain ordered a new class of battleships be built to maintain its advantage. The *Majestic*-class had two weaknesses of note—thin belt armor and high coal consumption.

Ships: HMS *Magnificent* (1895), *Caesar* (1898), *Hannibal* (1898), *Illustrious* (1899), *Jupiter* (1897), *Majestic* (1895), *Mars* (1897), *Prince George* (1896), *Victorious* (1896)

Armament: 4 x very heavy cannons, 12 x medium cannons, 30 x light cannons, 2 x machine guns, 5 x heavy torpedo tubes

CANOPUS-CLASS

As the 19th century drew to an end, so Britain began construction of a new class of battleships. They were the last of the pre-dreadnought warships. Though their armor was much thinner than the *Majestic*-class, it utilized a new manufacturing technique. Even so, the vessels were close to being second-class battleships due to its lightness. Within a few years, a further five vessels of this class entered service.

Ships: HMS *Canopus* (1899)

Armament: 4 x very heavy cannons, 12 x medium cannons, 16 x light cannons, 4 x heavy torpedo tubes

Battleship Class	Size	Def	Strc	Spd	Han	Crew
Admiral	16	19	30	18	-2	530
Canopus	16	14	33	21	-2	750
Centurion	16	16	30	20	-2	660
Majestic	16	15	35	21	-2	672
Royal Sovereign	16	19	36	20	-2	712
Trafalgar	16	20	33	19	-2	577
Victoria	16	19	31	19	-2	550

CRUISERS

Far less powerful than battleships, yet formidable in their own right, cruisers are fast warships of varying size designed for long-range operations and to engage

enemy cruisers. At least that was the theory—not every design on paper lived up to the reality. All, bar one later class, ply the seas protecting Britain's vital maritime trade routes and foreign territories from commerce raiders and other hostile craft, rather than forming part of a main battle fleet.

Cruisers are divided into two basic types: armored and protected. The key difference is that armored cruisers have a belt of armor running along the hull as defense against enemy fire. Cruisers carry multiple batteries of light cannons as protection against torpedo gunboats.

ORLANDO-CLASS

Leading on from the earlier *Imperieuse*-class (the last British cruisers to combine steam and sail), the *Orlando*-class ships were Britain's first armored cruisers. Though not on an equal footing with a battleship in terms of armor or armaments, they had superior speed and given a chance could unleash a swarm of heavy torpedoes.

Ships: HMS *Orlando*, *Aurora*, *Australia*, *Galatea*, *Immortalite*, *Narcissus*, *Undaunted*

Armament: 2 x heavy cannons, 10 x medium cannons, 16 x light cannons, 6 x heavy torpedo tubes

BLAKE-CLASS

These first-class protected cruisers marked the start of a line of successive classes of cruiser that ended with the *Diadem*-class.

Ships: HMS *Blake*, *Blenheim*

Armament: 2 x heavy cannons, 10 x medium cannons, 16 x light cannons, 4 x light torpedo tubes

EDGAR-CLASS

The *Edgar*-class protected cruisers carried fewer small guns but larger torpedo tubes than the *Blake*-class.

Ships: HMS *Edgar* (1893), *Crescent* (1892), *Endymion* (1894), *Gibraltar* (1894), *Grafton* (1894), *Hawke* (1893), *Royal Arthur* (1893), *St George* (1892), *Theseus* (1892),

Armament: 2 x heavy cannons, 10 x medium cannons, 12 x light cannons, 4 x heavy torpedo tubes; *HMS Crescent*, *Royal Arthur*: 1 x heavy cannon, 12 x medium cannons, 12 x light cannons

POWERFUL-CLASS

Aptly named, the *Powerful*-class protected cruisers were designed to destroy enemy commerce raiders and overpower other cruisers in one-on-one duels. They also doubled as high-speed, long-range transport ships. Their main guns were capable of damaging battleships, though many observers complained that a vessel of their size should have carried more.

Ships: HMS *Powerful* (1897), *Terrible* (1898)

Armament: 2 x heavy cannons, 12 x medium cannons, 28 x light cannons, 4 x heavy torpedo tubes

DIADEM-CLASS

These first-class protected cruisers suffered from weak main guns, only average speed (given the advances in engines since their predecessors), and poor maneuverability. The largest protected cruisers constructed for the Royal Navy, they were also the last of this size, for their type. In the new century, their role was taken up by armored cruisers.

Ships: HMS *Diadem* (1898), *Andromeda* (1899), *Europa* (1899), *Niobe* (1898)

Armament: 16 x medium cannons, 17 x light cannons, 8 x machine guns, 2 x heavy torpedo tubes

APOLLO-CLASS

Second-class protected cruisers, the *Apollo*-class primarily served in the far flung reaches of the Empire. In terms of the number of vessels, it was the largest cruiser class in the Royal Navy (which is to say, in the world).

Ships: HMS *Andromanche* (1891), *Aeollus* (1893), *Apollo* (1892), *Brilliant* (1893), *Indefatigable* (1892), *Intrepid* (1892), *Ipigenia* (1893), *Latona* (1891), *Melampus* (1891), *Naiad* (1892), *Pique* (1893), *Rainbow* (1893), *Retribution* (1893), *Sappho* (1893), *Scylla* (1893), *Sirius* (1892), *Spartan* (1892), *Sybille* (1894), *Terpiscore* (1892), *Thetis* (1892), *Tribune* (1892)

Armament: 2 x medium cannons, 14 x light cannons, 2 or 4 x light torpedo tubes

ASTRAEA-CLASS

A second-class warship serving mainly in the Indian and Pacific Oceans, as well as around the Cape of Good Hope. The call for a new design produced a cruiser with better armament, but with equally poor armor and slower speed than the preceding *Apollo*-class they replaced.

Ships: HMS *Astraea* (1893), *Boneventure* (1893), *Cambrian* (1893), *Flora* (1893), *Forte* (1893), *Fox* (1893), *Hermione* (1893)

Armament: 10 x medium cannons, 11 x light cannons, 4 x heavy torpedo tubes; HMS *Flora*, *Fox*, *Forte*, *Hermione*: 10 x medium cannons, 1 x light cannon, 4 x heavy torpedo tubes

ECLIPSE-CLASS

These protected cruisers were a larger, faster, more heavily armored, and better gunned version of the *Astraea*-class cruisers they replaced.

Ships: HMS *Eclipse* (1897), *Diana* (1897), *Dido* (1898), *Doris* (1897), *Isis* (1898), *Juno* (1897), *Minerva* (1897), *Talbot* (1896), *Venus* (1897)

Armament: 11 x medium cannons, 6 x light cannons, 3 x heavy torpedo tubes

PEARL-CLASS

Of the nine third-class protected cruisers, five were paid for by Australia, and served solely in her territorial waters.

Ships: HMS *Arrogant* (1898), *Furious* (1897), *Dido* (1898), *Gladiator* (1899), *Vindictive* (1900)

Armament: 8 x medium cannons, 8 x light cannons, 4 x machine guns, 2 x light torpedo tubes

ARROGANT-CLASS

Unlike earlier cruisers, these warships served with the main battle fleet. Their role in battle was to sink damaged enemy vessels by ramming them using their enlarged and strengthened prow. The addition of an auxiliary rudder improved maneuverability compared to other vessels of their size.

Ships: HMS *Arrogant* (1898), *Furious* (1897), *Dido* (1898), *Gladiator* (1899), *Vindictive* (1900)

Armament: 10 x medium cannons, 11 x light cannons, 3 x heavy torpedo tubes

PELORUS-CLASS

A third-class cruiser, the *Pelorus*-class was virtually obsolete by the time the first vessel was commissioned. Considered too ineffective to serve with the main battle fleet, they were used for colonial patrols.

Ships: HMS *Pelorus* (1896), *Pactolus* (1896), *Pandora* (1900), *Pegasus* (1897), *Perseus* (1897), *Pioneer* (1899), *Pomone* (1897), *Prometheus* (1898), *Proserpine* (1896), *Psyche* (1898), *Pyramus* (1897)

Armament: 8 x medium cannons, 8 x light cannons, 2 x heavy torpedo tubes

HIGHFLYER-CLASS

These second-class warships were the last British protected cruisers constructed before the turn of the century. Although similar in design to the *Arrogant*-class, they were not ram ships.

Ships: HMS *Highflyer* (1898), *Hermes* (1897), *Hyalinth* (1898)

Armament: 11 x medium cannons, 15 x light cannons, 2 x heavy torpedo tubes

Cruiser Class	Size	Def	Strc	Spd	Han	Crew
Apollo	16	11	24	23	-2	280
Arrogant	16	13	26	22	-1	480
Astraea	16	11	24	21	-2	318
Blake	16	13	29	23	-2	570
Diadem	16	12	31	23	-2	677
Eclipse	16	12	26	23	-2	450
Edgar	16	12	28	23	-2	544
Highflyer	16	12	26	23	-2	450
Orlando	16	15	26	19	-2	484
Pelorus	16	11	22	23	-2	224
Pearl	16	10	23	22	-2	217
Powerful	16	13	34	25	-2	894

DESTROYERS, TORPEDO BOAT

Torpedo boat destroyers are fast, lightly armored warships whose role is to protect capital ships from enemy torpedo boats. Great Britain built many different classes of torpedo boat destroyers during the 1890s. We have divided these into two basic categories: early and late. Earlier models carried more light cannons. Though they looked different, all torpedo boat destroyers shared very similar statistics, and thus have been grouped into together for the purposes of their statistics.

TORPEDO GUNBOATS

The forerunner of the torpedo boat destroyer, torpedo gunboats served with the main battle fleet. Though able to keep up with the capital ships, their low speed made them poorly suited for their intended role.

Sharpsooter-class: HMS *Sharpsooter*, *Assaye* (1890), *Boomerang*, *Gleaner* (1890), *Gossamer* (1890), *Karakatta*, *Plassey* (1890), *Salamander*, *Seagull*, *Sheldrake*, *Skipkack*, *Spanker*, *Speedwell*

Alarm-class: HMS *Alarm* (1892), *Antelope* (1893), *Circe* (1892), *Hebe* (1892), *Jason* (1892), *Jasseur* (1892), *Leda* (1892), *Niger* (1892), *Onyx* (1892), *Renard* (1892), *Speedy* (1892)

Dryad-class: HMS *Dryad* (1893), *Halcyon* (1893), *Harrier* (1894), *Hazard* (1894), *Hussar* (1893)

Armament: 2 x medium cannons, 4 x light cannons, 1 x machine gun, 5 x light torpedo tubes

Gunboat Class	Size	Def	Strc	Spd	Han	Crew
Torpedo Gunboat	16	10	21	22	-1	91

EARLY DESTROYER CLASSES

Daring-class: HMS *Daring* (1892), *Decoy* (1892)

Havock-class: HMS *Havock* (1892), *Hornet* (1892)

Ferret-class: HMS *Ferret* (1893), *Lynx* (1893)

Armament: 1 x medium cannon, 3 x light cannons, 2 x light torpedo tubes

FOREIGN NAVAL RANKS

Rank	France	Germany	Japan	Russia
0	Aspirant	Oberfähnrich zur Seen	Kaigun Shoi	Midshipman
1	Enseigne de vaisseau de première classe	Leutnant zur See	Kaigun Chui	Lieutenant
2	Capitaine de corvette	Oberleutnant zur See	Kaigun Daii	Captain Lieutenant
3	Capitaine de frégate	Fregattenkapitän	Kaigun Chusa	Captain 2nd Rank
4	Capitaine de vaisseau	Kapitän zur See	Kaigun Daisa	Captain 1st Rank
5	Amiral	Konteradmiral	Kaigun Chujo	Admiral

LATER DESTROYER CLASSES

Ardent-class: HMS *Ardent* (1894), *Boxer* (1894), *Bruizer* (1895)

Banshee-class: HMS *Banshee* (1894), *Contest* (1894), *Dragon* (1894)

Charger-class: HMS *Charger* (1894), *Hasty* (1894), *Dasber* (1894)

Conflict-class: HMS *Conflict* (1895), *Teazer* (1895), *Wizard* (1895)

Fervent-class: HMS *Fervent* (1895), *Zephyr* (1895)

Handy-class: HMS *Handy* (1895), *Hart* (1895), *Hunter* (1895)

Hardy-class: HMS *Hardy* (1895), *Haughty* (1895)

Janus-class: HMS *Janus* (1895), *Lightning* (1895), *Porcupine* (1895)

Rocket-class: HMS *Rocket* (1894), *Shark* (1894), *Surly* (1894)

Salmon-class: HMS *Salmon* (1895), *Snapper* (1895)

Sturgeon-class: HMS *Sturgeon* (1894), *Skate* (1894), *Starfish* (1894)

Sunfish-class: HMS *Sunfish* (1894), *Opposum* (1894), *Ranger* (1894)

Zebra-class: HMS *Zebra* (1896)

Armament: 1 x medium cannon, 2 x light torpedo tubes; *HMS Zebra:* 1 x medium cannon, 5 x light cannons, 2 x light torpedo tubes

Destroyer Class	Size	Def	Strc	Spd	Han	Crew
Various	16	12	22	31	-1	53

TORPEDO BOATS

Small, nimble, and inexpensive vessels carrying spar-mounted torpedoes, torpedo boats were the bane of battleships and cruisers. Though restricted to coastal waters by their size and limited fuel, they operated in packs so as to swamp a capital ship's defenses.

Torpedo Boat: 2 x spar-mounted light torpedoes

Torpedo Class	Size	Def	Strc	Spd	Han	Crew
Various	8	10	16	22	0	12

WARSHIPS OF OTHER NATIONS

Great Britain may rule the waves, but she does not do so uncontested. This section looks at the more modern warships of China, France, Germany, Italy, Japan, Russia, Spain, and the United States of America. Except where noted these nations are sorely lacking in smaller vessels, such as destroyers. Where a ship name and date are presented in bold without a class, it signifies the only vessel of that design.

CHINA

Having witnessed the power of the French fleet during the Sino-French War (1884-85), China turned to the other European powers to provide her with a modern navy. Germany and Great Britain were quick to respond. Unfortunately, the new navy is laid waste during the First Sino-Japanese War (1894-95).

China actually had four separate fleets during this era. The warships detailed below belonged to the Beiyang Fleet, the largest and most modern fleet. It was raised and sponsored through the efforts Li Hongzhang (1823-1901), one of Empress Dowager Cixi's most loyal vassals. He fell from favor following the war against Japan.

BATTLESHIPS

Although generally classified as warships because of their armor plating and very heavy guns, these twin warships were more accurately "armored turret ships."

Dingyuan (scuttled 1895): 4 x very heavy cannons, 6 x medium cannons, 12 x light cannons, 3 x light torpedo tubes

Zhenyuan (Japanese prize of war 1895): 4 x very heavy cannons, 6 x medium cannons, 2 x light cannons, 3 x light torpedo tubes

Chinese Ships	Size	Def	Strc	Spd	Han	Crew
Dingyuan	16	17	27	18	-2	363
Zhenyuan	16	17	27	18	-2	363

CRUISERS, ARMORED

Though called cruisers by the Chinese, these warships were built to serve as torpedo gunboats. Their guns were light, more akin to those found on coastal defense vessels, rather than capital ships.

Jingyuan (sunk 1894): 2 x heavy cannons, 2 x medium cannons, 8 x machine guns, 4 x heavy torpedo tubes

Laiyuan (sunk 1895): 2 x heavy cannons, 2 x me-

dium cannons, 8 x machine guns, 4 x heavy torpedo tubes

Pingyuan (captured by Japan 1895): 1 x heavy cannons, 2 x medium cannons, 8 x machine guns, 4 x heavy torpedo tubes

Chinese Ships	Size	Def	Strc	Spd	Han	Crew
Jingyuan	16	15	23	18	-2	270
Laiyuan	16	15	23	18	-2	270
Pingyuan	16	14	22	12	-2	202

CRUISERS, PROTECTED

China's protected cruisers were a mix of British and German designs. Ironically, they carried heavier weapons than the armored cruisers.

Chaoyong-class: Chaoyong (sunk 1894), Yangwei (sunk 1894): **Armament:** 2 x heavy cannons, 4 x medium cannons, 6 x light cannons, 6 x machine guns

Jiyuan (Japanese prize of war 1895): 2 x heavy cannons, 1 x medium cannon, 10 x light cannons, 4 x light torpedo tubes

Jingyuan (sunk 1894): 3 x heavy cannons, 2 x medium cannon, 8 x light cannons, 4 x heavy torpedo tubes

Zhiyuan (sunk 1894): 3 x heavy cannons, 2 x medium cannon, 8 x light cannons, 4 x heavy torpedo tubes

Chinese Ships	Size	Def	Strc	Spd	Han	Crew
Chaoyong	16	10	21	18	-2	138
Jiyuan	16	12	22	17	-2	180
Jingyuan	16	11	22	21	-2	260
Zhiyuan	16	11	22	21	-2	260

TORPEDO BOATS

China had eight torpedo boats, though none of them remained in her hands after the First Sino-Japanese War.

Armament: 2 x light cannons, 3 x light torpedo tubes

Chinese Ships	Size	Def	Strc	Spd	Han	Crew
Torpedo Boat	16	10	10	24	0	20

FRANCE

It was France, not Great Britain that achieved many firsts in warship technology. The first steam-powered battleship, seagoing ironclad, mechanically powered submarine, steel-hulled warship, and armored cruiser were all French innovations. Despite these technological breakthroughs, the *Marine Nationale* ("National Navy") has fallen behind its ages-old rival.

France, like other nations, lacks torpedo boat destroyers until the end of the decade. This is somewhat ironic, since it was France's *Jeune École* ("young school") doctrine

LEAGUES OF ADVENTURE

of the 1880s, which favored fast warships like torpedo gunboats and light cruisers as the best means of defeating battleships and heavy cruisers, that caused the British to develop destroyers. The second part of the doctrine—commerce raiding as a means of weakening an enemy's trade and economy—resulted in a new breed of faster but lightly armed (in comparison to their intended prey) cruisers.

France's navy has a large area of sea to cover: Northern and Western France, the Mediterranean, West Africa, and French Indochina.

BATTLESHIPS

France began the 1890s lacking battleships capable of challenging the British fleet. In response to the launch of Britain's *Royal Sovereign*-class battleships, France immediately ordered the construction of new battleships of her own. Many of these were single vessels (i.e., not part of a class), though there was one class of three battleships launched toward the end of the decade.

Bouvet (1898): 2 x very heavy cannons, 2 x heavy cannons, 16 x medium cannons, 12 x light cannons, 2 x heavy torpedo tubes

Brennus (1896): 3 x very heavy cannons, 10 x medium cannons, 4 x heavy torpedo tubes

Carnot (1897): 2 x very heavy cannons, 2 x heavy cannons, 8 x medium cannons, 2 x heavy torpedo tubes

Charlemagne-class: *Charlemagne* (1897), *Saint Louis* (1898), *Gaulois* (1899); **Armament:** 2 x very heavy cannons, 18 x medium cannons, 20 x light cannons, 5 x heavy torpedo tubes

Charles Martel (1897): 2 x very heavy cannons, 2 x heavy cannons, 2 x medium cannons, 2 x heavy torpedo tubes

Jauréguiberry (1897): 2 x very heavy cannons, 2 x heavy cannons, 4 x medium cannons, 18 x light cannons, 6 x heavy torpedo tubes

Masséna (1898): 2 x very heavy cannons, 2 x heavy cannons, 16 x medium cannons, 4 x heavy torpedo tubes

Suffren (1899): 2 x very heavy cannons, 18 x medium cannons, 22 x light cannons, 4 x heavy torpedo tubes

French Ships	Size	Def	Strc	Spd	Han	Crew
Bouvet	16	19	32	21	-2	710
Brennus	16	19	31	21	-2	673
Carnot	16	19	32	20	-2	647
Charlemagne	16	16	31	21	-2	727
Charles Martel	16	19	32	21	-2	644
Jauréguiberry	16	18	32	20	-2	597
Masséna	16	19	32	20	-2	667
Suffren	16	16	33	20	-2	668

CRUISERS, ARMORED

Amiral Charner-class: *Charner* (1893), *Bruix* (1894), *Chanzy* (1894), *Latouche-Tréville* (1895); **Armament:** 8 x medium cannons, 14 x light cannons, 4 x heavy torpedo tubes

Dupuy de Lôme (1895): 2 x heavy cannons, 6 x medium cannons, 18 x light cannons, 4 x heavy torpedo tubes

Pothuau (1890): 12 x medium cannons, 18 x light cannons, 4 x heavy torpedo tubes

French Ships	Size	Def	Strc	Spd	Han	Crew
Amiral Charner	16	12	25	20	-2	410
Dupuy de Lôme	16	12	26	23	-2	521
Pothuau	16	12	25	22	-2	459

CRUISERS, PROTECTED

Amiral Cécille (1890): 22 x medium cannons, 2 x heavy torpedo tubes

Châteaurenault (1898): 6 x medium cannons

Destrées-class: *Destrées* (1899), *Infernet* (1899); **Armament:** 10 x medium cannons, 4 x heavy torpedo tubes

Jurien de la Gravière (1899): 8 x medium cannons, 16 x light cannons, 2 x heavy torpedo tubes

Lavoisier (1897): 6 x medium cannons, 10 x light cannons, 2 x heavy torpedo tubes

French Ships	Size	Def	Strc	Spd	Han	Crew
Amiral Cécille	16	12	26	24	-2	490
Châteaurenault	16	12	28	28	-2	625
Destrées	16	11	23	24	-2	250
Jurien de la Gravière	16	11	26	25	-2	510
Lavoisier	16	11	22	23	-2	250

DESTROYERS, TORPEDO BOAT

Marginally slower than the British *Havock*-class, they had more light guns but no medium cannon.

Durandal-class: *Durandal* (1899), *Espingole* (1899), *Fauconneau* (1899), *Hallebarde* (1899); **Armament:** 7 x light cannons, 2 x light torpedo tubes

French Ships	Size	Def	Strc	Spd	Han	Crew
Durandal	16	12	20	30	-2	52

GERMANY

Before Kaiser Wilhelm II set his eyes on a German Empire, the only battleships of any note in the *Kaiserliche Marine* ("Imperial German Navy") dated from the 1870s. Though severely outdated by modern standards, the *Sachsen*-class battleships are included here because they served throughout the decade. Ships are designated SMS: *Seiner Majestät Schiff* (His Majesty's Ship).

BATTLESHIPS

The Kaiser quickly ordered construction to commence on new warships. The first new German battleships in two

decades were destined to enter service in the early 1890s. By the end of the century, Germany had four new battleships and the first of another class of five battleships, heavier than their predecessors, has taken to the seas.

Brandenburg-class: SMS *Brandenburg* (1893), *Kurfürst Friedrich Wilhelm* (1894), *Weissenburg* (1894), *Wörth* (1893); **Armament:** 6 x very heavy cannons, 8 x medium cannons, 8 x light cannons, 3 x heavy torpedo tubes

Kaiser Friedrich III-class: SMS *Kaiser Friedrich III* (1899); **Armament:** 4 x heavy cannons, 18 x medium cannons, 24 x light cannons, 6 x heavy torpedo tubes

Sachsen-class: SMS *Sachsen*, *Baden*, *Bayern*, *Württemberg*; **Armament:** 6 x heavy cannons, 6 x medium cannons, 8 x light cannons

German Ships	Size	Def	Strc	Spd	Han	Crew
Brandenburg	16	18	30	20	-2	568
Kaiser Friedrich III	16	16	32	20	-2	670
Sachsen	16	15	28	15	-2	317

CRUISERS, PROTECTED

Until 1893, Germany's priority was its East African territories. After this, Germany's protected cruisers primarily served in the East Asia Squadron. Lacking a permanent base in the region until 1898 (when it acquires one in China), the Germans were reluctantly forced to rely on the support of the British (Hong Kong), Chinese (Shanghai), and Japanese (Nagasaki) to keep their warships supplied and harbored.

Irene-class: SMS *Irene*, *Prinzess Wilhelm*; **Armament:** 14 x medium cannons, 6 x light cannons, 3 x light torpedo tubes

SMS Kaiserin Augusta (1892): **Armament:** 8 x medium cannons, 8 x light cannons, 4 x machine guns, 5 x light torpedo tubes

Victoria Louise-class: SMS *Victoria Louise* (1899), *Freya* (1898), *Hansa* (1899), *Hertba* (1898), *Vineta* (1899); **Armament:** 2 x heavy cannons, 8 x medium cannons, 10 x light cannons guns, 3 x heavy torpedo tubes

German Ships	Size	Def	Strc	Spd	Han	Crew
Irene	16	10	25	21	-2	465
Kaiserin Augusta	16	11	26	24	-2	430
Victoria Louise	16	11	27	22	-2	477

ITALY

Italy's humiliating loss against the Austrian Empire in 1866 prompted the *Regia Marina* ("Royal Navy") to construct new warships utilizing the latest technologies.

BATTLESHIPS

Two classes of Italy's new battleships follow the theory that since modern guns can penetrate any armor, there is little point adding heavy armor.

Italia-class: *Italia*, *Lepanto*; **Armament:** 4 x massive cannons, 11 x medium cannons, 4 x light torpedo tubes

Re Umberto class: *Re Umberto* (1893), *Sicilia Filiberto* (1895), *Sardegna* (1895); **Armament:** 4 x massive cannons, 2 x medium cannons, 4 x light torpedo tubes

Ruggiero di Lauria class: *Ruggiero di Lauria*, *Francesco Morosini*, *Andrea Doria* (1891); **Armament:** 2 x very heavy cannons, 24 x medium cannons, 26 x light cannons, 5 x heavy torpedo tubes

Italian Ships	Size	Def	Strc	Spd	Han	Crew
Italia	16	10	35	20	-2	701
Re Umberto	16	12	35	21	-2	733
Ruggiero di Lauria	16	18	30	18	-2	507

CRUISERS, ARMORED

During the mid-1890s, Italy was constructing armored cruisers for export as well as home use. As a result, she had just a handful of armored cruisers in her navy until the early part of the next century.

Vettor Pisani-class: *Vettor Pisani* (1895), *Carlo Alberto* (1896); **Armament:** 16 x medium cannons

Italian Ships	Size	Def	Strc	Spd	Han	Crew
Vettor Pisani	16		27	22	-2	305

CRUISERS, PROTECTED

Italian cruisers had little armor, but carried main guns that were far superior to those of late-era British cruisers. What the Italians lacked was large numbers of cruisers.

Etna-class: *Etna*, *Ettore Fieramosca*, *Stomboli*, *Vesuvius*; **Armament:** 2 x heavy cannons, 6 x medium cannons, 10 x light cannons, 4 x light torpedo tubes

Giovanni: **Armament:** 2 x heavy cannons, 6 x medium cannons, 6 x light cannons, 3 x light torpedo tubes

Italian Ships	Size	Def	Strc	Spd	Han	Crew
Etna	16	11	23	20	-2	308
Giovanni	16	11	23	20	-2	267

JAPAN

Having only comparatively recently ended its isolationist stance and embraced the modern technological world, Japan is a late, though eager, player in the complex game of international expansion and global politics. This has not prevented her embarking on constructing numerous warships.

BATTLESHIPS

Although rapidly industrializing, Japan lacked the infrastructure to construct modern warships during much of the 1890s. As a result, its first two battleships were built in Great Britain.

LEAGUES OF ADVENTURE

Fuji-class: *Fuji* (1897), *Yashima* (1897); **Armament:** 2 x very heavy cannons, 10 x medium cannons, 24 x light cannons, 5 x heavy torpedo tubes

Japanese Ships	Size	Def	Strc	Spd	Han	Crew
Fuji	16	19	32	21	-2	650

CRUISERS, ARMORED

Before the century is finished, Japan's shipyards began to turn out a range of protected and armored cruisers for the *Dai-Nippon Teikoku Kaigun* ("Imperial Japanese Navy"), ending her reliance upon foreign nations.

Asama-class: *Asama* (1899), *Tokiaw* (1899); **Armament:** 4 x heavy cannons, 26 x medium cannons, 7 x light cannons, 5 x light torpedo tubes

Japanese Ships	Size	Def	Strc	Spd	Han	Crew
Asama	16	13	30	25	-2	726

CRUISERS, PROTECTED

Japan's protected cruisers were a mix of warships capable of dueling with other heavy warships, and lightly armed commerce raiders.

Akitsu-shima (1894): **Armament:** 10 x medium cannons, 13 x light cannons, 4 x light torpedo tubes

Chishima (1892): **Armament:** 11 x light cannons, 3 x light torpedo tubes

Chiyoda (1891): **Armament:** 10 x medium cannons, 17 x light cannons, 3 x light torpedo tubes

Kasagi-class: *Kasagi* (1898), *Cbitose* (1898); **Armament:** 2 x heavy cannons, 22 x medium cannons, 6 x light cannons, 5 x light torpedo tubes

Matsushima-class: *Matsushima* (1892), *Itsukushima* (1891), *Hasbidate* (1894); **Armament:** 1 x very heavy cannon, 12 x medium cannons, 8 x light cannons, 4 x light torpedo tubes

Suma-class: *Suma* (1896), *Akasbi* (1899); **Armament:** 8 x medium cannons, 14 x light cannons, 4 x machine guns, 2 x light torpedo tubes

Takasago (1898): **Armament:** 2 x heavy cannons, 22 x medium cannons, 6 x light cannons, 5 x heavy torpedo tubes

Yaeyama (1890): **Armament:** 3 x medium cannons, 8 x light cannons, 2 x heavy torpedo tubes

Yoshino (1893): **Armament:** 12 x medium cannons, 22 x light cannons, 5 x light torpedo tubes

Japanese Ships	Size	Def	Strc	Spd	Han	Crew
Akitsu-shima	16	12	23	22	-2	330
Chishima	16	10	20	22	-2	90
Chiyoda	16	12	23	22	-2	350
Kasagi	16	12	25	26	-2	405
Matsushima	16	11	24	19	-2	360
Suma	16	11	23	23	-2	256
Takasago	16	12	24	27	-2	425

Yaeyama	16	11	22	24	-2	200
Yoshino	16	13	24	26	-2	360

RUSSIA

Hampered by limited economic and technical growth in the first half of the 19th century, Russia had been slow to rise to the challenge of building a modern navy. This has now changed. Though it has some rivalry with the British in the Far East as part of "the Great Game," its primary naval concerns are matching the growing Japanese fleet and ensuring its interests in and around the Black Sea and Baltic are protected.

BATTLESHIPS

Russia soon began to play catch through the construction of modern battleships. Rather than installing batteries of large caliber main guns, as was the norm elsewhere, Russia's naval architects developed a strange preoccupation with adding batteries of smaller guns. Following the early years of the decade, Russia also developed a habit of designing and constructing individual battleships, rather than multiple ships within the same class.

Dvenadsat Apostolov (1892): **Armament:** 2 x very heavy cannons, 4 x medium cannons; 22 x light cannons, 6 x light torpedo tubes

Ekaterina II-class: *Ekaterina II*, *Chesma*, *Georgiy Pobedonosets*, *Sinop*; **Armament:** 3 x very heavy cannons, 7 x medium cannons, 12 x light cannons, 7 x light torpedo tubes

Imperator Aleksandr II-class: *Imperator Aleksandr II* (1891), *Imperator Nikolai I* (1891); **Armament:** 2 x very heavy cannons, 4 x heavy cannons, 8 x medium cannons, 20 x light cannons, 5 x light torpedo tubes

Navarin (1896): **Armament:** 2 x very heavy cannons, 8 x medium cannons, 26 x light cannons, 6 x light torpedo tubes

Sissoi Veliky (1896): **Armament:** 2 x very heavy cannons, 6 x medium cannons, 28 x light cannons, 6 x heavy torpedo tubes

Tri Sviatitelia (1896): **Armament:** 2 x very heavy cannons, 8 x medium cannons, 54 x light cannons, 6 x light torpedo tubes

Russian Ships	Size	Def	Strc	Spd	Han	Crew
Dvenadsat Apostolov	16	17	29	17	-2	599
Ekaterina II	16	14	31	17	-2	640
Imperator Aleksandr II	16	13	29	17	-2	616
Navarin	16	14	30	17	-2	441
Sissoi Veliky	16	14	30	18	-2	586
Tri Sviatitelia	16	19	33	19	-2	730

CRUISERS, ARMORED

Russia's armored cruisers primarily served as commerce raiders. Sails were a common feature, so as to preserve coal and thus extend operational limits.

Admiral Nakhimov: Armament: 18 x medium cannons, 19 x light cannons, 3 x light torpedo tubes

Pamiat Azova (1890): Armament: 15 x medium cannons, 15 x light cannons, 3 x light torpedo tubes

Riurik-class: Riurik (1895), Rossia (1896); Armament: 20 x medium cannons, 54 x light cannons, 4 x light torpedo tubes

Vladimir Monomakh-class: Vladimir Monomakh, Dmitrii Donskoi; Armament: 16 x medium cannons, 14 x light cannons, 3 x light torpedo tubes



Russian Ships	Size	Def	Strc	Spd	Han	Crew
Admiral Nakhimov	16	15	28	20	-2	600
Pamiat Azova	16	13	27	20	-2	640
Riurik	16	14	32	22	-2	874
Vladimir Monomakh	16	15	26	18	-2	591

CRUISERS, PROTECTED

While Russia had a growing number of battleships, she was woefully short of modern protected cruisers.

Admiral Kornilov: Armament: 14 x medium cannons, 16 x light cannons, 6 x light torpedo tubes

Svetlana (1897): Armament: 6 x medium cannons, 10 x light cannons, 2 x light torpedo tubes

Russian Ships	Size	Def	Strc	Spd	Han	Crew
Admiral Kornilov	16	11	26	20	-2	479
Svetlana	16	11	24	24	-2	401

DESTROYERS, TORPEDO BOAT

Russia was the second nation to construct torpedo boat destroyers. The Russian vessels were based on the *Havock*-class, the main ship of its type in service when Russia began its construction program. A further 21 ships of this class are commissioned in the years following 1899.

Sokol-class: Sokol (1895), Gargara (1899), Korsbun (1898), Nyrok (1898), Voron (1899), Yastreb (1898); Armament: 5 x light cannons, 2 x light torpedo tubes

Russian Ships	Size	Def	Strc	Spd	Han	Crew
Sokol	16	12	22	35	-1	52

SPAIN

Once the world's leading superpower, Spain had suffered a crippling loss of territory, income, and influence since the 19th century dawned. The *Armada Española's* ("Spanish Navy") warships were out-of-date, and as a result suffered catastrophic losses during the Spanish-American War of 1898. Spain rebuilt after the defeat, but her days as a major colonial power were ended.

BATTLESHIPS

At the time of the Spanish-American War (1898), Spain's battleships were obsolete ironclad monitors, floating batteries, and coastal defense battleships. She had just one true battleship during the 1890s. She had two sets of armaments. The first is as per her construction, the second following reconstruction in 1898.

Pelayos: Armament: (1888) 4 x very heavy cannons, 13 x medium cannons, 5 x light cannons, 14 x machine guns, 7 x light torpedo tubes; (1898) 4 x very heavy cannons, 9 x medium cannons, 5 x light cannons, 14 x machine guns, 7 x light torpedo tubes

Spanish Ships	Size	Def	Strc	Spd	Han	Crew
Pelayo	16	16	30	18	-2	520

CRUISERS, ARMORED

Spain's heavy cruisers had powerful main guns and good speed, but this did not save them during the Spanish-American War. Following the War, it took Spain the better part of a decade to rebuild her cruiser strength.

Emperador Carlos V (1898): Armament: 2 x very heavy cannons, 12 x medium cannons, 10 x light cannons, 2 x machine guns, 6 x light torpedo tubes

Giuseppa Garibaldi-class: Cristóbal Colón (1897, sunk 1898); Armament: 3 x heavy cannons, 14 x medium cannons, 16 x light cannons, 2 x machine guns, 4 x heavy torpedo tubes

LEAGUES OF ADVENTURE

Infanta Maria Teresa-class: *Infanta Maria Teresa* (1893, sunk 1898), *Almirante Oquendo* (1893, sunk 1898), *Vizcaya* (1893, sunk 1898); **Armament:** 2 x very heavy cannons, 10 x medium cannons, 20 x light cannons, 8 x machine guns, 8 x light torpedo tubes

Princesa de Asturias-class: *Princesa de Asturias* (1896), *Cardenal Jimenez de Cisneros* (1897); **Armament:** 2 x heavy cannons, 8 x medium cannons

Spanish Ships	Size	Def	Strc	Spd	Han	Crew
Emperador Carlos V	16	13	29	23	-2	600
Giuseppe Garibaldi	16	12	28	23	-2	530
Infanta Maria Teresa	16	16	27	23	-2	484
Princesa de Asturias	16	16	27	23	-2	542

CRUISERS, PROTECTED

Like Spain's other warships, her protected cruisers suffered a mauling by the Americans' modern ships. The *Alfonso XIII*, though in use as a training ship since 1896, was not even fully complete when she was sent to war.

Isla de Luzon-class: *Isla de Luzon* (captured by US in 1898), *Isla de Cuba* (captured by US in 1898), *Marques de la Ensenada* (1890); **Armament:** 6 x medium cannons, 8 x light cannons, 4 x machine guns, 3 x light torpedo tubes

Reina Regente-class: *Reina Regente* (sunk 1895), *Alfonso XIII* (1896), *Lepanto* (1899); **Armament:** 4 x heavy cannons, 6 x medium cannons, 6 x light cannons, 6 x machine guns, 5 x light torpedo tubes

Spanish Ships	Size	Def	Strc	Spd	Han	Crew
Isla de Luzon	16	11	21	17	-2	164
Reina Regente	16	12	24	16	-2	440

CRUISERS, UNPROTECTED

A hold-over from bygone days, the *Velasco*-class unprotected cruisers were barque-rigged warships with extremely light weaponry and no armor plating. Most were doomed to be sunk during the Spanish-American War, a fate shared by many other unprotected cruisers.

Alfonso XII-class: *Alfonso XII* (1891, sunk 1898), *Reina Cristina* (1891, sunk 1898), *Reina Mercedes* (1891, sunk 1898); **Armament:** 6 x medium cannons, 14 x light cannons, 5 x light torpedo tubes

Aragon-class: *Aragon* (hulked 1896), *Castilla* (sunk 1898), *Navara* (hulked 1896); **Armament:** 6 x medium cannons, 6 x light cannons, 2 x light torpedo tubes; *Castilla:* 6 x medium cannons, 6 x light cannons, 10 x machine guns, 2 x light torpedo tubes

Velasco-class: *Velasco* (sunk 1898), *Conde del Venadito*, *Cristobal Colon* (sunk 1895), *Don Antonio Uloa* (sunk 1898), *Don Juan de Austria* (sunk 1898, refloat-

ed), *Infanta Isabel*, *Isabel II*; **Armament:** 4 x medium cannons, 5 x light cannons, 1 x machine gun, 2 x light torpedo tubes; *Velasco:* 2 x medium cannons, 2 x light cannons, 2 x machine guns, 2 x light torpedo tubes

Spanish Ships	Size	Def	Strc	Spd	Han	Crew
Alfonso XII	16	10	23	19	-2	370
Aragon	16	10	23	16	-2	389
Velasco	16	10	21	15	-2	173

UNITED STATES OF AMERICA

Once recovered from the Civil War, the United States quickly commenced construction on modern warships to replace her aging fleet. Previously ignored by the European superpowers as a minor player in naval warfare, opinions regarding the United States changed rapidly after the Spanish-American War (1898). America began constructing torpedo boat destroyers later in the decade, though the first of these does not enter commission until 1903.

BATTLESHIPS

A latecomer to battleship construction, the USA's first four warships of this type were classified as "coast defense battleships." The sinking of the *USS Maine* in Havana Harbor in 1898 sparked the Spanish-American War.

Indiana-class: *USS Indiana* (1895), *Massachusetts* (1896), *Oregon* (1896); **Armament:** 4 x very heavy cannons, 12 x medium cannons, 26 x light cannons, 6 x heavy torpedo tubes

USS Iowa (1897): Armament: 4 x very heavy cannons, 8 x heavy cannons, 6 x medium cannons, 24 x light cannons, 4 x light torpedo tubes

USS Maine (1895; sunk 1898): Armament: 2 x heavy cannons, 6 x medium cannons, 15 x light cannons, 4 x machine guns, 4 x heavy torpedo tubes

USS Texas (1895): Armament: 2 x very heavy cannons, 6 x medium cannons, 22 x light cannons, 4 x light torpedo tubes

USA Ships	Size	Def	Strc	Spd	Han	Crew
Indiana	16	19	30	18	-2	473
Iowa	16	17	31	20	-2	727
Maine	16	16	27	19	-2	374
Texas	16	16	26	21	-2	392

CRUISERS, ARMORED

During the 1890s, the United States boasted just two active armored cruisers in her navy.

USS Brooklyn (1896): Armament: 20 x medium cannons, 14 x light cannons, 5 x heavy torpedo tubes

USS New York (1893): Armament: 6 x medium cannons, 22 x light cannons, 3 x light torpedo tubes

USA Ships	Size	Def	Strc	Spd	Han	Crew
Brooklyn	16	12	27	23	-2	561
New York	16	12	24	24	-2	356

CRUISERS, AUXILIARY

USS Badger (1890): **Armament:** 6 x medium cannons

USS Buffalo (1898): **Armament:** 6 x medium cannons

USS Dixie (1898): **Armament:** 10 x light cannons

USS Harvard (1898): **Armament:** 8 x medium cannons, 8 x light cannons

USS Panther (1898): **Armament:** 8 x medium cannons, 8 x light cannons

USS Resolute (1899): **Armament:** 4 x light cannons

USS St Louis (1898): **Armament:** 4 x medium cannons, 8 x light cannons

USS Paul (1898): **Armament:** 6 x medium cannons, 12 x light cannons

USS Yankee (1898): **Armament:** 10 x medium cannons, 6 x light cannons, 2 x machine guns

USS Yosemite (1898): **Armament:** 6 x medium cannons

USA Ships	Size	Def	Strc	Spd	Han	Crew
Badger	16	10	25	18	-2	235
Buffalo	16	10	27	17	-2	350
Dixie	16	10	26	16	-2	224
Harvard	16	10	37	23	-2	407
Panther	16	10	24	30	-2	350
Resolute	16	10	24	18	-2	87
St Louis	16	10	35	23	-2	377
St Paul	16	10	35	25	-2	381
Yankee	16	10	26	17	-2	282
Yosemite	16	10	26	18	-2	285

CRUISERS, DYNAMITE GUN

This lightweight class of warship was equipped with experimental pneumatic guns. The 15" guns, which are fixed to fire forward, are treated as heavy cannons when firing their heaviest payload. By using lighter shells, the range can be increased to 5000 feet but the damage drops to 10L.

USS Vesuvius (1890): 3 x heavy cannons, 3 x light cannons

USA Ships	Size	Def	Strc	Spd	Han	Crew
Vesuvius	16	10	10	24	-2	70

CRUISERS, PROTECTED

Many American protected cruisers were very poorly armed, with some early warships lacking torpedo tubes.

Columbia-class: *USS Columbia* (1894), *Minneapolis*

(1894); **Armament:** 1 x heavy cannon, 10 x medium cannons, 16 x light cannons, 4 x light torpedo tubes

USS Baltimore (1890): 4 x heavy cannons, 4 x medium cannons

USS Charleston: 2 x heavy cannons, 6 x medium cannons

USS Cincinnati (1894): 11 x medium cannons, 10 x light cannons, 4 x heavy torpedo tubes

USS Detroit (1893): 9 x medium cannons, 3 x heavy torpedo tubes

USS Marblehead (1894): 9 x medium cannons, 8 x light cannons, 3 x light torpedo tubes

USS Montgomery (1894): 9 x medium cannons, 8 x light cannons, 3 x heavy torpedo tubes

USS Newark (1891): 12 x medium cannons, 10 x light cannons

USS Olympia (1899): 4 x heavy cannons, 10 x medium cannons, 20 x light cannons, 4 x machine guns, 6 x heavy torpedo tubes

USS Philadelphia (1890): 12 x medium cannons, 13 x light cannons, 4 x machine guns

USS Raleigh (1894): 11 x medium cannons, 12 x light cannons, 4 x heavy torpedo tubes

USS San Francisco (1890): 12 x medium cannons, 8 x light cannons

USA Ships	Size	Def	Strc	Spd	Han	Crew
Baltimore	16	12	24	22	-2	383
Charleston	16	11	24	22	-2	300
Cincinnati	16	11	23	22	-2	312
Columbia	16	12	27	26	-2	477
Detroit	16	10	22	20	-2	274
Marblehead	16	10	22	20	-2	274
Montgomery	16	10	22	20	-2	125
Newark	16	10	24	22	-2	393
Olympia	16	12	27	25	-2	428
Philadelphia	16	10	24	22	-2	384
Raleigh	16	11	23	22	-2	312
San Francisco	16	10	24	22	-2	384

TORPEDO GUNBOATS

The two warships detailed below were originally Spanish second-class protected cruisers. Following the Spanish-American War (1898), they were extensively modified and commissioned into the United States Navy as torpedo gunboats.

USS Isla de Cuba (1898): 4 x medium cannons, 4 x light cannons, 3 x light torpedo tubes

USS Isla de Luzon (1898): 4 x medium cannons, 4 x light cannons, 3 x light torpedo tubes

USA Ships	Size	Def	Strc	Spd	Han	Crew
Isla de Cuba	16	11	21	13	-2	137
Isla de Luzon	16	11	21	13	-2	137

UNUSUAL BEASTS

Conventional science might argue that certain species of animal are long extinct, but experienced globetrotters are well aware that science isn't always right. Many eyewitness sightings of these beasts, both throughout history and in recent times. Some may well be mistaken identity, but that does not hold true for every encounter.

While the entire Challenger Club leads the hunt for dinosaurs (and is most vocal in their insistence they exist as living creatures), individual members of the Epicurean Society, Hollow Earth Society, Hunters Club, and Royal Geographical Society are also hot on their tail.

Where an entry indicates a modifier to Defense or Skills, the modifier is already included in the stats.

Readers should note that the creatures presented below, like those in the core rules, are very much "movie monsters." The stegosaurus, as an example, is believed unlikely to have achieved a maximum speed of 4 miles per hour at a run—our version moves at twice that rate.

ANKYLOSOSAURUS

Globetrotters who stumble across an ankylosaurus ("fused lizard"), living or in fossil form, will be the first humans to ever set their eyes on one—the first fossils are not unearthed until the early 1900s.

Low-slung and wide, these quadrupedal, herbivorous, living land behemoths weigh as much as six tons. Although they measure 30 feet, roughly half of this is a muscular tail, which ends in a huge, bony growth more than capable of crushing bone or flattening small trees. Ankylosaurus possesses an armored hide, protection against deadly carnivores (and bullets). Running along the flank, between armor and flesh, are rows of bone spikes. Given that its head and even eyelids are also armored, one can only assume they taste good.

Archetype: *Dinosaur*; **Motivation:** *Survival*; **Style:** 0
Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 2, Move 8 (16)*, Perception 6, Initiative 2, Defense 6 (8)**, Stun 6, Health 12
Skills: Brawl 12, Stealth 2***, Survival 6
Talents: Skill Aptitude (+2 Brawl rating); Skill Aptitude (+2 Survival rating)
Resources: None
Flaws: Bestial (Cannot communicate or use tools)
Weapons: Bite 12N, Tail Club 14N

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

** *Ankylosaurus has a thick, bone-studded hide that provides a +2 Passive Defense bonus.*

*** *Ankylosaurus suffers a -2 Size penalty on Stealth rolls.*

GASTORNIS

Found in tropical forests inhabited by other prehistoric creatures, the flightless gastornis, an early species of bird, has survived for tens of millions of years. Standing around six feet tall and possessed of powerful legs tipped with wicked talons, gastornis is a fearsome predator. Its enormous hooked beak is more than capable of crushing the bones of unfortunate globetrotters.

Archetype: *Animal*; **Motivation:** *Survival*; **Style:** 0
Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 0, Intelligence 0, Willpower 3
Secondary Attributes: Size 1, Move 6, Perception 5, Initiative 3, Defense 6, Stun 3, Health 6
Skills: Brawl 6, Stealth 5*, Survival 4
Talents: Alertness 1 (+2 Perception bonus)
Resources: None
Flaws: Bestial (Cannot communicate or use tools)
Weapons: Bite 6L, Kick 6L

IGUANADON

Iguanadons have been part of the public consciousness since 1852, when Benjamin Waterhouse Hawkins (1807-94), an English sculptor and natural history artist, created two life-size models for display at Crystal Palace, London. More intact remains have been unearthed since then, but the exact appearance of these ancient beasts is still hotly debated at the Challenger Club.

One camp is quite convinced the models, which are distinctly quadrupedal and possess a nose horn and sharp teeth, are correct. The second camp argues for a bipedal stance and insists the "horn" is in fact a spiked thumb used for defense. Until a live specimen is photographed (or shot or captured and hauled back for study), the lively debate will continue.

Which version is the correct one for his campaign is left to the Gamemaster to decide. Modern science accepts that iguanadons could move on both two and four legs, and thus the Move rating works for both variants. If the quadrupedal horned version is preferred, remove the dinosaur's thumb spike attack and change its Bite to inflict lethal damage.

Archetype: *Dinosaur*; **Motivation:** *Survival*; **Style:** 0
Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4
Secondary Attributes: Size 2, Move 8 (16)*, Perception 6, Initiative 2, Defense 6 (8)**, Stun 6, Health 12
Skills: Brawl 8, Stealth 4***, Survival 6
Talents: Alertness 1 (+2 Perception bonus); Skill Aptitude (+2 Survival rating)
Resources: None
Flaws: Bestial (Cannot communicate or use tools)
Weapons: Bite 8N, Thumb Spike 8L
 * *Creatures with four or more legs double their Move rating when rating.*

** *Iguanadon has a thick hide that provides a +2 Passive Defense bonus.*

*** *Iguanadon suffers a -2 Size penalty on Stealth rolls.*

SABRE-TOOTHED CAT

Weighing an average 500 pounds and with elongated canines, sabre-toothed cats are powerful predators. Built more akin to a bear than modern big cats, their build is one of robustness, not speed. Its preferred method of killing is to bring prey down with its powerful front legs, and then bite the neck.

Though the prehistoric species that once roamed the Americas are extinct, their lesser known African cousin is alive and well. While it might be uncommon, globetrotters should be wary while exploring Africa's northern grasslands, for here the cat competes with lions and other carnivores. Legends speak of a primitive tribe who make use of sabre-toothed cats in the same way Europeans hunt with dogs.

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

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

Secondary Attributes: Size 0, Move 7 (14)*, Perception 4, Initiative 3, Defense 7, Stun 4, Health 8

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

Talents: Alertness 1 (+2 Perception bonus); Skill Aptitude (+2 Survival rating)

Resources: None

Flaws: Bestial (Cannot communicate or use tools)

Weapons: Bite 8L, Kick 8L

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

SPIDER, GIANT

Arachnophobia is hardly an uncommon condition, but even the bravest soul would think of running when faced with a giant spider. While the scuttling inhabitants of the City of Spiders (see *Leagues of Adventure*) are unnaturally big, these specimens are truly terrifying. A dozen feet long and just as wide if one includes their legs, these horrors lurk in the dense jungles of central Africa and South America. They make their homes in the jungle canopy, in caves, and even in crevices.

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

Primary Attributes: Body 3, Dexterity 4, Strength 6, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 8 (16)*, Perception 6, Initiative 4, Defense 6, Stun 3, Health 8

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

Talents: Alertness 1 (+2 Perception bonus); Skill Aptitude (+2 Survival rating)

Resources: None

Flaws: Bestial (Cannot communicate or use tools)

Weapons: Bite 8L, Venom Special

* *Creatures with four or more legs double their Move rating when rating. A giant spider may climb up sheer surfaces and even across ceilings at its normal climbing rate.*

** *Giant spiders suffers a -2 Size penalty on Stealth rolls.*

Venom: After a successful attack, giant spider injects venom into its victim. A poisoned character makes a Body roll against a Toxin rating of 5. If the character fails this roll, he takes one point of nonlethal damage for each point by which he failed the roll. A giant spider may use its venom five times per day.

STEGOSAURUS

Another of the iconic dinosaurs, stegosaurus is 30 feet in length and weighs in at around four tons. It is easy to recognize because of its distinctive back plates and a spiked tail. Normally placid and content to munch on plants, stegosaurus reacts to danger by sweeping its tail. Like many herbivores, it travels in herds.

Skeletal specimens were first discovered only a few decades ago. It was named by Othniel Charles Marsh (1831-1899), an American paleontologist and one of the founders of the Challenger Club, in 1877. Though considered the world's leading expert, Marsh has been forced to admit a few errors. His early view was that the dinosaur was a sort of turtle: until 1891, he portrayed stegosaurus as bipedal (he was misled by its smaller front limbs). Specimens are still displayed as having a single row of back plates.

The dinosaur has a tiny brain. Current thinking remains that stegosaurus has a second brain located in its tail. This brain is responsible for coordinating the rear half of its body. Even if the front brain is destroyed, the creature can still use its tail and drag itself along by hits hind legs. Globetrotters who know Marsh's work are likely to find out the hard way that this is not true.

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

Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 2, Move 8 (16)*, Perception 6, Initiative 2, Defense 6 (8)**, Stun 6, Health 12

Skills: Brawl 10, Stealth 2***, Survival 6

Talents: Skill Aptitude (+2 Survival rating), Sweep (Reduced penalties to Sweep attacks)

Resources: None

Flaws: Bestial (Cannot communicate or use tools)

Weapons: Bite 8N, Tail 12L

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

** *Stegosaurus gains a +2 Passive Defense bonus from their back plates.*

*** *Stegosaurus suffers a -2 Size penalty on Stealth rolls.*

DASTARDLY VILLAINS

Below are new major villains and sinister organizations which the Gamemaster can use to torment and frustrate the globetrotters.

THE APHRODITE CLUB

Despite what is occasionally reported in the newspapers, the Aphrodite Club is not a brothel and its members are not prostitutes. Gentlemen expect (or at least hope) to marry a woman of equal class and breeding, but finding a suitable spouse is not always easy—after all, there are only so many eligible women available. The Aphrodite Club provides a means for bachelors of good profession or social class to meet with young ladies, always under the watchful eye of an older female escort. The Club runs regular dances, exhibitions, balls, and other social functions. To receive an invitation is considered a high honor by eligible bachelors of all ages and nationalities.

At least that is the public persona—behind the pleasant public exterior lurks a hotbed of criminal activity. While all members are given etiquette training, some are also taught larcenous skills more worthy of the lower-classes. Members deemed suitable to perform larcenous acts are only permitted to marry men whose profession or standing give the Club access to something they can sell or steal. For instance, a woman might attract the eye of a businessman whose manufacturing techniques can be stolen and sold to competitors. Another married to a wealthy aristocrat might be gifted precious jewels by her husband. These are later swapped for paste copies, and the original sold. The members are not slaves or lowly minions, and receive a fair share of the spoils from their criminal activities.

Despite being a gang of thieves that use men for their own ends, the Club doesn't deny love to its members. It does, however, demand absolute loyalty from them for a period of 10 years. After this, the woman is released from performing further criminal acts. Those who think to betray the Club or who refuse to carry out its demands in a timely fashion may find themselves socially ruined (the Club keeps records of their crimes, as well as fabricated evidence that exonerates it from involvement) or, on rare occasions, involved in a most unfortunate accident.

Many members are totally unaware of the Club's less-than-legal activities, and remain ignorant for the rest of their lives. Many speak openly of the Club's help in finding a husband, and make regular donations so that others might be as fortunate. Married members often meet socially, though those trained as criminals never reveal their talents to uninitiated members.

LADY BEATRICE MARCHBANKS

The current head of the London clubhouse is the stunningly beautiful Lady Beatrice Marchbanks. Now in her early forties, she retains her youthful looks and the appearance to captivate the hearts of men. Widowed twice (no foul play was involved), Lady Beatrice publicly devoted her life and fortune to helping young ladies of suitable grace, breeding, and talent acquire a suitable husband. In the eyes of London society, she is a social darling and philanthrope.

Lady Beatrice is nothing short of a master criminal, a spider at the heart of a web of intrigue and larceny. A former member, back when the Club was a purely legitimate business, she married rich gentlemen, both considerably older than herself, but never truly enjoyed the wealth. As a woman, society demanded she look beautiful, stay quiet unless spoken to, and be grateful for whatever baubles her husband gave her. Following her second divorce, she vowed to refrain from further marriage, and instead focus on becoming rich and avenging herself on a sexist, unjust society. Though not the sole instigator of the Club's transformation into a criminal organization, she was certainly one of the key figures that moved the society in that direction.

Patron 2

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

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

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

Skills: Academics: Literature 4, Art: Painting 4, Brawl 6, Bureaucracy 4, Con 8, Connoisseur 6, Diplomacy 7, Linguistics 6, Performance 8

Talents: * Attractive (+1 Charisma when dealing with people), Captivate (Temporarily entrance targets)

Resources: Rank 1 (The Aphrodite Club; +2 Social bonus)

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

Weapons: Punch 6N

TYPICAL MEMBER

Only women are permitted to join the Aphrodite Club, and all must be attractive. Those of lower- or middle-class upbringing but with the right looks and potential are trained in the arts and graces of high society, enabling them to find a suitable husband. While studying, their financial needs are met by wealthy female benefactors, all of whom met their husbands through the Club, and the Club's own monetary reserves.

The typical member shown below is part of the criminal sorority, and is currently unmarried. Those not of larcenous bent have no Larceny or Spying; instead, they have 4 Skill points to be spread around other suitable Skills or to improve other existing ones, as the GM deems appropriate.

Ally 1

Archetype: *Celebrity*; **Motivation:** *Fame*; **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 3, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4
Skills: Con 4, Connoisseur 4, Diplomacy 4, Larceny 4, Linguistics 3, Performance 4, Spying 4
Talents: None
Resources: Rank 1 (The Aphrodite Club; +2 Social bonus)
Flaws: Vain (+1 Style points whenever she steals the spotlight or is forced to confront her shortcomings)
Weapons: Punch 0N

A PLAYABLE LEAGUE

While included here as a villainous organization, the Aphrodite Club could easily be used as a League for globetrotters. After all, the Assassination Bureau and Self-Preservation Society are both nefarious, yet are open to player characters. The starting Skills below assume the character is a member of the criminal branch of the Club. A member ignorant of the crime ring simply ignores Larceny and Spying as available Skills.

Membership Requirement: Members must be female and have base Charisma 4, or either of the Attractive or Charismatic Talents (regardless of Charisma).

Starting Skills: Pick two from Con, Diplomacy, Larceny, Linguistics, Performance, Spying

DR. THOMAS NEILL CREAM

Born in Glasgow in 1850, Cream spent much of his early years in Canada. By the time he returned to England in 1876 to study medicine he had already tried to murder his wife. Not that the marriage was one of love—Cream had gotten her pregnant and was forced to the altar at gunpoint by her relatives. She died in 1877, supposedly of consumption.

After qualifying as a physician and a surgeon, Cream returned to Canada to study pharmacology. Within a year he had been linked to another murder and was forced flee across the border to the United States. There, Cream committed three more murders between August 1880 and July 1881, all using poison, his weapon of choice. Arrested and sentenced to life imprisonment, Cream served just 10 years. On his release Cream returned to England, where he claimed five more victims inside a year. Although he was caught, tried, and sentenced to death, the punishment was never carried out—the night before his execution he was found dead in his cell, apparently from a heart attack. Cream was actually far from dead—he had merely administered a drug that gave the appearance of death. Removed from the unmarked grave by friends, he set about continuing his work.

His victims so far had been nothing more than test

subjects for his insidious home-brewed toxins. Driven by greed (he had made several attempts to blackmail pharmacists by falsifying evidence linking them to his earlier crimes), Cream has recently embarked on a new career. He slips slow-acting poison into his victims' food and drink, and then demands a fortune for the antidote. Regardless of whether or not they pay, Cream leaves them to suffer an agonizing death.

Patron 2

Archetype: *Physician*; **Motivation:** *Greed*; **Style:** 2
Primary Attributes: Body 4, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 3
Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 6, Defense 6, Stun 4, Health 7
Skills: Con 6, Craft: Pharmacology 8, Empathy 6, Intimidation 5, Linguistics 6, Medicine 8, Science: Chemistry 7
Talents: Poison Tolerance 1 (+2 to Body to resist poison), Weird Science (Can create drugs and serums)
Resources: Status 1 (Doctor; +2 Social bonus)
Flaws: Callous (+1 Style points whenever he does something particularly selfish or refuses to help someone in dire need)
Weapons: Punch 0N

LADY CLARA MOORCROFT

After the disappearance of her father, Lord Nestor Moorcroft, everyone who knew Lady Clara expected her to settle down and raise a family, as a polite lady of good breeding should. Raised by an explorer and disgraced member of the Society of Antiquarians, she instead devoted even more time to her travels.

Lady Clara's father held some peculiar theories regarding an unnamed antediluvian culture (he named it Civilization Zero), though he never spoke of it to his daughter. It was only after he vanished while on expedition in Africa that his daughter pieced together the facts concerning his theory and exclusion from the academic and social circles whose patronage and friendship he once enjoyed.

Lady Clara has three goals in life. First, she wants to find her father. Though she dislikes the Leagues, she is prepared to work with them with regard this matter. The second is to prove her father right and clear his name. She does this through self-financed archaeological expeditions across the globe in search of evidence of Civilization Zero. Her third goal is to avenge her father against those who ridiculed him. This she achieves by beating treasure-hunting expeditions sponsored by the Leagues to their objective. She has wealth enough to enjoy an extravagant lifestyle, and does not believe in handing over artifacts to private collectors. Instead, she donates them to public museums amid a blaze of glory, all the while making sure that the public is aware the Leagues were beaten to the prize by a mere woman.

Lady Clara is not evil, nor is she truly a villain. Over time, though, she may become a recurring nemesis for globetrotters scouring the world for ancient artifacts. To

be beaten to a fabulous treasure and the renown such a find would bring once by the attractive woman is unfortunate. To be beaten repeatedly might well lead to a loss of patronage or becoming a source of ridicule for acid-tongued reporters.

Patron 3

Archetype: *Adventurer*; **Motivation:** *Revenge*; **Style:** 3

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

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

Skills: Academics: History 7, Acrobatics 6, Anthropology 6, Athletics 6, Brawl 6, Firearms 7, Investigation 6, Linguistics 6, Ride 6, Survival 6

Talents: Jack of All Trades (Ignore untrained Skill penalty for general Skills), Rapid Shot 2 (May make two Firearms attacks at no penalty)

Resources: Refuge: Security 0 (–1 penalty), Status 0 (Lady; +1 Social bonus)

Flaws: Competitive (+1 Style points whenever her competitive streak gets her in over his head or leads to problems)

Weapons: Punch 6N, Heavy revolver 10L

LOYAL & MOST WORSHIPFUL ORDER OF ARES

Founded in 1874, the Loyal & Most Worshipful Order of Ares (the Greek god of war, and synonymous with Mars, his Roman counterpart), like many similar societies that have sprung up in recent years, promises to reveal esoteric wisdom to its members.

As an esoteric society, members use special names rather than their proper names. The Order's president and secretary carry the titles of Deimos ("Terror") and Phobos ("Fear") respectively, these being the names of Ares' companions. Lesser members are named after one of Ares' 52 children. The latter is also a limit to the organization's membership. New members are accepted only when a current member gives up his place.

The Order also places emphasis on physical exercise and combat arts. As a result, outsiders see it as little more than a gymnasium for gentlemen with odd tastes.

That the Society was founded just one year after the ill-fated Martian landing in Scotland is not a coincidence. Not every person who knew of the attack believed mankind the victor. Yes, the Martians had been destroyed, but their numbers were pitifully small. It was also readily apparent that if the Martians had been allowed more time to prepare, their superior technology would have won the day. As it was, it was unproven they came to Earth as aggressors—the British Army didn't wait around to open dialogue.

A small cabal quickly came to believe that the Martians were visiting the Earth in order to pass on their advanced technology and understanding of the universe, so that mankind might in turn unite and live in a utopian society.

That the British had attacked without provocation was a huge mistake, and one that the cabal would not tolerate happening next time. If the Martians thought humans savages, they might well decide to turn their technology toward eradication of the species.

Whereas the Aegis of Terra works to uncover the secrets of Martian technology in order to turn it against the creatures from the red planet, the Loyal & Worshipful Order of Ares seeks to recover and store Martian technology in preparation for the "second coming," and remove those who might be a threat to the benevolent Martians.

Still working along esoteric lines, they also attempt to transmit their thoughts toward Mars in an attempt to make contact with the inhabitants. In return, they hope to receive clear and definitive instructions as to how best to prepare for the Martians' arrival.

LAIRD JAMES DOUGAL MCCAVENDISH

The first Martian canisters crashed into land owned by James McCavendish, a wealthy Scottish aristocrat and Member of Parliament with an amateur interest in science and invention. The laird witnessed the emergence of the Martian tripods and their subsequent destruction. This, combined with his scientific knowledge and influence in government circles, ensured he was invited to join the Aegis of Terra. Soon after, he began to express doubts as to the Martians' true intent for visiting Earth, and tried unsuccessfully to turn the League toward peaceful interaction with the aliens. It was this that brought him to the attention of the newly formed Loyal & Most Worshipful Order of Ares.

McCavendish is playing a very dangerous game. Still an active member of the Aegis of Terra, he now works to gather information on their plans (which he reports back to the Order of Ares) and, when there is little or no risk to himself, sabotage their activities from the inside. His treachery goes further, though.

McCavendish eventually plans on usurping control of the Order of Ares. He already has a sizeable following more loyal to him than the president and secretary. When the Martians return, he plans on seizing all the knowledge and technology they have to offer and using it to become the undisputed master of the world.

Patron 2

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

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

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

Skills: Bureaucracy 5, Con 6, Craft: Mechanics 6, Diplomacy 6, Intimidation 6, Melee 6, Science: Engineering 6

Talents: Weird Scientist

Resources: Rank 0 (Aegis of Terra; +1 Social bonus), Rank 1 (Loyal & Worshipful Order of Ares; +2 Social bonus), Status 0 (Laird; +1 Social bonus)

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, Sword cane 8L

TYPICAL MEMBER

Misguided fools who think the Martians will reward their loyalty and preparations when they next land, the Order of Ares' membership ranges from inventors and scientists eager to acquire the secrets of Martian technology for the betterment of humanity, military officers hoping to gain possession of deadly weapons to turn against their nation's enemies, and genuine occultists who hope to learn the secrets of the universe. Though dedicated to peaceful interaction with the Martians, they violently oppose anyone thought to be working against the aliens.

The following member is an all-rounder, knowledgeable in both science and combative arts.

Ally 1

Archetype: *Scientist*; **Motivation:** *Wisdom*; **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, Linguistics 4, Science: Engineer 4

Talents: None

Resources: Rank 1 (Loyal & Worship Order of Ares; +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, Light revolver 6L

THE SEVEN DRAGON BROTHERHOOD

The origins of the Seven Dragon Brotherhood are shrouded in myth and hearsay. While many who know of such things believe them to be merely Tong gangs who decided it was wiser and more profitable to cooperate rather than compete, members of Chinese communities across the globe speak of them in hushed awe. Many, even the young, believe their mysterious leaders are not common criminals, but evil dragons in human guise. Whether they are mortals or not, to speak ill of the Seven Dragons is to invite swift retribution. Thus, few will dare even mention their name, yet alone consider talking to outsiders about them.

The Seven Dragon Brotherhood is a hydra-like entity, made up of seven distinct gangs bound together by the iron will of Shen-Lung, the "God Dragon." His motives are as mysterious as his identity. Were it a simple case of making money, he could have retired years ago, for the Brotherhood makes a lot of cash and he takes a sizeable cut of their profits.

If Shen-Lung represents the Brotherhood's heart and brain, then the seven heads of the organization are the equally mysterious individuals known as Lung-Wangs ("Dragon Kings," but more commonly shortened to Dragons). Like their shadowy master, no intelligence ex-

ists regarding the true identity of the Dragons. They do not engage in combat, and very few except their most-trusted lieutenants have ever been granted an audience with them (most lesser members called before a Dragon never return). Even then, the Dragons hide behind elaborate masks and robes, speaking only through underlings with whom they seem to share a telepathic bond.

The names of the seven Dragons are Chu-Lung ("illuminating darkness dragon"), Fei-Lung ("flying dragon"), Fu-T'sang-Lung ("hidden treasure dragon"), Huang-Lung ("yellow dragon"), Ti-Lung ("earth dragon"), Tien-Lung ("heavenly dragon"), and Ying-Lung ("responding dragon"). Agents of Fu-T'sang-Lung are most likely to cross paths with globetrotters, simply because their master sends them out into the world to retrieve or steal historical artifacts.

The Seven Dragons may shun the limelight, but their chief lieutenants, the Xiao Lungs ("Little Dragons"), are regularly dispatched to carry out their master's whims. Among Chinese communities they are said to be unearthly beings, demons or elemental forces given human shape. Seeing them in action, it is not hard to see why.

XIAO P'AN-LUNG

"Little Coiled Dragon" has the cold, expressionless eyes of a snake. He also has the unsettling habit of not blinking. Much like a snake, he prefers to wait before striking, conserving energy and sizing up his enemies before delivering a flurry of deadly blows. A student of judo, he uses his long, sinewy arms to grapple opponents his master wants taken alive.

Patron 2

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

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

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

Skills: Acrobatics 6, Athletics 6, Linguistics 5, Martial Arts: Judo 7*, Melee 9, Stealth 6

Talents: Block (Performs the Block maneuver as a Reflexive Action), Flurry (Attack same opponent twice at -2 penalty)

Resources: Rank 1 (Seven Dragon Brotherhood; +2 Social bonus)

Flaws: Cautious (+1 Style point any time he or his comrades suffer from his inability to make a quick decision)

Weapons: Punch 7N, Arming Sword 12L

* *Swap for Brawl if you don't have* Globetrotters' Guide to the Far East.

XIAO TI-LUNG

Xiao Ti-Lung's name loosely translates as "Little Earth Dragon." It is a name that seems barely adequate, for he is a hulking brute of a man with a body that lacks an ounce of unnecessary fat. He also lacks a single strand of hair on his entire body. Slow-witted to the point of being an imbecile, but immensely strong and with a will of iron, he's happiest when beating his master's enemies

to a bloody pulp. He is never seen without his enormous two-handed hammer. Among Chinese, he is regarded as the element of earth manifest in human form.

Patron 2

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

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

Secondary Attributes: Size 1, Move 8, Perception 5, Initiative 4, Defense 7, Stun 5, Health 10

Skills: Athletics 9, Intimidation 8 (*Staredown* 9), Martial Arts: Fanziquán 8**, Melee 9 (*Clubs* 10), Stealth 4*

Talents: Giant (+1 Size), Sweep (Reduced penalties for sweep attacks)

Resources: Rank 1 (Seven Dragon Brotherhood; +2 Social bonus)

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 8N, Two-Handed Hammer 13N

* Has a -1 penalty to Stealth rolls due to his size.

** Swap for Brawl if you don't have *Globetrotters' Guide to the Far East*.

TYPICAL MEMBER

The common members of the Seven Dragon Brotherhood are little more than thugs practiced in martial arts. Each is fanatically loyal to his Dragon, preferring to accept death rather than bring dishonor his master. Martial Arts is introduced in *Globetrotters' Guide to the Far East*. If you don't have that supplement, swap the Martial Arts Skill for Brawl. Gamemasters who want a more supernatural element in their campaign can use the Student of the Occult sample henchman from *Globetrotters' Guide to Gothic Horror*; simply alter the rituals as required.

Ally 1

Archetype: *Warrior*; **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, Intimidation 4, Martial Arts: Pick one 4, Melee 4, Stealth 4

Talents: None

Resources: Rank 1 (Seven Dragon Brotherhood; +2 Social bonus)

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 4N, Hand axe 6L

URIEL

Uriel. The angel of repentance and salvation. The angel of the fiery sword who guards the Gates of Eden. The angel who watches over thunder and terror.

For two decades the man known as Uriel has plagued the great industrial nations of the world. While there are villains who seek to promote or profit from war, Uriel has

dedicated his existence to ending it for all time. Such a notion might be considered philanthropic and worthy of great praise, but Uriel's righteous stance does little to hide the uncomfortable truth that he is just as bad as his enemies.

Knowing the great nations of the world will not lay down their arms in response to words, Uriel, or rather his network of agents, strikes at their military machines. Arms and munitions factories are blown up, warships sunk. Garrisons are attacked, senior officers murdered. For a man who abhors violence, Uriel does a good job of adding to the tally of misery. And yet he is not without some redeeming qualities—he is well versed in philosophy, greatly appreciates music, and has no wish to harm anyone save those who support warmongers. Still, these do not make him any less a villain.

His origins are a mystery. All that is known is that he has a mechanical right arm, two mechanical legs, and a complex machine functions both as a replacement for his liver and kidneys and to inflate his broken lungs. Likely he was severely injured in some war, for that would explain both his injuries and his zealous hatred of battle. The loud rasp of his breathing apparatus makes it difficult to pin down his accent, and he is fluent in several languages.

Note: Although a Patron 2, Uriel spent only 15 points on Attributes to represent his shattered body. Without his modifications, he has Body 1, Strength 1, and the Crippled and One Arm Flaws.

Patron 2

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

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

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 6, Defense 5, Stun 3, Health 9

Skills: Academics: Philosophy 6, Art: Music 6, Empathy 6, Firearms 6, Intimidation 6, Linguistics 6, Melee 6

Talents: Artifact 4 (artificial modifications), Fearsome (Temporarily frighten opponents)

Resources: None

Flaws: Righteous (+1 Style points whenever he alienates his friends, or causes others to publicly question his motives and moral judgment)

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

TECHNOLOGICAL MODIFICATIONS

Artifact 4

Uriel's mechanical modifications have given him new health and new limbs, but at the expense of making him more machine than man.

Enhancements: Increased Attribute: +1 Body (+2 Enhancements), Increased Attribute: +2 Strength (+4 Enhancements), Increased Duration: One week (+4 Enhancements), Talent: Robust (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Stealth penalty due to grinding of metal and loud, rasping breath; -2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

AERO-ANTIQUARIAN

Archetype: *Academic*
Style: 3

Motivation: *Truth*
Health: 4

Primary Attributes

Body: 2	Charisma: 2
Dexterity: 3	Intelligence: 4
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 7
Move: 3	Defense: 5
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: History	4	3	7	(3+)
Acrobatics	3	1	4	(2)
Anthropology	4	1	5	(2+)
Art: Photography	4	2	6	(3)
Expeditions	4	1	5	(2+)
Investigation	4	1	5	(2+)
Pilot: Aerial Craft	3	3	6	(3)
Pilot: Balloons	3	3	6	(3)
Science: Meteorology	4	1	5	(2+)
Survival	4	1	5	(2+)

Talents

Direction Sense (Always know direction)

Resources

Follower 0 (Mechanic)
Rank 1 (Society of Antiquarians; +2 Social bonus)
Refuge: Equipment (Art: Photography; +1 bonus)

Flaw

Lame (+1 Style point if he is unable to outrun danger, or if his bad leg gets him into trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“IT’S NOT OBVIOUS FROM THE GROUND, BUT ALL THOSE LINES OF STONES FORM UP TO MAKE THE SHAPE OF A DINOSAUR!”

CHARACTER BACKGROUND

I don't mind using a trowel and getting my hands dirty, but my leg hampers my movement and starts to ache if I stand for too long. These days I am much happier conducting my work in the air.

Although I am a trained antiquarian, I have a strong passion for photography. Though it is far from glamorous work, I always volunteered to be the expedition photographer. Digging is important, but so is accurately recording one's finds. On one venture I decided to take to the air in a balloon in order to photograph as much of the site as possible for posterity. At the time I noticed nothing unusual on the ground, and in all honesty I thought the low angle of the sun coupled with the movement of the basket might result in a poor image.

Imagine my surprise on developing the photographs to spot a series of clearly recognizable lines in the adjacent field. The expedition leader was skeptical, but to humor me he agreed to dig a trench across one of the lines. There, but a few feet beneath the surface, we discovered a stone wall. On further excavation it turned out I had discovered an unknown Roman fort! I repeated the endeavor at different times of day and year, only to discover that most times the hidden ruins were invisible. It seems that the sun must be near the horizon and the ground dry when there is ground vegetation for the lines to be visible.

Since then I have traveled the world taking aerial photographs across a variety of terrain. It isn't just buried walls that aerial photography can reveal. You see, what looks like a series of natural lumps and bumps at ground level might have a more defined shape when viewed from above. Instead of spending days or weeks mapping them, photographs can reveal the general layout of a wide area in a matter of hours.

Of course, aerial photography cannot detect every buried structure, nor will it ever replace the need to dig in the ground—only a fool would claim that. What it does make it much easier to know where to dig, and when your expedition has rivals, time is a limited and valuable commodity.

ROLEPLAYING

While other antiquarians search for the tombs of kings, buried gold, and lost cities, you are more interested in locating lost structures, no matter what they might be, and mapping the true extent of ancient settlements. You are a staunch advocate of aerial photography as a means of achieving your goals.

AIR CORPS OFFICER

Archetype: *Military Officer*

Motivation: *Duty*

Style: 3

Health: 4

Primary Attributes

Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 5	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Bureaucracy	3	1	4	(2)
Craft: Mechanics	3	2	5	(2+)
Diplomacy	3	3	6	(3)
Firearms	3	2	5	(2+)
Gunnery	3	2	5	(2+)
Intimidation	3	1	4	(2)
Linguistics	3	1	4	(2)
Pilot: Aerial Craft	3	3	6	(3)
Survival	3	2	5	(2+)

Talents

None

Resources

Follower 0 (Batman)

Rank 0 (Society of Aeronauts; +1 Social bonus)

Rank 2 (Flight Officer; +2 Social bonus; bonus Resource—not yet assigned)

Flaw

Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	7L	(3+)L

“SOUNDS LIKE IT COULD BE A DANGEROUS MISSION, SIR. REST ASSURED THAT THE CREW IS MORE THAN UP TO THE TASK.”

CHARACTER BACKGROUND

Boring? I could understand the sentiment if one were talking to a crewman aboard a passenger airship flying the same route over and over again. But life in the Air Corps' airship fleet is far from boring. Of course, there are routine duties we must undertake to protect the borders, as well as ferry government officials around the Empire to their postings in foreign lands. Part of our remit, however, is to ferry globetrotters on government-sponsored expeditions as close to their destination as possible. Have you ever tried to hover an airship over a mountain peak in a blizzard so passengers could descend on ropes? That's far from boring!

Ever since the first military airship was launched it has been my goal to serve aboard one. In order that I might serve to the best of my abilities, I made it my duty to gain practical knowledge concerning each of the major departments aboard an airship. When my rank and duty assignment prevented me from undertaking certain activities while on duty, I undertook them in my own time. It was this diligence that earned me my first promotion.

My current rank was bestowed upon me after an incident in northwest India. A company of infantry had been cut off and surrounded, and our mission was to drive off the enemy with our guns and bombs. By the time we arrived on the scene the situation was desperate. Seeing us in the sky, the enemy decided to take potshots at us with their cannons. A lucky hit—well, lucky for me—to the bridge left most of the duty personnel wounded, and I found myself as acting captain. By the book, I should have withdrawn to a higher altitude, but the infantry were getting slaughtered and we were their only hope. So as the gunners laid down a withering barrage of fire, I landed the airship in order that the infantry could clamber aboard. We might have lost the battle, but I saved the lives of 65 men that day.

I know you're a correspondent on official assignment and I am under orders to answer your questions, but you'll have to excuse me for a moment—we're about to descend through the clouds so we can start our bombing run over the rebels' fortress. Should be quite a show!

ROLEPLAYING

You are an officer in your nation's Air Corps, currently assigned to the airship fleet. You obey orders without question, and your loyalty to the Air Corps and your crew is absolute. You expect nothing less from those under your command. Your ambition is to command one of the powerful Dreadnought-class airships.

CHIEF ENGINEER

Archetype: *Everyman*
Style: 3

Motivation: *Escape*
Health: 6

Primary Attributes

Body: 3	Charisma: 1
Dexterity: 2	Intelligence: 3
Strength: 3	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 6	Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	3	2	5	(2+)
Brawl	3	2	5	(2+)
Craft: Electrics	3	2	5	(2+)
Craft: Mechanics	3	4	7	(3+)
Gambling	3	2	5	(2+)
Melee	3	1	4	(2)
Science: Engineering	3	2	5	(2+)
Streetwise	3	2	5	(2+)

Talents

Tinkerer (Ignore penalty for using improvised tools)

Resources

Contacts 0 (Transport; +1 bonus)
Follower 0 (Street Urchin)
Rank 0 (The Daedalus Society; +1 Social bonus)
Rank 0 (Chief Engineer; +1 Social bonus)

Flaw

Repulsive (+1 Style point whenever his repulsive habit or trait causes him or his party to suffer in social situations)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Wrench	2N	0	6N	(3)N

“IT’S UP TO YOU WHETHER OR NOT WE SLOW DOWN, BUT I’M TELLING YOU NOW, THE ENGINES CAN’T TAKE MUCH MORE OF THIS.”

CHARACTER BACKGROUND

You may not think it to look at me, laddie, but I was once a respectable gentleman—at least by reputation. I was an inventor, with a string of patents under my belt and a decent income from my work. I was never one for bookkeeping or socializing—social graces aren’t my strong suit. I entrusted my finances to someone I thought was a friend, who raised capital from investors, purchased the supplies and materials I needed, and invested my profits. At least, that’s what I thought. You can imagine my surprise when creditors turned up at my door demanding payment for outstanding bills and to know where their investment had gone. The swine has been taking money from investors alright, and then stealing it along with the money from my patents. He wasn’t paying my suppliers, either. I was left without a farthing and with an army of angry creditors baying for blood.

Unable to pay my debts and no wish to go to prison, I slipped away in the dead of night and headed straight for the docks. Good engineers are hard to find, and there are merchant captains who won’t ask too many questions if a man is up to the job. Luckily for me I found just such a captain. Before anyone knew I was missing, I was already far out to sea. Since then, I’ve sailed with many a captain, and I’m sure many were breaking one law or another, but that’s no concern of mine. Long as I get paid, I’ll keep the ship running no matter what.

These days I prefer to find work on vessels carrying globetrotters, although I’m happy to work on land if they need my talents are needed and they always pay well. They also travel to some remote places, which suits me fine—the further away from my creditors, the better. I’ve sailed much of world on expeditions, and seen things you wouldn’t believe. The sea is a strange place, and sometimes it’s best not to delve too deeply.

I don’t intend to run forever—I’ve still got my honor. One day I’ll pay back the money I owe, and hunt down my so-called friend. But until that day, I’ll harken to the call of the sea and travel wherever whim and tide take me.

ROLEPLAYING

You’re far more comfortable around engines than you are around people. The engines don’t care if you fart or belch, or wear clothes smeared with grease and oil. You don’t believe in putting on airs, nor do you care what other people think of you. Similarly, you don’t judge others by their appearance.

CONNECTED TRAVELER

Archetype: *Businessman*
Style: 3

Motivation: *Hope*
Health: 5

Primary Attributes

Body: 2	Charisma: 3
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 4
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Law	3	0	3	(1+)
Bureaucracy	3	3	6	(3)
Con	3	2	5	(2+)
Diplomacy	3	3	6	(3)
Expeditions	3	2	5	(2+)
<i>Logistics</i>			6	(3)
Linguistics	3	2	5	(2+)
Streetwise	3	2	5	(2+)
<i>Rumors</i>			6	(3)
Survival	3	2	5	(2+)

Talents

Well-Connected (Can boost his Contacts Resources as if they were Talents)

Resources

Contacts 0 (Equipping; +1 bonus)
Contacts 0 (Transport; +1 bonus)
Follower 0 (Bare-Knuckle Pugilist)
Rank 0 (The Travelers Club; +1 Social bonus)

Flaw

Overconfident (+1 Style point whenever he is forced to ask for help or his bravado gets him in over his head)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“YOU NEED TO BE IN CAIRO IN THREE DAYS? LEAVE IT TO ME. JUST BE SURE YOU’RE READY TO DEPART IN AN HOUR.”

CHARACTER BACKGROUND

I was a member of the Travelers Club long before I ever became a globetrotter. My father ran a small but successful shipping company. As a young clerk in the firm, I had course to travel to remote corners of the world on official business, and wealth enough to afford membership dues. I consider myself likeable, and had always gone out of my way to make the acquaintance of people connected to my father’s line of work.

It was while in India that I first encountered globetrotters. A party missed their connection and were in desperate need to reach Cairo. Always ready to help others in distress, I offered my services at once. Though my father had no ships departing for the Suez Canal, I had friends among the officials at the airship landing facility. In return for a few bottles of whisky, I found them accommodation on a mail courier airship departing that very afternoon. Their accommodations were far from salubrious, but they were most appreciative of my help.

A few weeks later I received a telegram, inviting me to their presentation at their League. Thanks to my timely intervention, they had beaten their rivals to their prize. As I would be back in England by then, I duly accepted. During the lecture an idea struck me, and as the proceedings began to wind down I announced to the assembled crowd, who belonged to many varied Leagues, that I, with my many and far-flung contacts, could help with any shipping or equipping need they might have.

Being a young man, I expected to be told to remain silent. To my surprise, I at once received several offers of employment. The discussions quickly made it apparent that not only was the financial compensation more than I could earn working for my father, but that the new contacts I would forge could come in great use both for my new venture and my father’s business.

Since then I have arranged airship passage to Antarctica, a shipment of essential supplies to remotest Asia, as well as located and hired a geologist in the Amazon jungles. Such unusual services do not come cheap, but I can make them happen. You have my word on that!

ROLEPLAYING

You may not be an academic or explorer, but your talents are just as vital to ensuring an expedition is successful. Others may fret about transport schedules and missing equipment, but you know you can get your colleagues to their destination, and have the right gear and personnel waiting for them.

EXPEDITION ARTIST

Archetype: *Artist*

Motivation: *Preservation*

Style: 3

Health: 5

Primary Attributes

Body: 3	Charisma: 2
Dexterity: 2	Intelligence: 3
Strength: 3	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 5 (9)	Stun: 3

Skill	Base	Levels	Rating	Average
Art: Painting	3	4	7	(3+)
<i>Landscapes</i>			8	(4)
Art: Photography	3	2	5	(2+)
Athletics	3	3	6	(3)
Empathy	3	2	5	(2+)
<i>Emotions</i>			6	(3)
Firearms	2	2	4	(2)
Science: Geology	3	2	5	(2+)
Survival	3	1	4	(2)

Talents

Keen Sense (+4 to sight-based Perception rating)

Resources

Follower 0 (Big Game Hunter)

Rank 1 (Royal Geographical Society; +2 Social bonus)

Wealth 0 (£1 per month)

Flaw

Aloof (+1 Style point whenever her business-like attitude causes her trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N
Light revolver	2L	0	6L	(3)L

“I DON’T CARE ABOUT THE WILD BEAST. IF I GIVE UP NOW I SHALL LOSE THE LIGHT AND MY PAINTING WILL BE RUINED.”

CHARACTER BACKGROUND

Painting was not my first passion. By training I am a geologist, but through geology I came to appreciate the landscape of our world with both a scientific and artistic eye. Eons of wind and rain have shaped the landscape into a tremendous vista, and it is within this wondrous frame that ancient man constructed his monumental cities and temples. In my early career I was content to photograph scenes to accompany my reports. Though thoroughly adequate for conveying scientific information, they utterly failed to capture the emotion of witnessing a landscape for the first time. Believe me, seeing the majestic peaks of the Himalayas firsthand at sunrise is vastly different to seeing them captured by photograph.

So it was I turned my attention to landscape painting. Paintings take considerably longer to produce, of course, but they capture the true soul of the land. Upon viewing a painting, one can easily imagine oneself standing in some exotic land. Fortunately, both the Royal Geographical Society and general public agree. Not only do I make a modest income from private sales of my smaller paintings, but my larger works are prominently displayed at lectures to help drum up funding support for expeditions across the globe.

Finding the right landscape in the first place is very important. Sometimes it is the natural world that captures my eye, for there are countless wonders that few are privileged to ever see. Other times it is the work of man that needs to be preserved on canvas, before it succumbs to the relentless scour of wind and sand or the smothering entanglement of the living jungle. Even then, correct framing and timing is essential. Any fool can set up an easel in the first location he finds and immediately begin painting, but to capture the true essence one must find the perfect spot, even if that means climbing a mountain or sitting upon a nest of fire ants, and of course the perfect moment. On occasion I work from photographs, but only those I have taken. While painting in this manner loses something of the moment, I at least have the memory of my emotions to work from. And in painting, emotion is everything.

ROLEPLAYING

You are not a rude person, and you consider yourself sociable. When it comes to your art, whether the physical act of painting or locating a good landscape, you become obsessed with capturing the scene and the emotion it instills in you. At such times you become distant and withdrawn.

FIXATED DETECTIVE

Archetype: *Law Man*

Motivation: *Fame*

Style: 3

Health: 4

Primary Attributes

Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 3	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Brawl	2	2	4	(2)
Bureaucracy	3	1	4	(2)
Connoisseur	3	2	5	(2+)
Diplomacy	3	2	5	(2+)
Empathy	3	1	4	(2)
Firearms	3	2	5	(2+)
Investigation	3	3	6	(3)
Spying	3	1	4	(2)
Stealth	3	1	4	(2)
Streetwise	3	2	5	(2+)

Talents

Rapid Shot (Reduced penalty for multiple shots)

Resources

Artifact 1 (Mechanical dog)

Follower 0 (Mechanic)

Rank 0 (The Epicurean Society; +1 Social bonus)

Flaw

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

Weapons	Rating	Size	Attack	Average
Punch	0N	0	4N	(2)N
Heavy revolver	3L	0	8L	(4)L

“IT MAY APPEAR TO BE AN ORDINARY BURGLARY TO YOU, BUT THIS HAS ALL THE HALLMARKS OF BEING THE WORK OF THE BRAIN.”

CHARACTER BACKGROUND

I began my career as an ordinary policeman. My insights into the workings of the criminal mind, coupled with my relentless pursuit of larcenous individuals, quickly led to me becoming a detective. From there I rose through the ranks ahead of those of lower intellect to the rank of detective inspector. I took great pride in apprehending criminals, but if truth be told, I loved the respect of my superiors and the adulation of the general public more.

I resigned from the force after those same superiors forced me to cease my investigations into a mysterious crime lord known only as The Brain. More than once the name had cropped up during my investigations, but the trail soon went cold in every case. In many cases it literally went cold, with suspected henchmen committing suicide by an astounding variety of means rather than risking interrogation. Whoever The Brain is, it is obvious he has a firm grip over his minions, with enough influence and power to ensure the entire criminal underworld remains silent.

Perhaps it is as my former superiors said: maybe I have become fixated on capturing the rogue. I believed then, and still do now, that he is a more dangerous menace to society than Professor Moriarty ever was. Not only that, but apprehending such a criminal genius would undoubtedly boost my reputation to dizzying heights. No longer able to use the Yard's resources to pursue my nemesis, I've become a consulting detective, a role well suited to my desire for fame and my preference to work alone. Since leaving the force, I have earned a good living pitting my intellect and wits against numerous foes. Aside from The Brain, whose trail I pursue when time and clues permit, no villain has yet escaped my long reach.

My dealings with The Brain are not those of ordinary hunter and hunted. My foe is a devious individual, utterly dedicated to criminal pursuits, and I suspect that he takes great pleasure in causing me to piece together a trail through what appears to dull-witted policemen to be a series of unrelated crimes. The game The Brain and I play is a long and complicated one—but be assured that I shall emerge victorious, no matter how long it takes.

ROLEPLAYING

Catching ordinary criminals may receive a few column inches in the newspapers, but you desire the fame that comes with apprehending a true master criminal, and The Brain is exactly that. Your desire to see him behind bars borders on an obsession, causing you to see his nefarious influence where it might not exist.

FOP

Archetype: *Celebrity*
Style: 3

Motivation: *Fame*
Health: 4

Primary Attributes

Body: 2	Charisma: 4
Dexterity: 3	Intelligence: 2
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 4	Stun: 2

Skill	Base	Levels	Rating	Average
Connoisseur	2	4	6	(3)
<i>Fashion</i>			7	(3+)
Diplomacy	4	2	6	(3)
Gambling	2	3	5	(2+)
Linguistics	2	2	4	(2)
Performance	4	3	7	(3+)
<i>Dancing</i>			8	(4)
Ride	2	2	4	(2)

Talents

Captivate (Temporarily entrance targets)

Resources

Artifact 1 (Full wardrobe of self-cleaning clothing)*

Follower 0 (Tailor)

Rank 0 (The Dandy Club; +1 Social bonus)

Flaw

Vain (+1 Style point whenever he steals the spotlight or is forced to confront his shortcomings)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N

* Usually restricted to one garment, but it suits his background. That he always has clean (though possibly torn) clothing available is hardly a game breaker.

“THEY MAY WELL BE SAVAGES, BUT THEIR NECKLACES ARE SIMPLY TO DIE FOR.”

CHARACTER BACKGROUND

I must say, deepest darkest Africa is not really my cup of tea, old boy. Oh, I don't mind the heat or the flies, nor sleeping in a tent. One must tolerate such hardships and privations for a noble cause, to be sure. It's the lack of decent fabrics that I find discomforting. I mean, I can make do with the rolls of special cloth my personal tailor carries with him, but sometimes I need a little extra something, you know? No, I suppose I am not really cut out for this adventuring lark. Why did I choose to leave the civilized world? I simply grew tired with it all. Not of the lifestyle I led, of course. Dear me, no! One could never tire of being invited to all the best social events, or attracting the admiring attention of the hoi polloi on my daily promenade through Regent's Park! No, I found myself deathly bored with the same old fashions being rolled out year after year. The designers try their best, but their best is totally without true imagination, and mere variations on a theme simply won't cut the mustard. I doubt things have changed this season, or will the next, but I admit it is hard getting the latest catalogs delivered to remote parts of the world I find myself these days.

Having seen photographs of foreigners at a lecture I attended, I immediately fell in love with their fashions. To acquire and wear such garments in the great cities of Europe would be more avant garde than anything coming out of Savile Row or Faubourg Saint-Honoré, guaranteed to cement my place as one of the true connoisseurs of fashion. It's so hard to stand out from the crowd when everyone is dressing the same, old sport, so I seek the bold and unique from abroad. Not that I am complaining, you understand. Far from it, in fact! These globetrotters always make it into the dailies, and I can say with hand on heart that my presence among them is enough to attract extra attention. That the widely published photographs also boost my public profile is an added bonus.

Now be truthful—do you think the silk ruffs are too much with this crushed velvet safari jacket? It's so hard getting a meaningful appraisal out of people who think a piece of cloth is adequate covering, you know?

ROLEPLAYING

The only thing that matters to you is looking good. Well, that, and being noticed looking good. You are a true peacock, constantly preening yourself and strutting around in your clothes (which look beautiful but are almost always impractical) in the hope of being admired. Intellectual pursuits and physical activities are not your cup of tea, though—whenever you undertake such tasks, you simply have to make sure everyone compliments you.

GENTLEMAN PUGILIST

Archetype: *Celebrity*
Style: 3

Motivation: *Survival*
Health: 6

Primary Attributes

Body: 3	Charisma: 2
Dexterity: 2	Intelligence: 2
Strength: 3	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 4
Move: 5	Defense: 5
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	3	3	6	(3)
Brawl	3	4	9	(4+)
<i>Punching</i>			10	(5)
Connoisseur	2	2	4	(2)
Intimidation	2	2	4	(2)
<i>Staredown</i>			5	(2+)
Linguistics	2	2	4	(2)
Sports	2	3	5	(2+)

Talents

Knockout Blow (+1 bonus to stun opponent)
Skill Aptitude (+2 Brawl rating)

Resources

Follower 0 (Personal Nurse)
Rank 0 (Sporting Gentlemen's Association; +1 Social bonus)

Flaws

Disfigured (+1 Style point whenever he is rejected because of his appearance)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	10N	(5)N

“I DON’T CARE IF IT IS A LION. I’LL WAGER A QUICK LEFT JAB AND A FIRM RIGHT HOOK WILL TAKE THE BEASTIE DOWN.”

CHARACTER BACKGROUND

Don't let my flat nose, cauliflower ears, and a few missing teeth fool you, my boy... you should see the other chaps! I must admit, though, that not all of these unsightly injuries are from my pugilistic pastime. I broke my nose once playing rugby—ran into a post by mistake. Could happen to anyone, I tell you.

Anyway, while my globetrotting companions might seek out lost ruins and buried treasure, I travel to distant lands for my own reasons. The Sporting Gentlemen's Association yearns to know about all forms of sport around the globe, and it's my duty not only to bring back what I see to the clubhouse, but to learn the rules of the sweet science worldwide and match myself against the locals. One has to fly the flag and all that.

Little me tell you, some of those foreign chaps have some very peculiar forms of pugilism. Both the Chinese and Japanese practice something called “martial arts.” It's a bit like boxing to a layman, I suppose, but you're allowed to kick your opponents as well. Hardly something the Marquess of Queensbury would approve of, eh? Still, takes all sorts to make the world go round.

I know many of my peers much prefer to shoot big game and dangerous beasts, but there's something primal in going up against a wild beastie armed only with your bare hands and wits. Foolhardy? Nonsense! Man had fists before he invented guns! Wrestling crocodiles and tigers is becoming a lost art, but I practice it every chance I get. Of course, it's not without a modicum of risk, as my many scars will testify, but iron fists and a brave heart have earned me a lot of admirers among various native sorts. Not with the women, sadly.

Despite my appearance and preference for pugilism, I am still a gentleman at heart. I know many men with half my talent use their fists only to enforce their will on those weaker than they. My fists I use only to combat villainy and injustice wherever it may lurk. There is nothing worse than a bully in my book. It is a rare day that sees me throw the first punch, but by God I make sure I throw the last one.

ROLEPLAYING

You disdain the use of weapons. In your eyes, the mark of a man is beating your opponent, be it man or beast, into submission using only your bare hands. Though survival is your motivation, you are not overly concerned with your own well-being—you trust in your fists to save the day. You're never one to back down from saving another's life, even if doing so imperils your own.

HARDENED SKEPTIC

Archetype: *Academic*
Style: 3

Motivation: *Faith*
Health: 5

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

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

Skill	Base	Levels	Rating	Average
Academics: History	3	3	6	(3)
Academics: Religion	3	1	4	(2)
Anthropology	3	3	6	(3)
Athletics	2	2	4	(2)
Diplomacy	3	2	5	(2+)
Expeditions	3	2	5	(2+)
Investigation	3	2	5	(2+)
Linguistics	3	2	5	(2+)
Science: Biology	3	2	5	(2+)
Survival	3	2	5	(2+)

Talents
Total Recall (Never forgets anything)

Resources
Follower 0 (Chronicler of Adventures)
Rank 1 (Society of Skeptics; +2 Social bonus)

Flaws
Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his beliefs)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“WAVING A MAP IN MY FACE THAT PURPORTS TO SHOW WHERE ATLANTIS IS DOES NOT EQUATE TO HARD PROOF THAT IT EXISTS, SIR.”

CHARACTER BACKGROUND

Contrary to what you might hear around the Leagues, I am not opposed to the existence of places, objects, or creatures hitherto known to mankind save in folklore. I have stated publicly many times that I am quite prepared to accept, to use but one example, the existence of Atlantis, but not based solely on the words of Plato or artifacts of dubious historical authenticity. Show me definitive proof that the fabled sunken city actually exists and I shall be among the first to volunteer my services to scientifically document and catalogue every brick of its ruins.

My skepticism is not unfounded. Why, just last year there were no less than six expeditions that claimed to have discovered Atlantis, three that reported living dinosaurs in South America, and one that insisted it had explored the Hollow Earth. Not one of these claims could be independently verified as being true. Yes, one underwater expedition did indeed discover a temple, but it proved to be of Greek origin, originally built on a volcanic island. The so-called Hollow Earth proved to be nothing more than a cave system. Unusually large, yes, and of great interest to geologists, but nothing more exciting than that.

Every year the number of expeditions asking for sponsorship to unearth some mythical place or locate a legendary creature increases. Even as I speak, some charlatan is undoubtedly beguiling gullible patrons with his outrageous theories. Rarely are they historians or scientists of true merit, and the “evidence” they offer is based on misunderstanding, misinterpretation—sometimes blatantly deliberate, I might add—with wild leaps of imagination and false logic in equal measure. Sadly, the pounds invested in their crackpot schemes takes away from funding those expeditions with genuine scientific goals that will most certainly increase our understanding of the world.

Now, if you will excuse me I have to pack for a trip to Tibet. Some explorer has wired the Leagues and newspapers in London claiming to have found a yeti scalp. Undoubtedly, it was fabricated from goat hair by one of the locals...

ROLEPLAYING

You are quite prepared to accept the existence of Atlantis, living dinosaurs, and the Hollow Earth, but only when such discoveries are backed by verifiable scientific data. You partake in expeditions to ensure wild claims are not disseminated to the world at large, and to prevent historical sites from being misused to “prove” wild theories.

HUNTER OF MARTIANS

Archetype: *Inventor*

Motivation: *Mystery*

Style: 3

Health: 4

Primary Attributes

Body: 2	Charisma: 2
Dexterity: 3	Intelligence: 3
Strength: 3	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 6	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Craft: Mechanics	3	3	6	(3)
Firearms	3	3	6	(3)
Gunnery	3	3	6	(3)
Pilot: Automotive	3	2	5	(2+)
Science: Engineering	3	4	7	(3+)
Stealth	3	2	5	(2+)

Talents

Weird Science: Engineering (Can build artifacts)

Resources

Artifact 1 (Panzerknacker; see *Globetrotters' Guide to Weird Science*)

Follower 0 (Reporter)

Rank 0 (The Aegis of Terra; +1 Social bonus)

Flaws

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

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Heavy revolver	3L	0	9L	(4+)L
Panzerknacker	10L	0	16L	(8)L

“THE CHANCES OF ANYTHING COMING FROM MARS ARE A LOT BETTER THAN A MILLION TO ONE.”

CHARACTER BACKGROUND

Of course you have never heard anything about a Martian invasion in 1873! It isn't exactly the sort of information we want broadcast around the globe. Can you imagine the panic that would ensue if the population knew that not only does our nearest planetary neighbor sport intelligent life, but that it is hostile toward us?

In the spring of 1873, a small number of strange cylinders landed in a remote part of Scotland. Of course, the astronomical world had detected their approach. Anyone with a powerful telescope could not have failed to see the flashes of light on the surface of Mars that preceded the landing. Fortunately, there were enough chaps in the know with the right scientific credentials to conceal the truth. As far as the world was concerned, the flashes were merely volcanic eruptions. Eyewitnesses who saw the Martian cylinders land were told they were meteorites, completely unrelated to the geological events on Mars. The news about the artillery barrage used to destroy the Martians was circulated as a training exercise. And therein is a valuable lesson: people will believe anything so long as it sounds plausible.

After the invasion was thwarted and the evidence removed, inventors and scientists were called in to examine the wreckage and corpses. When the government refused to accept that the landing was only the prelude to a larger invasion, the Aegis of Terra was founded to combat the hidden threat. Professor Wells? Of course he is a member, though he doesn't publicly acknowledge it—what part of preventing panic did you fail to understand?

Some of us scour the globe searching for other landing sites, though as yet we have found no definitive proof the Martians landed anywhere other than rural Scotland. Some of us focus on utilizing Martian technology or creating weapons of science to counter their superior technology, so that we might be better prepared against a full invasion. I am one of those inventors. I consider myself a practical man, and I would not dream of equipping others with weapons I myself had not tested in field.

Now, if you are quite ready and have finished asking questions, we shall begin your first lesson. These steam tripods are notoriously hard to steer, you know.

ROLEPLAYING

You know for a fact that Martians have not only visited the Earth, but they are still here. Such knowledge would cause mass panic if it reached the public, and one of your duties is to ensure that never happens. Often a quiet word is enough to quash a story, but sometimes you are required to take more drastic action. You don't enjoy it, but the Earth, and its inhabitants, must be protected at all costs.

LUSTY CAD

Archetype: *Adventurer*
Style: 3

Motivation: *Escape*
Health: 4

Primary Attributes

Body: 2	Charisma: 3 (4)*
Dexterity: 3	Intelligence: 2
Strength: 3	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 6	Defense: 5
Perception: 4	Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	3	2	5	(2+)
Brawl	3	1	4	(2)
Con	4*	4	8	(4)
<i>Seduction</i>			9	(4+)
Empathy	2	3	5	(2+)
Linguistics	2	2	4	(2)
Performance	4*	2	6	(3)
Streetwise	4*	2	6	(3)
<i>Carousing</i>			7	(3+)

Talents

*Attractive (+1 Charisma rating when dealing with people)

Resources

Contacts 1 (Former lovers; +2 bonus)
Follower 0 (Dim-but-Sporty School Chum)
Rank 0 (The Travelers Club; +1 Social bonus)

Flaws

Lustful (+1 Style point whenever his overactive libido gets him or his companions into serious trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	4N	(2)N

“LOOK, I’M SURE SHE’LL HELP US. WE GO BACK A LONG WAY, AND I’D IMAGINE SHE’S FORGIVEN ME BY NOW. PROBABLY.”

CHARACTER BACKGROUND

I had no intention of traveling the world in search of adventure. Far from it, in fact. My father is a man of some means, and our family’s wealth guaranteed me enough comfort such that I had no need to perform any form of labor. My days were spent carousing, for I am by nature a person of good cheer and greatly enjoy the company of others. My life of casual leisure was not to the liking of my father, however. Being somewhat old-fashioned, he decided that I should marry forthwith. He thought perhaps that the influence of a good woman might calm my sociable nature, which he saw as beneath a young man of my standing. In my defense I did not gamble, and while I spent freely, I was never frivolous with the stipend he paid me each month. To my horror, I learned that he had chosen my bride for me!

Oh, she was a young woman of thoroughly good breeding and not without wealth—my father had made sure of that—but her appearance was... homely, if one is being polite. Naturally I took umbrage at his choice, but he would not be swayed by my promises to mend my ways and take up a profession of his choosing.

Fortunately, one of my fellow club members had previously made mention of an expedition to some distant land. At the time I had no desire to adventure, having journeyed no further than Rome thus far in my life. But the thought of marriage had given rise to a sudden wanderlust I decided I could not ignore. And thus it was I began my life of travel and adventure.

My many lovers? I freely admit my good looks and genteel nature attract to me a certain amount of romantic attention from the ladies of many nations and social standings, but I have, until last night that is, refrained from acting upon the impulses of a manly nature. Rest assured that I am not in the habit of falling for the charms of every pretty woman who deigns to bat her painted eyelids at me.

Now, if you will kindly excuse me, I had best get dressed and vacate your chamber through yonder window—that frantic banging on the door is undoubtedly your cuckolded husband and his vicious thugs. Au revoir, my sweet!

ROLEPLAYING

You have a roving eye and an insatiable libido when it comes to the opposite sex. You’ve left a string of broken hearts and happy smiles in equal measure across the globe. You’re not a cruel man who just abandons his lovers after a night or two of passion—you’ve always got a lie ready to trip off your tongue.

MONEYMAN

Archetype: *Businessman*

Motivation: *Duty*

Style: 3

Health: 5

Primary Attributes

Body: 2	Charisma: 3
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 3
Move: 4	Defense: 4
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Bureaucracy	3	3	6	(3)
Diplomacy	3	4	7	(3+)
<i>Negotiation</i>			8	(4)
Expeditions	3	3	6	(3)
<i>Logistics</i>			7	(3+)
Firearms	2	2	4	(2)
Linguistics	3	2	5	(2+)
Streetwise	3	2	5	(2+)

Talents

None

Resources

Contacts 1 (Financial; +2 bonus)

Fame 0 (Financial investor; +1 Social bonus)

Follower 0 (Thug)

Rank 1 (The Travelers Club; +2 Social bonus)

Flaws

Stingy (+1 Style point whenever his reluctance to spend money or insistence on haggling causes trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	6L	(3)L

“DEAR ME, NO! I COULDN’T POSSIBLY AUTHORIZE AN EXPENSE THAT LARGE. YOU’LL HAVE TO PICK SOMETHING SOMEWHAT LESS DEAR.”

CHARACTER BACKGROUND

Does it come as a surprise to you to know that I was once a bank manager? Such a trusted and important position does not come easily. I began as a humble clerk, and worked my way upward through financial astuteness, diligence, and always sticking to the rules.

I had every expectation of spending the entirety of my career in the bank’s service. Several years ago one of our most important customers, a gentleman of some influence and means whose name I’ll not divulge, elected to sponsor one of those so-called “globetrotting expeditions.” Naturally I tried to talk him out of it—very few of them return with anything that comes close to being able to repay their sponsorship. My client was adamant, however, and to ensure that every last farthing was properly accounted for, he insisted I accompany the expedition as his official agent. There was little I could do but acquiesce to his request.

I’ll not bore you with the details of the expedition, but rest assured that my client was extremely happy with the outcome. So much so, in fact, that he promptly recommended my services to his friends, many who themselves fancied sponsoring one of these expeditions. Some were pure philanthropists, seeking only to fund worthy causes, while others desired to have their name attached to a famous endeavor. I complained that the bank would not authorize my extended absences. The sums of money they offered me to handle their financial affairs exceeded my salary, and it was with only a modicum of regret that I handed in my notice.

Since then I have expanded upon the services I offer. Although I continue to safeguard the investments of my clients, I also host lecture tours as a means of raising funds for expeditions I believe might be of interest to investors. Naturally, I am very open and up front with the risks involved—the only guarantee I offer is that their money will be wisely spent and that I shall provide full receipts and ledgers upon my return.

Now, if you’ll just sign this form in triplicate, I can issue you funds to purchase more ammunition. Best hurry—those angry natives are getting rather close.

ROLEPLAYING

Your role in the globetrotting community is to acquire funds for expeditions and ensure that sponsors get value for their investments. When it comes to spending money and arranging supplies, you are firmly in charge—and if there is one thing you detest, it is having to spend money on anything except the absolute essentials.

MOUNTAINEER

Archetype: *Adventurer*

Motivation: *Glory*

Style: 3

Health: 5

Primary Attributes

Body: 3	Charisma: 2
Dexterity: 2	Intelligence: 3
Strength: 3	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Acrobatics	2	2	4	(2)
Athletics	3	4	7	(3+)
<i>Climbing</i>			8	(4)
Expeditions	3	2	5	(2+)
<i>Mountains</i>			6	(3)
Firearms	2	2	4	(2)
Linguistics	3	1	4	(2)
Science: Geology	3	2	5	(2+)
Survival	3	3	6	(3)

Talents

Climb (Improved climbing speed)
Native Terrain (Immune to Deprivation and Exposure in mountains)

Resources

Follower 0 (Mule)
Rank 0 (The Alpine Club; +1 Social bonus)

Flaws

Competitive (+1 Style point whenever his competitive streak gets him in over his head or leads to problems)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N
Light revolver	2L	0	6L	(3)L

“WE’LL HAVE TO FORGO SAFETY ROPES FROM NOW ON IF WE WANT TO BEAT OUR RIVALS TO THE SUMMIT.”

CHARACTER BACKGROUND

Mountaineering is, if you’ll pardon the expression, as old as the hills. Did you know Emperor Hadrian once ascended Mount Etna just to see the sunrise?

The big one, the crowning glory of any mountaineer’s career, would be to scale the majestic heights of Mount Everest. Best part of forty years since it was officially labeled the globe’s highest peak, and still no one has attempted an ascent. Not that it is impossible, as some claim. Why, our very own Mr. Dent, who just stepped down as the Alpine Club’s president, has himself declared it possible in his wonderful tome, *Above the Snow Line*.

Not much left to climb in Europe and North America these days, but there are peaks in thoroughly inhospitable places that are still a worthy challenge. Nothing inside the Arctic Circle has yet to be climbed, the whole stretch of the Andes remains to be surveyed, and both Erebus and Terror in Antarctica remain virgin territory. I even hear rumors that there are peaks inland, toward the South Pole, that dwarf Everest itself! Can you imagine standing on one of those peaks, untouched since the dawn of their creation? A man would be in the realm of the gods atop such heights, assuring the immortality of his name... and maybe a knighthood to boot.

Personal ambitions aside, one should never ignore the call of duty and country. The Empire has ordered expeditions to survey the great Asiatic mountains, and it is my hope to take part in that challenge. Conway has his eyes firmly set on a peak of 23,000 feet, and is already planning an expedition. Fine chap, William Conway. Give him a few years to get some more experience and he’ll likely make a fine Club president. But for now, can’t let him claim all the glory though, eh?

Right. We can’t sit around talking all day. There’s still a good height to climb before we reach the summit, and we’ll need to move fast to beat that storm brewing on the horizon. Looks like it’ll be a big one, a nasty bit of work for us to climb in. Getting down? Buck up, man! We’ll worry about that once we reach the top—onward and upward!

ROLEPLAYING

Climbing the world’s highest peaks isn’t enough for you. You want to be the first human to set foot on summits untouched by any other. If you can’t be the first, though, you want to set a new record for an ascent. Of course, mountaineering comes with many risks, but you’re prepared to accept those in order to achieve lasting fame. Those who can’t keep up get left behind.

NANNY

Archetype: *Guardian*

Motivation: *Duty*

Style: 3

Health: 5

Primary Attributes

Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Brawl	2	3	5	(2+)
Empathy	3	2	5	(2+)
<i>Motives</i>			6	(3)
Firearms	3	3	6	(3)
Intimidation	3	2	5	(2+)
<i>Staredown</i>			6	(3)
Linguistics	3	2	5	(2+)
Medicine	3	1	4	(2)
Melee	2	1	3	(1+)

Talents

Danger Sense (Reduced surprise penalty)

Guardian (Provide Defense bonus to allies)

Resources

Follower 0 (Chauffeur)

Rank 0 (Circle of Nannies; +1 Social bonus)

Flaws

Stubborn (+1 Style point whenever her inflexibility causes her trouble, or she forces others to go along with her idea)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Light revolver	2L	0	8L	(4)L

“LET’S SEE: KITE, MONEY TO BUY BIRD SEED, AND REVOLVER. NOW WE’RE READY FOR OUR STROLL IN THE PARK, YOUNG MASTER.”

CHARACTER BACKGROUND

No, we shall sit on this bench. If we sit on the bench you suggest the sun shall be directly in our eyes shortly, and that simply won’t do. Be a dear and keep an eye on that man flying the kite, would you? There is something very odd about a grown man flying a kite.

It is a sad fact that sometimes the sins of the father bring children into danger. Of course, even without sin, the children of a prominent citizen are targets for anarchists and other ne’er-do-wells. Before I accepted this assignment, I was nanny to the children of a bank clerk who managed to run up gambling debts with a rather unsavory figure he really should have known better than to have any dealing with. Still, it is not my place to scold adult men on the decisions they make, but it was certainly my duty to ensure that the aforementioned unsavory character did not succeed in his attempt to kidnap the clerk’s children in order to ensure prompt payment—which I thwarted rather smartly, thanks to a tip-off from their previous nanny.

Someone in my position has chosen a tough but rewarding life. Children need discipline from a young age, and you must never spare the rod. If you have carried out your duties properly, you will reap the reward of seeing them grow to fine gentlemen and women. Of course, you may be required to leap in front of a bullet or knife at some point in the course of your duties, but this is not a job without certain risks. You may also be called upon to aid your former charges once they leave your care. No man or woman ever forgets his nanny, and they know full well that they may call on her services at any point in their life. As nannies, it is our duty and moral responsibility to provide whatever assistance we can.

Yes, I’ve already noticed, by the way he is glancing over here, that the man with the kite clearly has some malicious intentions toward you, young master. I think it will be best for all concerned if I shoot him first. Here, hold my bag, whilst I draw my revolver. I believe I can time my shot to coincide with the train whistle as it passes so as not to disturb those enjoying the fresh air...

ROLEPLAYING

You are not just a governess to young children, responsible for teaching them to good manners and cleanliness—you are also a bodyguard for hire. You are stern but fair, and prepared to go to any lengths to keep your young charges safe from harm. Parents may not always agree with your decisions, but you are a firm believer that nanny always knows best.

NAVAL OFFICER

Archetype: *Military Officer* Motivation: *Glory*
 Style: 3 Health: 5

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

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

Skill	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Bureaucracy	3	2	5	(2+)
Expeditions	3	2	5	(2+)
Firearms	2	2	4	(2)
Gunnery	3	1	4	(2)
Intimidation	3	2	5	(2+)
Melee	2	2	4	(2)
Pilot: Nautical	3	2	5	(2+)
Survival	3	2	5	(2+)

Talents
 None

Resources
 Follower 0 (Batman)
 Rank 0 (The Mariners Club; +1 Social bonus)
 Rank 1 (Royal Navy Sub-Lieutenant; +2 Social bonus)

Flaws
 Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Light revolver	2L	0	6L	(3)L
Arming sword	3L	0	7L	(3+)L

“PUSH ON, CHAPS! I SENSE THERE’S A MEDAL FOR ALL OF US ALL IF WE REACH OUR DESTINATION AND LIVE TO TELL ABOUT IT!”

CHARACTER BACKGROUND

I hadn’t been in the Navy long when I got my first taste of adventure and glory. I joined up because it was the done thing in my family—line of officers going back to Trafalgar, you know, and I couldn’t be the one to break the chain. I thought life might be terribly dull, but my opinion changed when we were unexpectedly diverted to Antarctica to rescue a civilian expedition that had gotten into a spot of bother.

Conditions were absolutely horrendous. Temperature was well below freezing, in the midst of a God-awful deadly blizzard. Half the rescue party wanted to turn back, seeing no sense in losing their own lives in an attempt to save others. The captain asked for volunteers to continue onward, and I stepped forward without hesitation. Two men in our party died before we found the lost expedition, and three of their number succumbed to the bitter cold before we made it back to the ship. We grieved, of course, but our hearts were lightened by the knowledge that we had rescued nine souls in distress that would undoubtedly have perished without our timely intervention against all odds.

On our return home we were the talk of the town—reporters wanted to interview us, the Navy sang our praises as shining examples, and complete strangers shook our hands in the streets or bought us drinks wherever we went. I reveled in the attention while it lasted, but like so many things in life it was fleeting. The eyes of the world soon turned to other things and we were forgotten, yesterday’s news.

Though I remain a serving officer, the Navy is keen to conduct its own expeditions and to have personnel join civilian ventures. Having already made a name for myself in the right circles, I am frequently given official leave of absence to partake in all sorts of perilous adventures around the globe. Oh, I have done some marvelous things, but nothing to earn my place in history. As of yet I do not even have a medal to pin on my chest, though I have been mentioned in dispatches several times. One day, though, one day everyone will know my name, and I shall ensure they do not forget it.

ROLEPLAYING

You come from a naval family, and everyone before you has achieved some sort of fame, normally with a medal or knighthood to show for their exploits. You’re desperate to make a name for yourself, one that will last the ages. That causes you to take extreme risks in the hope of being recognized for your deeds – a posthumous recognition is better than none whatsoever, after all.

PHARMACOLOGIST

Archetype: *Scientist*
Style: 3

Motivation: *Glory*
Health: 5

Primary Attributes

Body: 3	Charisma: 2
Dexterity: 2	Intelligence: 4
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 4	Defense: 5
Perception: 6	Stun: 3

Skill	Base	Levels	Rating	Average
Craft:	4	2	6	(3)
Pharmacology				
<i>Remedies</i>			7	(3+)
Investigation	4	2	6	(3)
Linguistics	4	2	6	(3)
Medicine	4	2	6	(3)
<i>Diagnosis</i>			7	(3+)
Science: Biology	4	3	7	(3+)
Science: Chemistry	4	4	8	(4)
Survival	4	1	5	(2+)

Talents

Weird Science: Chemistry (Can create artifacts)

Resources

Fame 1 (Noted pharmacologist; +2 Social bonus)

Follower 0 (Research Assistant)

Rank 0 (Pharmacopoeia Society; +1 Social bonus)

Flaws

Allergy: Pollen (+1 Style point whenever he suffers from his allergy)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“YES, THE SIDE-EFFECTS ARE DREADFUL, BUT FAR LESS WORRISOME THAN THE CASE OF RABIES YOU’RE AFFLICTED WITH!”

CHARACTER BACKGROUND

Why yes, I am the inventor of the Allergy Suppression Pill. Money? Dear me no, sir, I haven’t made a single farthing from my invention, nor do I ever intend to. The small sum I charge covers my exact expenses in producing the wondrous, if temporary, remedy, but beyond that they are my gift to the people of the world. Though you might believe it strange for a man of my undoubted scientific talent, my only goal in life is to create cures for all the ills of the world. Polio, bubonic plague, rabies, yellow river, even common allergies—all must be eliminated for the betterment of mankind. And it is not just the more exotic diseases and toxins I seek to protect mankind against. I myself suffer from a severe pollen allergy, and have done since I was a youth. Though it causes no long term ill-effects, I have firsthand experience at how annoying it can be to have watery, itchy eyes. While some cures might indeed be found by mixing biological or chemical compounds in a laboratory, one should not ignore the vast array of plant life, nor indeed the world of animals. New species of flora and fauna are being discovered every day by intrepid globetrotters, and any one of these might hold the key to producing an antidote or vaccine for some ailment or another.

So it is I travel the globe in pursuit of new medicines and cures. Of course, there are many dangers lurking beyond the boundaries of civilized lands, but any discomfort or injury I might sustain on expedition is but a trifle compared to the wondrous remedies my discoveries might enable me to concoct. Now, that is a most violent sneezing fit you are suffering, sir. Do you perchance requires one of my pills?

ROLEPLAYING

There are many allergies, toxins, and diseases in the world. Some are more deadly than others, but you know they all cause misery. If you could find a cure for even a handful of them your name would go down in the annals of history. First on your list is to find a permanent cure for your own chronic pollen allergy.

ALLERGY SUPPRESSION PILL

Artifact 1

When swallowed, this pill either prevents the user suffering from any allergy for one combat or entire scene or suppresses an already active allergy, so negating the -2 dice pool penalty. Each batch contains five doses.

Enhancements: Remove Flaw: Allergy (+2 Enhancements)

RETIRED JUDGE

Archetype: *Government Official* Motivation: *Justice*
 Style: 3 Health: 5

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

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

Skill	Base	Levels	Rating	Average
Academics: Law	3	4	7	(3+)
Bureaucracy	3	2	5	(2+)
<i>Legal</i>			6	(3)
Diplomacy	3	3	6	(3)
Empathy	3	2	5	(2+)
Investigation	3	1	4	(2)
Linguistics	3	2	5	(2+)
Performance	3	2	5	(2+)
<i>Oratory</i>			6	(3)

Talents
None

Resources
Contacts 0 (Criminal; +1 bonus)
Contacts 0 (Legal; +1 bonus)
Follower 0 (Butler)
Rank 0 (The Gavel Club; +1 Social bonus)
Status 1 (Retired high court judge; +2 Social bonus)

Flaws
Honest (+1 Style point whenever his honesty causes trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“I WON’T LIE TO YOU, OLD BOY. IT SEEMS THAT BY THEIR LAWS YOU’VE UNWITTINGLY MARRIED THE CHIEF’S DAUGHTER.”

CHARACTER BACKGROUND

Nonsense! Chap deserved to have his neck stretched for his crimes, what? Anyway, I didn’t come here to talk about old cases. Oh, as a former high court judge I’ve seen all manner of criminals—from pickpockets to murderers, they’ve all crossed my path. Still keep in touch with a few of them, you know? One never knows when one might need a helping hand, so to speak.

As you know, I retired early after the wife died, God rest her soul. Wasn’t really sure what to do with myself—the wife loved her roses, but gardening was never my cup of tea. As luck would have it, I read about that chap in the papers. Blast if I can remember his name, but you know the one I mean. Seeing as how I had nothing else to do, I thought a trip to Turkey might be good for me—see the world a bit, and all that. I had a talk with the fellow in jail—ghastly place that was—and it looked like a case of simple cultural misunderstanding. I read up on Ottoman law and managed to get him off. Made the papers back here, of course.

When I returned home I was contacted by the Gavel Club. Seems these globetrotter types you read about are prone to falling afoul of local laws fairly regularly, and most don’t have a clue about permits and licenses and things. A chap could get himself into a right royal mess in some parts of the world by not having the right forms in hand, you know?

Most of the time I’m merely an advisor—helping to keep them out of trouble, briefing them on local customs and taboos, arranging the correct paperwork, that sort of thing. Naturally, when the need arises I serve as their legal counsel. Can’t say I’ve gotten everyone out of the kink. My only real concern is that the trial is fair and the judge is impartial—if a chap’s guilty and the trial is run in accordance with local law, who am I to interfere with justice?

Right, now make yourself look presentable, stiffen that lip, and above all let me do the talking—it seems the local chieftain is a stickler for tradition, and he wants your head for doing whatever it was you were doing with his daughter. I’ll try to explain it was just an honest mistake—but if I were you, I wouldn’t make any long-term plans.

ROLEPLAYING

Although a former judge, you are not concerned as to whether your clients are guilty or innocent. What matters to you is that they receive a fair trial, no matter what part of the world they are in. You are not one for lies or verbal trickery—when you speak it is the truth. If people don’t like that, then that is their problem.

SIGILLOGRAPHER

Archetype: *Academic*

Motivation: *Truth*

Style: 3

Health: 4

Primary Attributes

Body: 2	Charisma: 3
Dexterity: 2	Intelligence: 4
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 2	Defense: 4
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: History	4	3	7	(3+)
Bureaucracy	4	2	6	(3)
<i>Academia</i>			7	(3+)
Hobby: Sigillography	4	3	7	(3+)
Investigation	4	3	7	(3+)
Linguistics	4	3	7	(3+)
<i>Deciphering</i>			8	(4)
Streetwise	3	2	5	(2+)

Talents

None

Resources

Contacts 1 (Political; +2 bonus)
Followers 0 (Smuggler)
Rank 1 (Society of Antiquarians; +2 Social bonus)
Status 0 (Respected professor; +1 Social bonus)

Flaw

Obese (+1 Style point whenever his weight slows him down or causes him difficulty)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“GENTLEMEN, THIS MAY BE AN ANCIENT EGYPTIAN TOMB, BUT THAT SEAL WAS DEFINITELY MADE BY THE KNIGHTS TEMPLAR.”

CHARACTER BACKGROUND

Having stolen undetected through the count's castle, we finally entered his treasury. My colleague disarmed the crude alarm on the display case, allowing me to... steal the diamond? What diamond? Oh my stars, you think me a common thief? Does this physique speak of cat burglary to you, sir?

I am a sigillographer—I study heraldic seals from across the ages. Word reached me through my many contacts in museums that the count possessed a particularly ancient seal. It supposedly mentioned a king of Sumer believed to be a mythical figure rather than a historical head of state. I had attempted to gain access to the seal through diplomatic means, but despite my credentials and standing within my chosen field the count rebuffed me. The ignoramus had no interest in scholastic pursuits, nor in truth. At best he was a collector of curiosities, with little understanding of what he possessed. Anyway, my good fellow, we did not steal the seal. I made a wax impression so that I might later create a replica and study it at my leisure.

Most amateur sigillographers stick to heraldic seals attached to the bottom of official documents. Rarely do they venture further back in time to the Middle Ages. My field of interest encapsulates stamps, cylinder seals, ring seals, and seal tablets of all ages. In many cases the actual physical seals have been lost, but we can recreate them from the impressions they left. As well as revealing names that might otherwise have been lost to history, some seals bear an image of their owner. Take the Seal of Mindaugas, as an example. Although it dates from the 13th century, it is the only extant depiction of Mindaugas we have. An invaluable historical artifact! And it was not just rulers who used seals, of course. Various organizations, state officials, and even towns and cities had, and in many cases still have, their own seals.

I could talk all day about the subject, but I fear I must make a hasty exit. Those men over there are soldiers of the count, and I fear my intrusion into his home has not gone entirely unnoticed.

ROLEPLAYING

You are not interested in making a great discovery for the sake of accumulating fame. There are countless lost tombs out there, and you hope that through your study of seals you might help to locate them. Even if you can't, your insight can add to the cumulative knowledge of historical figures, thus enabling all of mankind to benefit.

THEATER MANAGER

Archetype: *Businessman*
Style: 3

Motivation: *Fame*
Health: 4

Primary Attributes

Body: 2	Charisma: 4
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 4
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Bureaucracy	3	1	4	(2)
Con	4	3	7	(3+)
Connoisseur	3	1	4	(2)
Diplomacy	4	4	8	(4)
Empathy	3	2	5	(2+)
Expeditions	3	1	4	(2)
Performance	3	3	6	(3)
Streetwise	4	2	6	(3)

Talents

Captivate (Can temporarily entrance opponents)

Resources

Contacts 1 (Entertainment; +2 bonus)

Follower 0 (Circus performer)

Rank 0 (The Eccentric Club; +1 Social bonus)

Flaw

Coward (+1 Style point whenever he gives up without a fight or abandons his friends to save his own skin)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“STEAL YOUR IDOL? DEAR ME, NO! I’M HERE TO OFFER YOU A SIX MONTH CONTRACT, TWO SHOWS A DAY, AT 2% OF NET TAKINGS.”

CHARACTER BACKGROUND

An explorer and treasure hunter? Dear me, no, I practice neither of those admirable occupations. Neither am I an erudite academic or studious scholar. I, sir, am the owner and master of ceremonies of a popular palace of entertainment—otherwise known as a theater. Some might say it is a small establishment, but I prefer to think of it as a keenly intimate one.

Competition between myself and those who consider themselves my peers is constant. I admit that my paying patrons have diminished of late, though not through any incompetency on my part as proprietor, you understand. The perplexing problem that plagues my program is finding acts as yet unseen. Singers, dancers, jugglers and magicians are two a penny, and the public have seen their like too many times over. Oh, every now and then someone comes along with something new to offer, but to produce performers that will consistently astound and amaze apathetic audiences, I’ve been forced to depart my homeland and search the globe far and wide for the latest and greatest.

And I have seen some wondrous works on my travels! In India I witnessed with my own eyes a man levitate, and yet another climb a rope suspended in mid-air by some unseen force. I have seen African warriors jump up and down on the spot until they bound higher than a giraffe. I have heard nomads in Mongolia whistle two notes of different pitch simultaneously—one using their mouth and the other their nose. I even discovered a troupe of primates—apes!—who could play musical instruments. A few of these acts I have persuaded to sign contracts and enjoy the acclaim they deserve, but the audience’s thirst for spectacle can never be slaked, so my search is relentless.

Of course, my travels are not only for my own benefit. I am by nature an affable individual and possessed, if I do say so myself, of jocular spirit, and thus I serve globetrotters as a diplomat of sort, smoothing ruffled feathers and that sort of thing. And now, most honorable tribal chieftain, may I politely request that you release me from this stewpot so that we might discuss a contract of lasting mutual benefit?

ROLEPLAYING

You travel the globe in the hope of finding acts that will attract huge audiences to your theater. While not exactly typical globetrotting material, your gift of gab and eloquent manner has served you and the expeditions you have accompanied well. You are not one accustomed to physical danger, however: surrender is always high on your list of priorities when encountering hostile forces.

WASTREL

Archetype: *Aristocrat*Motivation: *Greed*

Style: 3

Health: 5

Primary Attributes

Body: 3	Charisma: 3
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 5
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Academics: History	3	1	4	(2)
Con	3	4	7	(3+)
Empathy	3	1	4	(2)
Firearms	2	3	5	(2+)
Gambling	3	2	5	(2+)
Larceny	2	4	6	(3)
Linguistics	3	1	4	(2)
Streetwise	3	1	4	(2)

Talents

Drunken Master (May substitute his Con rating for his Active Defense when making a block or dodge)

Lucky (+2 luck bonus to any dice roll once per game session)

Resources

Followers 0 (Exotic dancer)

Rank 0 (The Travelers Club; +1 Social bonus)

Flaw

Lazy (+1 Style point whenever he convinces someone else to carry out a task he was supposed to perform)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rifle	3L	0	8L	(4)L

“DOES IT REALLY MATTER HOW I CAME BY IT? IT’S A TREASURE MAP! WE CAN BE RICH!”

CHARACTER BACKGROUND

My parents were well known in their time. Father was a prominent scholar and Mother was an adventuress and explorer. Odds are you’ve read about their exploits and findings—they were quite the globetrotters before the accident. I still miss them, but life goes on, eh? My sister decided to follow the family tradition, though she has met with only limited success so far. Not for want of trying, mind you, but it’s a man’s world, right?

I enjoy traveling, but I was never really the academic or adventurous sort. My parents tried their best to instill a sense of purpose in my life, but they were rather busy and the message they tried to impart never quite took. Instead, I just sort of casually drifted into other pursuits more to my liking.

I’ve had my fair share of adventures, though. You recall the expedition that recently explored the Egyptian wilderness in search of the golden pyramid? I was a key member, you know. Oh yes, I was the one who acquired the map. I... er... won it in a game of cards with this charming German antiquarian fellow. Of course, we came back empty-handed except for a few broken pots—though not through want of trying, let me tell you! Rather disappointing, really, but one has to keep one’s chin up and soldier on.

I don’t mind admitting that I hope to one day find something really valuable. I mean really valuable—life-changing money valuable. A gentleman has certain expenses to pay and accumulated debts to settle, but my dream is to open a club somewhere exotic. Cairo, maybe, or perhaps Shanghai. I have a feeling Shanghai is going to be rather exciting in years to come. I’m looking for business partners, you know. Just requires a small up front investment of, say, a hundred pounds sterling to get things moving? I accept bank drafts. Have a think on it and let me know later.

Do I have the time? Hang on half a moment. Your pocket watch, you say? Are you quite sure? I’m sure I picked this one up in town just this morning. Is that the time? I really must be going. Nice seeing you again! Do think about the investment opportunity, old boy! Adieu!

ROLEPLAYING

Let others crave fame or glory—all you’re interested in is money. You’re no master criminal planning a major heist, and you’re certainly above petty burglary and picking pockets, but you’re willing to commit minor crimes so long as they lead to the possibility of some fantastic haul. When it comes to actually doing work, like digging, you’re happy convincing others to do the heavy stuff. Naturally you expect an equal share of any rewards.

SAMPLE HENCHMEN

AQUANAUT

Follower 1

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 (*Swimming* 5), Expeditions 4 (*Terrain: Underwater* 5), Pilot: Nautical 4 (*Submersibles* 5), Science: Oceanography 4 (*Aquatic Organisms* 5)

Talents: Artifact 1 (Advanced diving suit)

Resources: None

Flaws: Superstitious (+1 Style point whenever his eccentricities cause him trouble, or if one of his beliefs turns out to be true)

Weapons: Punch 0N

ASTRONOMER

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 3, Stun 2, Health 3

Skills: Science: Astronomy 5, Science: Mathematics 5, Science: Physics 4

Talents/Resources: None

Flaws: Boring (+1 Style point whenever his boring persona causes him or his allies trouble)

Weapons: Punch 0N

BIBLIOPHILE

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2

Skills: Academics: Literature 5, Art: Writing 5, Linguistics 4

Talents/Resources: None

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 0N

BUDDING GLOBETROTTER

Follower 1

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, Expeditions 4, Firearms 4, Linguistics 4, Survival 4

Talents: None

Resources: Rank 1 (The Travelers Club; +2 Social bonus)

Flaws: Thrill Seeker (+1 Style point whenever he puts himself or his companions in danger just for the fun of it)

Weapons: Punch 0N, Light revolver 6L

CIRCUS PERFORMER

Follower 0

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

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Acrobatics 4, Athletics 4, Performance 3

Talents/Resources: None

Flaws: Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 0N

COWBOY

Follower 0

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

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Animal Handling 3, Firearms 4, Ride 4

Talents/Resources: None

Flaws: Brash (+1 Style point whenever his forthright manner and lack of social decorum causes him or his friends trouble)

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

DILETTANTE

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2

Skills: Academics: Literature 4, Anthropology 4, Art: Painting 4, Art: Sculpture 4, Linguistics 4

Talents/Resources: None

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

Weapons: Punch 0N

ENTERTAINER

Follower 0

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

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Art: Music 4, Performance 5

Talents/Resources: None

Flaws: Vain (+1 Style point whenever she steals the spotlight or is forced to confront her shortcomings)

Weapons: Punch 0N

FIELD BIOLOGIST

Follower 0

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

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 3, Defense 3, Stun 2, Health 3

Skills: Science: Biology 5, Survival 4

Talents/Resources: None

Flaws: Envious (+1 Style point whenever his envy causes trouble for him or his companions)

Weapons: Punch 0N

NATIVE WARRIOR

Follower 0

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

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Archery 4, Melee 4, Survival 3

Talents/Resources: None

Flaws: Primitive (+1 Style point whenever his primitive nature hampers him or causes troubles)

Weapons: Punch 0N

REPORTER

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Art: Photography 3, Art: Writing 4, Investigation 4

Talents/Resources: None

Flaws: Curious (+1 Style point whenever her curiosity gets her or her companions into trouble)

Weapons: Punch 0N

SPECIAL BRANCH DETECTIVE

Follower 1

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, Firearms 4, Intimidation 4, Investigation 4, Streetwise 4

Talents: None

Resources: Rank 1: Detective (+2 Social bonus)

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

Weapons: Punch 4N, Heavy revolver 7L

SPY

Follower 1

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: Con 4, Larceny 4, Linguistics 4, Spying 4, Stealth 4

Talents: None

Resources: Contacts 1 (+2 bonus)

Flaws: Liar (+1 Style point whenever his dishonesty causes trouble or his lies catch up with him.)

Weapons: Punch 1N

STAGE MAGICIAN

Follower 0

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

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Con 4 (*Tricks* 5), Larceny 4 (*Sleight of Hand* 5)

Talents/Resources: None

Flaws: Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his belief)

Weapons: Punch 0N

THUG

Follower 0

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

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Brawl 4, Intimidation 4

Talents/Resources: None

Flaws: Callous (+1 Style point whenever he does something particularly selfish or refuses to help someone in dire need)

Weapons: Punch 4N

TRAVEL WRITER

Follower 1

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: Art: Writing 4, Athletics 4, Diplomacy 4, Empathy 4, Linguistics 4

Talents: None

Resources: Fame 0 (+1 Social bonus), Rank 0: The Travelers Club (+1 Social bonus)

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

Weapons: Punch 0N