



GLOBETROTTERS' GUIDE TO M·O·R·E·W·E·I·R·D·S·C·I·E·N·C·E

Professor Pennyworth is back with another collection of weird science devices! Gadgets, weapons, vehicles, and automata galore await the curious mind.

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 “—.” See *Globetrotters' Guide to Expeditions* for more details on how explorers can acquire loan of these devices.

NEW LEAGUES

THE POLYGLOT CLUB

Originally founded as a club for foreign travelers who spoke little or no English and who desired the company of fellow countrymen while abroad, over the decades its focus has shifted to recruiting polyglots. Except for new members (known as “Monos” because they have yet to master a second language), no member of the club may speak in his native tongue within the clubhouse unless addressed by a foreign member who wishes to converse in that language. Members travel abroad primarily to record minor languages and dialects in danger of being lost, though more than a few offer their services to expeditions as translators.

Starting Skill List: Linguistics and one other Skill of your choice.

Special: Members' Linguistics Skill level must be equal to or greater than their League Rank. When choosing a language group, the globetrotter automatically learns all the associated tongues, even those normally reserved to scholars.

THE SOCIETY OF MEDIATORS

Founded on the principle that problems can be resolved without resorting to violence, the Society of Mediators strives to bring about peaceful resolutions to all manner of conflicts. Aside from having political contacts, members may not be associated or affiliated to any government, so as to ensure impartiality. Its membership is a mix of pacifists, socialists, and kind-hearted citizens who hold that only through universal cooperation and understanding can mankind achieve true greatness. The Society prides itself as a neutral party in all disputes.

Starting Skill List: Pick two from Academics (Law, Philosophy, or Religion), Diplomacy, Empathy, Investigation, Linguistics

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GADGETS

ACCELERATED LEARNING ENGINE

Artifact 5

Leagues: Any

No globetrotter can expect to know everything, and there will be times when he rues his lacking in a vital skill. The Accelerated Learning machine provides a temporary means of gaining such lore.

This large machine contains a bank of wax cylinders encoded with a vast repertoire of knowledge. A globetrotter need only select a cylinder, don the headset, and pull a lever to learn a new skill or ability. In game terms, the user may select one Skill and/or one Talent. Skills are gained at Rating 4 or, if he already has the Skill, at a +2 bonus. Talents are gained only at level 1 and cannot be available only in character generation. The user must also meet the requirements as normal.

An individual can have no more than one Skill and one Talent from the device at any one time. If he wishes to learn a new Skill or Talent, he must wait until the current effect ends. Nonlethal damage induced by the sudden loss of abilities is per benefit—if a globetrotter learns both a Skill and Talent, then he suffers 2N damage when the effects wear off.

Enhancements: Increased Duration: One Month (+6 Enhancements), Skill: Rating 4 (+2 Enhancements), Talent: Level One (+2 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)

Note to Gamemaster: The open nature of this device means it is open to player abuse. It is best allowed only in small groups, when the limited number of characters means certain Skills have not been selected, or kept in the hands of Gamemaster controlled characters, its use offered to the globetrotters when the Gamemaster deems it appropriate.

ADVANCED ARCTIC EXPLORATION SUIT

Artifact 0

Leagues: The Alpine Club, Royal Geographical Society, The Society of Aeronauts, The Survivors Club, The Travelers Club, The Yeti Club

Treated with special chemicals, this arctic outfit can cope with temperatures of 0 degrees F without difficulty. Beyond that, the suit's coated skin doubles the time a globetrotter can spend in arctic conditions before succumbing to fatigue and frostbite.

Enhancements: Talent: Acclimated (Cold weather only; +1 Enhancements)

ASTROLOGICAL COMPUTATOR

Artifact 1

Leagues: The Magicians Circle, The Tarot Club

Whether or not one believes in astrology and horoscopes, the Astrological Computator has an unnerving knack for predicting fortuitous and calamitous events.

The machine contains a built-in clockwork astrolabe that must be wound each day. To produce a horoscope, the user must attach electrodes to his temples and enter his date, time, and place of birth using typewriter keys. After performing a series of calculations, the device then gives a reading of Auspicious (green light) or Inauspicious (red light). In game terms, the GM rolls a single die. Success indicates a positive fortune and failure a negative one. The effect applies just once within the next 24 hours. No person may have more than one horoscope produced in any 24 hour period.

Enhancements: Increased Duration: One Day (+2 Enhancements), Induce Flaw: Unlucky (+2 Enhancements), Talent: Lucky (+2 Enhancements)

Limitations: Random Effect (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

AUTOMATIC CRACKSMAN

Artifact 2

Leagues: The Self-Preservation Society

A device of nefarious origin and usage, the Automatic Cracksman is designed to be easy to use for those of non-larcenous bent, and can serve as an aid for those who already possess the unsavory traits of the criminal class. It can handle any type of lock or safe.

Enhancements: Skill: Larceny 6 (Lockpicking & Safe-cracking only; +4 Enhancements)

BALLISTIC FLARES

Artifact 2

Leagues: The Alpine Club, The Challenger Club, The Gun Club, The Holy Brotherhood, Hollow Earth Society, Lunar Exploration Society, Royal Geographical Society, The Survivors Club, Vengeants Guild

Fired from any standard firearm, each miniature flare produces a short-burning but extremely bright light in a 100-foot radius. The glow is enough to remove all darkness penalties. The flare descends slowly to earth by means of a small parachute.

A batch contains five flares, each of which burns for one minute. If used to attack a creature or object, a flare inflicts 2L caustic damage and sets fire to combustible materials. The requirements for each batch are five normal flares and five bullets of the appropriate caliber.

Enhancements: Increased Area of Effect: 100 feet (+6 Enhancements)

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

BLOOD ANALYSIS COMPUTATOR

Artifact 3

Leagues: The Challenger Club, The Christmas Society, Hollow Earth Society, Royal Geographical Society,

Society of Antiquarians, The Survivors Club, The Travelers Club

Even with recent advances in medicine (such as the Immuno-Strengthening Pill), foreign travel exposes one to all manner of diseases known and unknown. In order to start an effective course of treatment, the nature of the infection must first be known. This marvellous machine requires one pint of blood from the patient. Once the sample is analyzed—a process taking 10 minutes—the results are printed out on a ticker tape.

The Blood Analysis Computator can be used unskilled (6 dice) or to grant a +2 Teamwork bonus to a Medicine: Diagnosis roll. If the roll is successful, the results then grant a +2 Skill synergy bonus to any Medicine: Disease rolls to treat the affliction.

Enhancements: Skill: Medicine 8 (Diagnosis only; +6 Enhancements)

Limitations: Exhausting: 1N (to patient; -1 Enhancements)

COLLIDEOSCOPE

Artifact 2

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

More formerly known as the Automatic Hazard Detection and Avoidance System, the Collideoscope can be fitted to any existing vehicles. When activated, it sends out regular bursts of ultrasonic waves. These bounce back off a nearby object, whereupon they are detected by an antenna array. The computator then automatically takes control of the vehicle and steers it away from a collision. The antennas are easily knocked out of alignment, requiring the device to be maintained regularly.

The Collideoscope can be used manually, in which case the operator uses his Perception rating.

The type of vehicle the Collideoscope will be fitted to must be determined during construction.

Enhancements: Attribute: Perception 6 (+4 Enhancements), Autopilot: Pilot 4 (Pick one; +2 Enhancements), Extra Sensors (+2 Enhancements)

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

DANCE LEGS

Artifact 1

Leagues: The Dandy Club

Dancing is a universal activity, and globetrotters invited to balls may be called upon to take a partner and participate. For those unskilled at dancing, there is a weird science solution.

The device comprises a pair of metal frames that clamp around the legs, and a belt fitted with a small computator that knows literally hundreds of dances. Simply select the style you desire, relax, and let the voltaic cell-powered pistons control your graceful movement. The device must be maintained and recharged after each scene (typically a night of dancing). Except when danc-

ing using the legs, the user's mobility is slightly impaired by the frames.

Enhancements: Skill: Performance 8 (Dancing only; +6 Enhancements)

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

DOCTOR JEKYLL'S SERUM

Artifact 1

Leagues: —

Doctor Jekyll's intention was to separate the dark part of his psyche, leaving behind a virtuous man. Instead, he found a way to give life to his immoral impulses. Contrary to the many sketches of Mr. Hyde that have appeared in the newspapers, he is not a hulking, misshapen brute. Rather, he is a short man of indefinable repulsiveness, albeit possessed of considerable strength.

Whether there is ever a good reason to use the serum is questionable. Yes, there are times when increased strength and robustness is highly beneficial, but the resultant creature's unholy impulses cannot easily be reigned in. More likely, it will find use by men (and possibly women) who, for reasons of their own, desire to sample the immoral aspects of society and engage in activities that, by nature of their social status, would otherwise be denied them.

Enhancements: Increased Attribute: +2 Strength (+4 Enhancements), Skill: Brawl 4 (+2 Enhancements), Skill: Intimidation 4 (+2 Enhancements), Talent: Robust (+2 Enhancements)

Limitations: Flaw: Dwarf (-2 Enhancements), Flaw: Immoral (-2 Enhancements)*, Flaw: Repulsive (-2 Enhancements), Flaw: Sadism (-2 Enhancements)**

* +1 Style point whenever the globetrotter engages in immoral activity.

** +1 Style point whenever the globetrotter inflicts severe pain upon others for no reason other than personal gratification.

DOPPELGÄNGER ENGINE

Artifact 3

Leagues: The Dandy Club, The Eccentric Club, The Four Feathers Club, The Frankenstein Club, The Self-Preservation Society

Imagine how much easier life would be if you could be in two places at the same time. Well, imagine no longer! The large and energy-greedy Doppelgänger Engine takes hair and tissue sample from a host, a painful extraction, and creates from them an exact duplicate of the host, complete with memories, personality, and mannerisms. The process, which takes an entire day, is not entirely automatic—a qualified doctor of medicine must make a Medicine roll (Difficulty 4) to operate the machine.

Only a critical failure means no clone is produced (though at the Gamemaster's discretion it may give birth to a monstrous twin). Otherwise, failure indicates the clone is flawed in some manner. For each success lower

than four, the clone must either lose one point from among its Body, Dexterity, or Strength, or gain a physical Flaw. The Gamemaster determines this.

Clones cannot be cloned, and no individual may have more than one clone in existence at any one time. The clone and the original are completely separate beings—injury to one does not affect the other, nor do they share any form of mental bond. As such, the original only knows deeds performed by the clone if they are communicated by conventional means.

When the duration ends, the clone automatically drops down dead and quickly decays into the flesh and hair sample used in its creation.

Cloning brings with it all manner of non-rules related issues. If a clone commits a crime, is the original host just as culpable? Is the murder of a clone a crime? Is creating one in the knowledge it will die in seven days a moral crime? These matters, and others of similar vein, are for the Gamemaster to determine, based on the style and tone of his particular campaign.

Enhancements: Increased Duration: One Month (+6 Enhancements), Special: Clone (+4 Enhancements)

Limitations: Toxic: 2L (−4 Enhancements)*

* *This affects only the original body, and occurs when the clone is created, rather than when the duration expires. This injury cannot be treated by Medicine—it must heal naturally.*

ECTOPLASMIC CONTAINMENT SUIT

Artifact 1

Leagues: The Ghost Club, The Vengeants Society

The Ghost Club will be the first to admit that not all ghosts are evil. Indeed, several of its prominent members have long shuffled off this mortal coil. For those lacking the speech and telekinesis abilities (see *Globetrotters' Guide to Gothic Horror*), interacting with mortals in a meaningful manner is extremely difficult.

The Ectoplasmic Containment Suit allows any spirit entering it to communicate with mortals and manipulate physical objects as if it were a flesh and blood creature. Using the suit requires intense concentration.

The device resembles a diving suit, save the head covering. Instead of a large brass helmet, there is a leather hood (sewn into the main suit, which is airtight) fitted with a wax mask. In order to prevent hostile entities from using the suit, the seal is protected with arcane wards. Unless the seal is opened, no spiritual entity can use the device. The suit inflates when occupied.

Enhancements: Extra Senses: Speech & Touch (+4 Enhancements)

Limitations: Reduced Attribute: −1 Willpower (−2 Enhancements)

GROWTH SERUM

Artifact 1

Leagues: —

Although the Proportional Transmogripher (p. 8) is

capable of dramatically altering a creature's size, Growth Serum is far more modest in its effects. A normal adult human will approximately double his height and treble his weight while the drug courses through his veins.

A batch contains five doses, each of which lasts for an entire combat or scene. Multiple doses do not produce a cumulative effect.

Enhancements: Talent: Giant (+2 Enhancements)

HALLUCINOGRAPHIC CINEMATOGRAPH

Artifact 3

Leagues: The Eccentric Club, The Savage Club, The Stratford Players

The Hallucinographic Cinematograph records and develops a short scene on film while simultaneously recording sound on a wax cylinder. When played back, this wondrous invention recreates a realistic, three-dimensional color image. The image has no physical form, and merely repeats the filmed scene. This model can record and replay one minute of images and sounds. Through careful staging of the recording, it can give the appearance of reacting to answers to its question. For instance, if the image asks "Who are you?" it might, after a short pause to allow an answer, ask "What do you want?"

Deducing the image is an illusion before it ends requires a Perception roll opposed by the device's Art: Photography. The image quickly degrades if more than 5 feet from the projector—for each additional five feet, the Art: Photography roll has a −1 penalty. Naturally, touching it instantly dispels the illusion.

Enhancements: Art: Photography 8 (+6 Enhancements), Project Extra Sense: Holographic Image (+2 Enhancements)

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

HELIOS ENGINE

Artifact 0

Leagues: The Automobile Club

Named after the ancient Greek god of the sun, the Helios Engine comprises two parts. The first is a series of special mirrored panels that collect sunlight. The second is an electrical engine that draws its power from the Helios panels.

In direct and bright sunlight the automobile moves at double its normal rate. In weak but direct sunlight, such as through thin clouds, it moves at its normal rate. Redirected sunlight (including an unobstructed full moon) or moderate cloud cover allows the vehicle to move at only half its usual rate. Heavy clouds or dimmer light prevent the vehicle from moving.

Throughout the day, a steady trickle of electricity is stored in very efficient capacitors. These hold enough charge to power the vehicle for one combat or scene at its normal Speed, regardless of the lighting conditions.

To date, only engines capable of powering an automobile have been created. Primarily this is due to the num-

ber of panels required to create sufficient energy to drive larger engines. Although of little use in the fog-shrouded streets of London, the Helios Engine has proven most effective in desert exploration, even at the Polar Regions.

Enhancements: Special: Capacitors (+2 Enhancements)

Limitations: Requires Special Fuel: Sunlight (-2 Enhancements)

HIBERNATION BOOTH

Artifact 5

Leagues: The Eccentric Club, The Survivors Club, The Temporal Society

While men of science have not yet been able to break the temporal barrier, there is a way for those who wish to see the future to undertake a one-way trip.

The Hibernation Booth is a large glass tank filled with a fluid that provides the subject's oxygen and nutritional needs, and slows down his metabolic rate and aging by a factor of 100. That is, for each 100 years he spends in the device, the subject ages but one year. The device is also ideal for severely injured patients. By placing them in a state of hibernation, blood loss and further trauma is halted, allowing them to be transported to medical facilities without risk of death. A series of dials allows the user to set the machine to automatically awaken him on a preset day up to the year 999,999. Until this day occurs, the door cannot be opened except through larceny or violence. Opening the door or breaking the glass tank automatically awakens the subject.

Those desiring to see the future should be aware the trip cannot be reversed (unless, of course, future man has perfected time travel). Unless he wishes to wake every month, he also needs to write a will and ensure he has left a financial legacy—the fluid must be replenished regularly and the delicate controls that keep him alive tweaked to ensure optimum conditions.

Enhancements: Life Support: One Month (All; +16 Enhancements)

Limitations: Flaw: Total unconsciousness (-2 Enhancements) Requires Maintenance: Difficulty 3 (-4 Enhancements)

INTELLECT RECEPTACLE

Artifact 4

Leagues: The Frankenstein Club

One thing guaranteed to cramp a globetrotter's style is death. While it may not be possible to save the body, weird science has developed a means of keeping the brain alive after death. While some may argue this is a vile act, others insist it is a means of ensuring genius is not lost through the fate of human fragility. In order to ensure the brain is not damaged, extraction of the organ and the eyes, and placement in a vacant device, must occur no later than one combat turn after death. This requires a Medicine: Surgery roll with Difficulty 4 (2 if the patient is not in imminent threat of death).

The Intellect Receptacle, more crudely known as a Brain Jar, is a thick glass cylinder. Inside is a clear fluid, an oxygenated nutrient bath composed of certain essential salts and minerals. The fluid, which has a volume of four gallons, must be changed each week in order to prevent the brain from dying. Two small ear trumpets allow the brain to hear. Though the brain has no speech organs, it can communicate. For brains with Intelligence 2 or lower, thought waves are transformed into sounds by a sound modulator fitted to the front of the tank. For brains of more advanced intellect, the brain can communicate using a limited form of telepathy. The latter functions exactly as regular speech, save it cannot be blocked by stuffing one's ears.

As a brain in jar, the globetrotter has no physical body. His Body drops to 1, while his Dexterity, Strength, and Move all drop to zero. The brain has a Size of -2 in the jar. It cannot use any physical Skills or Talents, though it retains its full rating—it can still offer advice based on its knowledge and previous experiences. Inappropriate physical Flaws (such as Dwarf or Young) are lost.

At the Gamemaster's discretion, life as a brain in a jar can be a traumatic experience. Each month, the globetrotter must make a Willpower roll (Difficulty 3) or begin the slippery slope toward insanity. If you're using the optional Horror Mechanic rules from *Globetrotters' Guide to Gothic Horror*, his Sanity rating is permanently lowered by one. Otherwise, he gains a Mental or Social Flaw (decided by agreement between the player and Gamemaster). Should his permanent Sanity rating drop to zero or his total number of Flaws equal his Intelligence rating, the brain goes insane and becomes a non-player character under the Gamemaster's control.

Enhancements: Life Support: One Week (all; +12 Enhancements), Increased Attribute: +2 Passive Defense (armored glass; +2 Enhancements)

Limitations: Flaw: Disfigured (-2 Enhancements), Flaw: Just a Brain (-4 Enhancements)

MATTER TRANSLOCATION BOOTH

Artifact 2

Leagues: The Travelers Club

Imagine being able to travel vast distances in the blink of an eye! Well, imagine no more, for the technology is finally here (at least in a rudimentary form).

The Matter Translocation Booth allows the instantaneous transportation of any creature or object of up to Size +1 to a second booth placed anywhere within 1000 miles of the departure booth. The only side-effect is a bout of nausea. Each booth measures a yard square and two yards tall. Its exact appearance is not tied to functionality. Thus, one might design a booth that resembles an Egyptian sarcophagus, or a large packing crate.

Although a herald of a new age to come, the Matter Translocation Booth has a few drawbacks users should be wary of in advance.

First, transportation can only be achieved from booth to booth. Thus, a minimum of two booths are required

ADVENTURE SEEDS

* The Sporting Gentlemen's Association has issued a cricket challenge. It intends to pit a team of Clockwork Sparring Partners (p. 15) against a team of human players. If the clockwork team performs well, it intends a tour of the British Empire with two clockwork teams. A spate of sabotage has forced the Association to call in outside help.

* The globetrotters are urgently summoned by the government. Last month, they received a demand for £1 million. Failure to comply would result in the destruction of their key coastal cities by "Biblical Flood." They ignored it, but recently a series of large tidal waves have struck parts of the world where they have never been reported before. A second ransom note has since been received, along with a date for the destruction of a major city unless the ransom is paid—one month from now.

* The Royal Horticultural Society has been forced to abandon a prestigious show after a series of bizarre botanical accidents. Help is being sought.

* A fast-moving aerial vehicle has bombed several European cities. The nations' leaders are blaming each other. Unless the culprit is brought to justice, war may break out in the near future.

* A friend of the globetrotters calls on them for help. He recently purchased a large and unusually heavy Egyptian sarcophagus put up for sale by an inheritor of a large mansion. On opening it, he discovered a man floating inside a fluid-filled glass tank (a hibernation booth). He rushed out to fetch a doctor, but by the time he returned the tank was empty. Since then, three women have been viciously murdered.

* Three merchantmen have sunk in calm conditions. Nearby vessels have reported no signs of an explosion, nor distress rockets being launched. A madman has created a huge gravity gun capable of sinking ships in a matter of seconds. The vessels were carrying shipments of armaments. Is Nemo back?

* A prominent Member of Parliament has been arrested for giving secret documents to the Prussians. He proclaims his innocence, insisting he cannot remember anything that occurred in the last week.

(each construction roll produces only one booth). Should more than two booths exist, the user must set the required target booth before activation. Failure to do so will result in his body being spread evenly among all possible destinations—a fatal mistake! Anything in the destination booth will exchange places with the contents of the departure booth when the latter is activated.

Second, the destination booth must be located in the place you wish to visit. Naturally, this means it has to be transported there ahead of time, leaving it open to damage, theft, or misuse. Destination booths are thus best placed in secure surroundings, such as second homes or well-guarded camps. It is also of little use if you intend to visit the destination only once—you might as well have traveled there by conventional means.

Third, the fragile machinery requires lengthy maintenance after each use, thus preventing rapid mass transportation of personnel or material.

Fourth, only the departure booth requires power. This means it is possible to travel to a booth placed in a remote location, but impossible to return via the same means. Again, we advise placing the booths near a suitable source of electricity or building in a generator. The latter can be achieved with an Internal Power Source (+2 Enhancements) modification.

Enhancements: Special: 1000 miles (+10 Enhancements)

Limitations: Exhausting: 2N (−2 Enhancements), Requires Maintenance: Difficulty 3 (−4 Enhancements)

MEMORY RECORDER

Artifact 1

Leagues: Any

The memory is a wonderful thing, but all too often details can be remembered incorrectly or forgotten with the relentless passage of time. For those who need to recall specific details at a later date, the Memory Recorder is an essential tool.

The cumbersome machine allows the user to record his memories onto wax cylinders by means of a large headset. At any point in time, he can load a used cylinder into the machine, don the helmet, and recall his stored memories as if he was experiencing the scene for the first time. Storing and accessing memories takes one entire scene (typically a few hours).

Enhancements: Talent: Total Recall (+2 Enhancements)

MENTAL FOCUS ENHANCEMENT SERUM

Artifact 1

Leagues: Any

Globetrotters will face many perils on their journeys, and mental fortitude and focus will often be tested to the limit. For those whose backbones need extra support, there is the Mental Focus Enhancement Serum. The serum is not without side effects. The ego increase leads to standoffish behavior and obstinacy.

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

Enhancements: Increased Attribute: +2 Willpower (+4 Enhancements), Talent: Iron Jaw (+2 Enhancements)

Limitations: Flaw: Aloof (-2 Enhancements), Flaw: Stubborn (-2 Enhancements)

MENTALISM MAGNIFIER

Artifact 1

Leagues: The Ghost Club, The Magicians Circle

The power of the mind, and its maximum potential, is little understood even by mentalists. That has not prevented weird scientists from building a device intended to focus and enhance the user's existing psychic powers, so allowing him to perform greater feats of mentalism. For those who have not tapped into their latent abilities, this helmet provides absolutely no benefit.

Enhancements: Increased Attribute: +2 Willpower (for mentalism Talents only; +2 Enhancements)

MERCURIAL DICE

Artifact 3

Leagues: The Red & Black Club, The Self-Preservation Society

Normal loaded dice are weighted or slightly misshapen so as to encourage them to land on a certain face. These dice contain a drop of mercury and a cunningly concealed series of tubes and valves.

By pressing the faces in a certain pattern, the holder can shift the mercury, and thus weight the dice in his favor. Fervently shaking them returns the mercury to its neutral position. Since most people perform this automatic action, the dice can be handed to other players without fear of being revealed as weighted or giving them any advantage.

For those who know the specific operating patterns (set by the user after purchase), the dice give a +4 bonus to Gambling: Dice Games rolls. Simpler versions (Artifact 1) have Skill: Gambling 4 and provide only a +2 bonus.

Enhancements: Skill: Gambling 4 (Dice Games only; +2 Enhancement), Talent: Skilled Assistant 2 (+4 Enhancements)

MIND TRANSFERENCE ENGINE

Artifact 4

Leagues: The Assassination Bureau, The Eccentric Club, Frankenstein Club, The Self-Preservation Society

While the Anatomical Transmogripher allows a person to change his physical appearance, even to mirror that of a specific individual, the Mind Transference Engine literally swaps his persona with that of another person. Both persons must lie on adjacent couches and wear a special headpiece for the process to work (meaning unwilling subjects must be drugged or strapped down).

The globetrotter retains his Charisma, Intelligence,

Willpower, Skills, Talents, and Flaws (save for those that directly affect his physical form), and gains the Body, Dexterity, Strength, Size, Resources, and physical Talents and Flaws of his new body.

The device does not give the user his new form's memories, personality, or mannerisms, and thus Con rolls may be required to fool those who know the character's new form well. Similarly, without access to memories, the character may not know to what Resources his new form has access. For that reason, it is always best to study your host body before exchanging minds with him.

At the end of 24 hours, the minds are automatically returned back to their native bodies, no matter the distance separating them. If either person involved in the exchange should die while the minds are swapped, then both parties are ultimately doomed—one is already dead, and the other will die when it enters a corpse.

Enhancements: Increased Duration: One Day (+2 Enhancements), Special: Mind Transfer (+6 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)

MOUNT MOTIVATOR SADDLE

Artifact 3

Leagues: The Jockey Club

Giving a mount an electric shock to encourage it to perform better may be cruel, but there are times when it is necessary. The device resembles a standard saddle, save for the two buttons on the pommel and the electrodes underneath. The pommel unscrews to reveal a large voltaic cell, which must be replaced or recharged after five uses.

Enhancements: Talent: Callous Rider (+2 Enhancements), Talent: Mounted Charge (+2 Enhancements), Talent: Swift Mount (+2 Enhancements)

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

* *Does not apply when using Callous Rider, which already inflicts 1N damage.*

NUMB TONGUE TONIC

Artifact 3

Leagues: The Assassination Bureau, The Eccentric Club, Fenian Society, The Self-Preservation Society

Numb Tongue Tonic is something of a misnomer, for the chemical compound completely paralyzes the vocal cords. To use the Numb Tongue Tonic, simply place a drop on a cigarette or candy or into food or drink, inject your intended victim, or spray it into his face using a perfume diffuser. You then make a Medicine 6 roll. Compare the results to your opponent's Body rating. If you roll more successes than his Body rating, he gains the Mute Flaw for the remainder of the scene. If you roll more than double his Body rating, he suffers from the Mute Flaw for an entire day. Each additional dose applied simultaneously adds +2 to the Medicine roll.

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

Enhancements: Inflict Flaw: Mute (+2 Enhancements), Skill: Medicine 6 (+4 Enhancements)

OCULAR REJUVENATION TONIC

Artifact

Leagues: Any

Spectacle-wearing globetrotters quickly learn that having their spectacles knocked off, or worse, broken or lost, places them at a severe disadvantage. This is especially true when one loses or breaks them while in uninhabited or primitive lands, where the odds of finding suitable replacements are extremely slim. One drop of Ocular Rejuvenation Tonic can remove all lesser conditions (it has no effect on blindness) for a short time.

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

Enhancements: Remove Flaw: Poor Vision (+2 Enhancements)

PHILOSOPHICAL ENGINE

Artifact 3

Leagues: The Eccentric Club

Who am I? Where did I come from? What is my purpose in life? Man has pondered these heady questions since time immemorial, and will likely do so until the Day of Judgment.

The Philosophical Engine, a logic computator of great complexity, was created to answer these questions, and many others, once and for all. While it did indeed possess a deep understanding of logic, and was the equal of any ancient Greek philosopher or Tibetan sage, it could not provide a definitive solution to the questions it was created to answer. For those who ponder questions of philosophy or seek guidance in a chaotic world, the engine is a fine guru.

Rumors that one Philosophical Engine, supposedly named Profound Thought, has developed a cult following are unproven. Similarly, there are stories that one engine appears to have developed a serious fault, answering every question with the enigmatic answer “42.”

A variant of the Philosophical Engine, the Enigma Engine, swaps Academics: Philosophy for Investigation: Enigmas. It is primarily used by law enforcement and intelligence agencies to analyze and correlate information. It also makes an expensive toy, for it is capable of both setting and answering riddles.

Enhancements: Skill: Academics: Philosophy 8 (+6 Enhancements)

PROPORTIONAL TRANSMOGRIFYER

Artifact 4

Leagues: —

The Proportional Transmogriyer comprises 20 hollow metal cones mounted on stout poles. Each cone is a powerful electromagnet. The cones must be set up in a circular pattern with a diameter no larger than 100

feet and evenly spaced around the circumference of the imaginary circle. When powered (the device requires the energy output of a small power station), the cones focus gravity waves on the center of the ring. Any living creature struck by the combined beams has its size altered. It has no effect on non-organic material, and thus subjects must be naked.

A control panel allows the user to manipulate the beams to produce growth or shrinkage, set the exact amount of change (1, 2, 4, or 8 points), and fix the duration of the effect between one hour and 24 hours. Once the duration expires, the creature automatically reverts back to its normal size—a painful experience.

Due to the power requirements and the focusing length of the cones, the maximum Size a creature can achieve is Size +8, regardless of its natural dimensions. Attempts to create a larger device have so far failed, though no doubt some scientist will soon develop a solution. Multiple applications have no additional effect. Thus, an average human can have +8 or -8 Size maximum, whereas an ant (Size -8) could be enlarged only to Size 0 (still monstrous for such a creature).

A shrunk creature has its Body and Strength lowered to the maximum listed on the Size Table automatically (see *Leagues of Adventure*). Conversely, each point of Size increase boosts the creature's Body and Strength by one point. Defense and Stealth are modified as normal for a Size other than zero.

Enhancements: Increased Attribute: +8 Size (+4 Enhancements), Increased Duration: Up to One Day (+2 Enhancements), Inflict Decreased Attribute: -8 Size (+4 Enhancements)

Limitations: Toxic: 1L (-2 Enhancements)

PSEUDO-DEATH SERUM

Artifact 3

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

Ironically, there are times when playing dead can be a life-saver. Distilled from the excretions of tropical plants, this serum suppresses the user's respiration and slows his heartbeat to a point where even a learned doctor may pronounce him dead. If used on an unwilling subject, the victim may make a Body roll with a Difficulty equal to the Artifact level to resist the effects.

A batch contains five doses. Each dose lasts for one entire combat or scene.

Enhancements: Skill: Con 8 (+6 Enhancements), Talent: Feign Death (+2 Enhancements)

Limitations: Exhausting: 2N (-2 Enhancements)

REMOTE AUDIO TRANSCRIBER

Artifact 3

Leagues: The Assassination Bureau, The Chess Club, The Self-Preservation Society

An ideal tool for those who wish to spy on the conversations of others from a discrete distance, the Remote

Audio Transcriber allows the user to watch two separate speakers simultaneously (so long as they are within 10 feet of each other). Assuming their lips are visible, the device reads their lips and records the conversation on a wax cylinder. This can then be played back on a phonograph at one's leisure. The device merely records—it does not provide translation facilities.

Enhancements: Skill: Linguistics 8 (Lip Reading only; +6 Enhancements)

ROCKET MOTOR, DISPOSABLE

Artifact 0+

Leagues: The Automobile Club, The Society of Aeronauts

These disposable tubes are filled with an explosive compound. When ignited, the explosion is propelled out of the tube's rear, providing a dramatic boost of speed.

Different sizes of rocket are available based on the size and nature of the vehicle. Mounting too small a rocket leads to no discernible increase in speed, while too large a rocket would either break the chassis or cause the vehicle to disintegrate due to the strain of acceleration. To that end, the creator must state for what specific type of vehicle he is creating the rockets during the design phase. A vehicle may mount a maximum number of rocket motors equal to half its Size (minimum of 1).

One batch contains five rockets, each of which is good for one entire combat or scene. Each rocket ignited increases a vehicle's speed by 100%, but lowers the Handling by one as the vehicle becomes harder to turn.

Enhancements: Improved Speed: +100% (+2 Enhancements), Special: Variable Size (+X Enhancements)*

Limitations: Reduced Handling: -1 Handling (-1 Enhancements)

** Use the Weapon Turret table. For this purpose only, the Size entry refers to the Size of the vehicle to which the rockets are to be attached. For instance, an airship is Size 16, and a batch of airship Rocket Motors would have +10 Enhancements.*

SELF-CLEANING CLOTHING

Artifact 1

Leagues: The Dandy Club

Dandies have long held that no matter where a gentleman is, he should always be presentable. After all, one never knows when one may encounter a fellow Traveler, or more importantly, a reporter ready to snap a photograph. The thought of being seen in public in muddy garments is just too much for most dandies to bear. This special fabric repels surface water (such as rain) and even stubborn stains such as blood, grass, and oil simply brush away when dabbed with water. While it provides some protection against water, the clothing cannot cope with being submerged. As an added bonus, the garment's easy clean nature also reduces laundry bills.

For the true gentleman, this device can be combined

with Self-Darning Clothing (see below). Having both in the same garment raises the Artifact level to 3, but near guarantees one will always look one's best.

Each device relates to one specific outfit, chosen at the time of construction.

Enhancements: Special: Repels stains and surface water (+2 Enhancements)

SELF-DARNING CLOTHING

Artifact 2

Leagues: The Alpine Club, The Dandy Club, The Duelling Club, The Hollow Earth Society, Lunar Exploration Society, The Society of Aeronauts, Sporting Gentleman's Association, The Survivors Club, The Travelers Club, The Yeti Club

Even in the wilds, a globetrotter should endeavor to take care of his clothing. Not only is proper dress the mark of a gentleman, torn clothing reduces a garment's effectiveness at keeping out inclement weather. In the vacuum of the aether or underwater, a rip can be fatal. This special fabric has the ability to repair minor holes and rips. Any garment can be made self-darning. Each device relates to one specific outfit, which forms the basis for the weird science device.

Whenever the wearer suffers lethal damage, make a Craft: Tailoring roll with a difficulty equal to the number of wounds taken. Success means the fabric shows no signs of damage, even if the wearer has taken serious damage. One roll is permitted per injury.

Enhancements: Skill: Craft: Tailoring 6 (+4 Enhancements)

SENSORY ENHANCEMENT TONIC

Artifact 0

Leagues: Any

Acute senses can make the difference between life and death. This tonic enhances one sense to preternatural levels. Depending on the sense it boosts, the tonic must be rubbed into one's hands, swilled around the mouth, used as a mouthwash, rubbed into the interior of one's nose, or dropped into one's ears.

One batch contains five doses, each of which is good for one entire combat or scene. The sense to be enhanced must be determined during the design phase.

Enhancements: Talent: Keen Sense (+2 Enhancements)

SHOCK COLLAR

Artifact 0

Leagues: The Menagerie Club

A Shock Collar is a metal collar fitted with a powerful voltaic cell and a Hertz wave receiver. Each Collar comes with a miniature Hertz wave transmitter set to a specific frequency. When the button on the transmitter is depressed, a powerful electric shock paralyzes the nerves governing control of the legs, rendering the prisoner un-

able to walk, and in many cases even crawl, for one minute. The transmitter has an operating range of 100 feet and is good for five uses, after which time both voltaic cells must be replaced or recharged. Failed attempts to pick the Collar's lock cause it to activate automatically.

Enhancements: Inflict Exhausting: 1N (+1 Enhancements), Inflict Flaw: Crippled (+2 Enhancements)

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

SMOKE STICK

Artifact 0

Leagues: Fenian Society, The Four Feathers Club, The Survivors Club

Sometimes discretion is the better part of valor, and sometimes you must throw gentlemanly behavior out of the window in a build to gain an advantage. Resembling, and based on, sticks of dynamite, Smoke Sticks produce a dense cloud of thick smoke instead of exploding. The smoke is especially dense, thwarting all sight in, out of, or through the cloud. A single stick produces smoke in a 25 feet radius.

A batch contains five sticks, each of which produces smoke for one minute. After this time, the smoke automatically disperses.

Enhancements: Increased Area of Effect: 25 ft. (+4 Enhancements), Inflict Flaw: Blind (+2 Enhancements)

Limitations: Inferior Damage Type: No Damage (-4 Enhancements), Reduced Duration: One Minute (-2 Enhancements)

Dmg	Str	Range	Rate	Area	Weight
—	2	10 ft.	1	25 ft.	1 lb.

STEAM-POWERED BATTLE SUIT

Artifact 2

Leagues: —

What government would not desire a company of armored soldiers equipped with rapid-fire weapons and encased behind bullet-proof armor?

Built of iron, the suit affords great protection against enemy attacks, while its watertight design, internal air supply, and self-oxygenating boiler allow it to operate in vacuum or underwater. Steam-powered pistons boost the user's strength tremendously, and offensive capability is provided by means of a machine gun installed in place of the left arm.

The suit has several notable flaws. The lack of a left arm can hamper the wearer in certain circumstances; the suit is cumbersome, reducing the wearer's manual dexterity; the smoke stack reduces one's stealth; it requires frequent maintenance to prevent the joints and pistons locking; and its boiler is only sufficient for a limited duration. Removal of some flaws is possible, but doing so has made the suit far more complex, resulting in lengthier design and construction times.

Enhancements: Increased Attribute: +4 Passive

Defense (+2 Enhancements), Increased Attribute: Size +1 (does not increase Health; +0 Enhancements), Increased Attribute: +2 Strength (+4 Enhancements), Life Support: One Scene (All; +4 Enhancements), Talent: Pack Mule (+2 Enhancements)

Limitations: Flaw: Conspicuous (-2 Enhancements)*, Flaw: One Arm (-2 Enhancements), Reduced Attribute: -1 Dexterity (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

* *The user has a -2 Stealth penalty due to the grinding of metal and stench of smoke.*

TEMPORAL ACCELERATOR

Artifact 3

Leagues: The Temporal Society

The Temporal Accelerator has the outward appearance of a regular pocket watch. The face shows only 60 second increments and there is but one hand. When the cover is opened and the release button pressed again, the hand begins to move. Until the face is closed or 60 seconds expire, whichever occurs first, the holder is enveloped in temporal energy.

This bubble allows him to act at an accelerated pace, giving him the impression the world around him has slowed down. Prolonged use is not recommended, as being subjected to the accelerated flow of time causes cellular damage.

Enhancements: Talent: Dodge (+4 Enhancements)*, Talent: Quick Reflexes (+2 Enhancements), Talent: Swift (+2 Enhancements), Talent: Vigorous Defense (+2 Enhancements)

Limitations: Reduced Duration: One Minute (-2 Enhancements), Toxic: 1L (-2 Enhancements)

* *Due to seeing time around him move slower, the user can dodge melee and ranged attacks. For this reason, the cost of the Enhancement is increased.*

TRUTH SERUM

Artifact 2

Leagues: The Assassination Bureau, The Chess Club, The Fenian Society, The Self-Preservation Society

Contrary to public misconception, a Truth Serum does not cause the victim to suddenly blurt out everything he knows. Rather, it makes him more pliable to questioning and less able to lie under interrogation. If used on an unwilling subject, the victim may make a Body roll, with a Difficulty equal to the Artifact level + the number of doses administered, to resist to resist the effects.

A batch contains five doses, each of which is good for an entire combat or scene. Each additional dose administered in the same combat or scene lowers the victim's Willpower by one additional point, but also inflicts an additional 1N damage.

Enhancements: Inflict Flaw: Honest (+2 Enhancements), Inflict Reduced Attribute: -1 Willpower (+2 Enhancements)

Limitations: Exhausting: 1N (-1 Enhancements)

WEATHER PREDICTING COMPUTATOR

Artifact 2

Leagues: The Alpine Club, The Challenger Club, The Hollow Earth Society, Lunar Exploration Society, The Mariners Club, Royal Astronomical Society, Royal Geographical Society, The Society of Aeronauts, Sporting Gentlemen's Association, The Survivors Club, The Travelers Club, The Yeti Club

The weather is a capricious phenomenon. What begins as a bright, sunny day may later turn into a full-blown thunderstorm and deluge, while a blizzard that looks like ruining a day's exploring may pass inside a few hours. For globetrotters engaged in expeditions, knowing the weather is essential for correct preparation.

When activated, the Weather Predicting Computator analyzes wind speed, humidity, and barometric pressure, computes the weather for the next day, and prints out the forecast on ticker tape. While making its computations (which takes an hour), the device must be kept stationary or a false reading may occur. The device must be disassembled and recalibrated every month.

The Weather Predicting Computator is built inside a sturdy weatherproof steamer trunk.

Enhancements: Increased Duration: One month (+6 Enhancements), Talent: Weather Sense (+2 Enhancements)

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

WEAPONS

AUTOMATED MACHINE GUN

Artifact 5

Leagues: The Assassination Bureau, Fenian Society, The Gun Club

The Automated Machine Gun is fitted on a small gun carriage. A series of gears and gimbals allows it to rotate horizontally and vertically in a smooth motion.

Fitted to the top is what appears to be a large telescope. This special device detects movement against the static background. A simple dial is used to set the size of a moving object to which the gun will react (the settings correspond to the standard Size rating of -8 to +8). The sensor operates in a 90-degree cone. While it can be set static to cover a fixed area, a clockwork mechanism allows the weapon to rotate automatically to sweep a wider area. The sweep can be set to 90, 180, 270, or 360 degrees. Typically, it covers one 90-degree arc every combat turn. The clockwork mechanism is good for one combat or scene, after which the gun locks in its current position until the clockwork is wound.

Once it detects a target, the gun automatically opens fire without the need for human intervention. Its advanced ballistic computator allows it to decide whether a single shot, burst, or full automatic spray is most ap-

plicable. Advanced programming features enable the gun to strafe multiple targets with great accuracy. Firing ceases once the target moves out of sight or range, or remains absolutely motionless, or when the magazine is empty. A human operator may cancel the firing at any time by triggering a cease-fire lever.

The additional features make the weapon far heavier than a standard machine gun. The gun's quick movements and heavy recoil require essential routine maintenance to prevent the gimbals jamming, to ensure the motion detector is aligned correctly, and to recalibrate the sensitive computator.

Enhancements: Attribute: Perception 6 (+6 Enhancements), Extra Sense: Motion Tracker (+2 Enhancements), Skill: Gunnery 6 (+4 Enhancements), Talent: Strafe 2 (+4 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
3L	—	100 ft.	240 (m)	A	120 lbs.

CONFLAGRATION GRENADE

Artifact 1

Leagues: The Assassination Bureau, Fenian Society, The Gun Club

Filled with a mixture of phosphorous, magnesium powder, and petroleum gel, Conflagration Grenades explode with a searing blast of flame that sticks to victims, causing combustible materials to catch fire. Conflagration grenades are based on dynamite. One batch contains five grenades, each of which is good for a single use.

Enhancements: Improved Damage Type: 2L Caustic (+4 Enhancements)

Limitations: Increased Weight: +100% (-2 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
2L	3	10 ft.	—	1	2 lbs.

GRAVITY RAY RIFLE

Artifact 1

Leagues: The Gun Club

The Gravity Ray Rifle (based on a standard rifle) fires a beam of highly concentrated gravity waves. Hampered by a sudden and dramatic increase in mass, victims find themselves weaker, slower, and less dexterous than normal, placing them at a severe disadvantage.

To use the Gravity Ray Rifle, make a Firearms attack as normal. If successful, all targets within a 10 ft. radius centered on the impact point are automatically affected. The effect lasts but a single combat turn, requiring the beam to be trained on the targets to produce a prolonged effect.

Enhancements: Increased Area of Effect: 10 ft. (+4 Enhancements), Inflict Reduced Attribute: -2 Dexter-

ity (+4 Enhancements), Inflict Reduced Attribute: -2 Strength (+4 Enhancements)

Limitations: Inferior Damage Type: No Damage (-4 Enhancements), Reduced Duration: 6 Seconds (-4 Enhancements), Reduced Rate of Fire (-2 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
—	2	100 ft.	1	1	9 lbs.

IMMOBILIZER SHELLS

Artifact 1

Leagues: The Gun Club, The Menagerie Club, Royal Geographical Society, The Yeti Club

These shotgun shells contain a tightly packed sticky fiber. When fired, the wad rapidly expands into a web-like structure. Using the shells works like a grapple, except the firer makes a Firearms touch attack.

If your character's attack is successful, no damage is done. Instead, compare the amount of damage your character would have done versus the opponent's Strength rating. If you rolled more damage than her Strength rating, the opponent is entangled and she must make a Strength roll opposed by the strands' Strength 3 to free herself. If you rolled more damage than twice the opponent's Strength rating, she is trapped and cannot escape until someone frees her.

A batch contains five shells, each of which is good for a single use. The type of shotgun the shells are intended to fit must be determined at the time of creation.

Enhancements: Attribute: Strength 3 (+6 Enhancements)

Limitations: Inferior Damage Type: No Damage (-4 Enhancements)

MULE SHELLS

Artifact 1

Leagues: The Gun Club

The latest in nonlethal ammunition, these special shotgun shells are packed with a gelatinous substance. When fired, the gel expands into a small sphere. While the impact does not penetrate flesh or smash bones, it delivers a punch more than capable of knocking a grown man off his feet. The wallop is similar to being kicked by a mule, hence their name.

A batch contains five shells, each of which is good for a single use. The type of shotgun the shells are intended to fit must be determined at the time of creation.

Enhancements: Talent: Knockout Blow (+2 Enhancements), Talent: Staggering Blow (+2 Enhancements)

Limitations: Inferior Damage Type: Nonlethal (-2 Enhancements)

REVOLVING CANNON

Artifact 2

Leagues: The Gun Club

While machine guns can lay down a withering barrage

of fire, cannons with that capability have not yet been mass-produced (Historical Note: The Hotchkiss Revolving Gun was available in the 1870s. In *Leagues of Adventure*, this devastating weapon is left for globetrotters and madmen to design.)

The Revolving Cannon requires five light cannons. These are arranged in a circular pattern, similar to a Gatling gun. When the operating handle is cranked, the topmost barrel fires. The next barrel then automatically rotates into the firing position and is loaded from a 10 round magazine.

Enhancements: Increased Capacity: +100% (+2 Enhancements), Improved Rate of Fire: Semiautomatic (+2 Enhancements)

Damage	Range	Cap	Rate	Size
8L	250 ft.	10	M	0

RIFLE-LAUNCHED GRENADE

Artifact 2

Leagues: The Assassination Bureau, Fenian Society, The Gun Club

Rifle Launched Grenades have the explosive power of a stick of dynamite crammed into a metal shell designed to fragment on detonation for added injury. Any rifle fitted with a simple cup modification can fire a rifle-launched grenade. To launch one, the firer drops a grenade into the rifle's cup attachment, places the rifle butt on the ground, and pulls the trigger (make sure a *live* round is loaded or the grenade will not launch). Do not attempt to fire a grenade as you would a normal bullet—the result will be a dislocated shoulder (1N damage and the One Arm Flaw until the injury is healed), irrespective of the firer's Strength.

Although the process is slower than throwing dynamite (note the reduced rate of fire), the increased range and damage more than compensates.

Grenades are based on dynamite. One batch contains five grenades, each of which is good for a single use.

Enhancements: Increased Damage: +2L (+2 Enhancements), Increased Range: 50 ft. (+4 Enhancements)

Limitations: Reduced Rate of Fire: 1/2 (-2 Enhancements)

Dmg	Range	Cap	Rate	Area	Weight
6L	50 ft.	—	1/2	5 ft.	1 lb.

THERMAL LANCE

Artifact 3

Leagues: The Gun Club

Although originally designed as a mining tool, the Thermal Lance has definite military applications. Mounted on a modified automobile chassis, the gun takes up most of the vehicle. The operator's seat is high up behind the weapon, and combines steering and firing controls. Unlike a conventional cannon, the device has no barrel.

Instead, it projects a beam of concentrated heat from a parabolic dish. Although only thin, the beam can slice through rock and metal like a hot knife through butter.

The Thermal Lance is based on a light cannon and an automobile. Slow to maneuver, it cannot attack targets of less than Size 4. When used to melt through rock, the device can evaporate a hole 5 feet wide, 5 feet high, and 10 feet deep per minute.

Enhancements: Increased Damage: +6L (+6 Enhancements), Increased Rate of Fire: 1 (+2 Enhancements)

Limitations: Reduced Range: 100 ft. (-2 Enhancements)

Damage	Range	Cap	Rate	Size
14L	100 ft.	—	1	1

UNDERWATER SPEAR LAUNCHER

Artifact 1

Leagues: The Gun Club, The Society of Aquanauts

Unfortunately for those who must explore the aquatic realm, modern ballistic weapons do not function underwater. In order to ensure sub-aquatic globetrotters are not defenseless against sharks and other menaces, inventors have perfected the Underwater Spear Launcher. The short spear (treat as an arrow) is rammed hard down the barrel, pushing back an extremely powerful spring. When the trigger is pulled, the spring releases, launching the projectile.

Manufacture requires a flintlock rifle.

Enhancements: Aquatic Use (+2 Enhancements), Reduced Weight: -50% (+2 Enhancements)

Limitations: Reduced Range: 50 ft. (-2 Enhancements)

Dmg	Str	Range	Cap	Rate	Weight
3L	2	50 ft.	1 (i)	1	5 lbs.

VEHICLES

AERIAL AUTOMOBILE

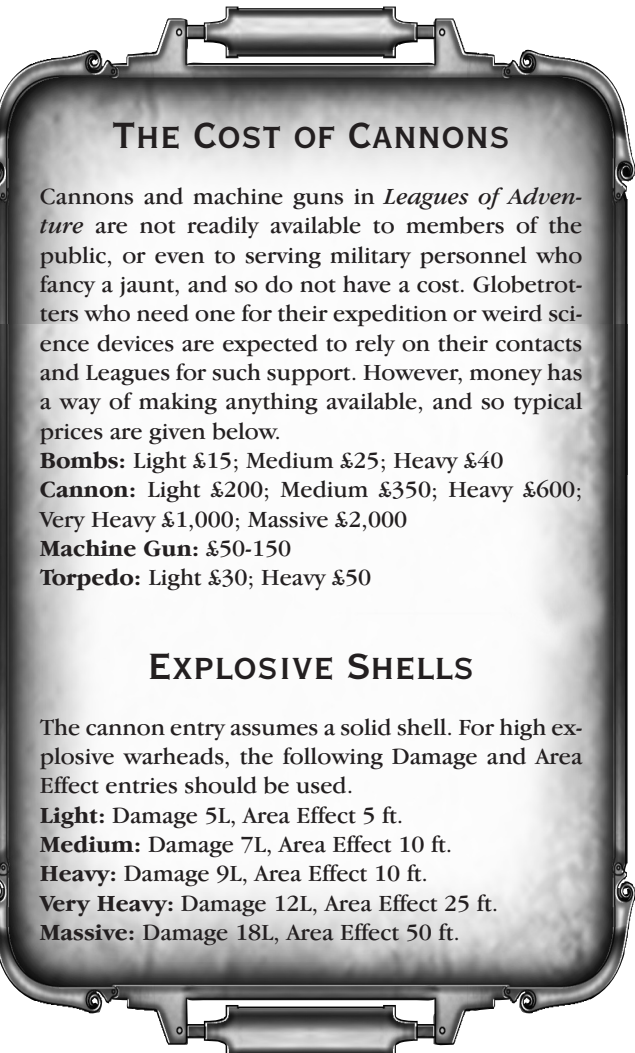
Artifact 1

Leagues: The Automobile Club, Society of Aeronauts

Some globetrotters enjoy the thrill of aerial travel. Others enjoy the excitement of automotive transportation. For those who enjoy both modes of transportation, there is the Aerial Automobile.

When the control lever is depressed, a cylinder of pressurized hot gas (filled automatically by the engine exhaust) inflates a balloon. Engine exhaust gases provide continual buoyancy. At the same time, a propeller, powered by the engine, emerges from the rear of the vehicle. The angle of the propeller can be adjusted by turning the steering wheel, allowing normal maneuverability while the vehicle is in aerial mode.

Be warned: the balloon has a finite operating period



(one combat or scene). When this ends, it automatically deflates and retracts into its container, causing a rapid loss of altitude. A horn sounds two minutes before the balloon deflates to alert the driver to begin landing procedures.

Note that operating the vehicle in aerial mode requires Pilot: Balloons.

Enhancements: Special Movement: Aerial (Half-Speed; +2 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
1	4	6	12/6	0	0	4

DRIVERLESS AUTOMOBILE

Artifact 2

Leagues: The Automobile Club

The Driverless Automobile is the last must-have conveyance for recluses and automobile enthusiasts who cannot afford to employ a chauffeur and who cannot actually operate an automobile.

DREADNOUGHT-CLASS AIRSHIPS

Also known as aerial dreadnoughts and flying fortresses, Dreadnought-class airships are floating battleships. Fitted with armored panels on the envelope and gondola for extra durability, these aerial warships mount two small cannons in turrets and four machine guns ports along each flank. These weapons can swivel horizontally, but have limited vertical movement, requiring the airship to be maneuvered to bring them to bear on targets at a higher or lower altitude.

The passenger berths and facilities found in civilian airships have been stripped out and replaced with a bomb bay. Each aerial dreadnought can carry 32 Size points of bombs. Use the Size entry on the Vehicular Weapon Table for this purpose only. For instance, an airship could carry two heavy bombs (Size 16 each), four medium bombs (Size 8 each), 16 small bombs (Size 2), or some combination thereof.

Few nations can afford to construct, operate, and maintain one of these impressive floating war machines. To date, only Great Britain, France, Germany, and the United States possess them, and Britain's fleet is larger than the others combined.

Great Britain: Each vessel in its 13-strong Excalibur-class fleet is named after one of King Arthur's legendary Knights of the Round Table save the flagship, Her Majesty's Airship (HMAS) *Guinevere*. The other dreadnoughts are *Agravain*, *Bedivere*, *Dagonet*, *Galabad*, *Gawain*, *Geraint*, *Lamorak*, *Lancelot*, *Palamedes*, *Pellinore*, *Tristan*, and *Sir Ector*.

France: Has named its flagship the *Emperor Napoleon*. The two other dreadnoughts in its fleet are the *Joan of Arc* and *Marshal Ney*.

Germany: The five ships of the Götterdämmerung-class fleet are the Imperial German Airships (IGAS) *Stiegfried*, *Brunhilde*, *Valkyrie*, and *Woden*.

United States: America's only dreadnought is the United States Airship (UNAS) *Washington*.

Size	Def	Strc	Spd	Han	Crew	Pass
16	6	18	50	-2	40	0

Operation is handled by a computer; this in turn frees up the driver's seat for passenger capacity. The computer knows only a single location (usually the owner's home or club), but has the necessary intellect, analytical power, and inertial compass to find its way to that destination from anywhere on earth via the optimum route.

The vehicle's big flaw is that it has absolutely no manual steering controls. Fortunately, the computer also accepts verbal commands, allowing a passenger to "steer" to alternate destinations or avoid hazards (such as roadblocks and rivers) through voice alone. A code phrase, programmed by the owner, is required to activate the vocal guidance system.

Enhancements: Autopilot: Pilot 6 (Automotive only; +4 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
1	4	6	12	0	0	4

MINIATURE AIRSHIP

Artifact 3

Leagues: The Society of Aeronauts

Airships have revolutionized global travel, at least for the rich. Since they fly only along fixed routes and stop only at select cities, they are less useful for globetrotters who desire to visit some remote part of the world. Fortunately, inventors have now perfected a miniature version ideal for globetrotters' specialist needs.

Far smaller than commercial models, the interior is extremely cramped and basic. Sleeping accommodation comprises three double-occupancy cabins with just enough floor space to dress, kitchen and toilet facilities are primitive, and the only relaxation area is a tiny lounge fitted with four seats similar to those found in automobiles. The control cabin is little bigger than the front half of an automobile.

Although capable of traveling an average of just under 300 miles a day, the vehicle requires regular stops for engine fuel (regular gasoline) and essential maintenance. Hydrogen is only available in cities with an airship landing facility, though other light gases (such as methane) can be used at a push.

Construction of a Miniature Airship requires four hot air balloons, two carriages, and an automobile.

Enhancements: Improved Speed: +100% (+2 Enhancements), Improved Structure: +4 (+4 Enhancements), Increased Duration: One Day (+2 Enhancements), Life Support: Aerial (One Day; +4 Enhancements), Special Movement: Aerial (100%; +4 Enhancements)

Limitations: Increased Crew Requirements: +50% (-1 Enhancement), Reduced Defense: -2 (-2 Enhancements), Reduced Passenger Capacity: -50% (-2 Enhancements), Reduced Handling: -1 (-2 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
4	5	12	24	-1	2	4

POLAR EXPLORATION AUTOMOBILE

Artifact 3

Leagues: The Alpine Club, The Automobile Club, The Hollow Earth Society, Royal Asiatic Society, Royal Geographical Society, The Travelers Club

Conventional automobiles are of little use in the Polar Regions. Snow and ice prevent traction, the open compartment lets in the biting wind and exposes the occupants to freezing temperatures, and the boiler or engine quickly freezes solid.

The Polar Exploration Automobile defeats all these obstacles. Tracks provide grip on the most slippery of surfaces; the vehicle is enclosed and well insulated, as is the engine and fuel tank; and excess heat is blown into the interior for added warmth.

The conveyance is slower than a conventional automobile, turns only slowly, and requires regular maintenance to prevent the tracks slipping and the engine from succumbing to the frigid conditions.

Enhancements: Extra Sensors: Detect Thin Ice (+2 Enhancements), Improved Structure: +4 (+4 Enhancements), Life Support: Arctic (One Week; +6 Enhancements), Special Movement: Tracks (Full Speed; +4 Enhancements)

Limitations: Reduced Handling: -1 Defense & Handling (-2 Enhancements), Reduced Speed: -50% (-4 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

Size	Def	Strc	Spd	Han	Crew	Pass
1	3	10	6	-1	1	3

LIVING CREATIONS

CLOCKWORK KNIGHT

Artifact 0

Leagues: —

Old castles and stately homes often contain suits of archaic plate armor standing around collecting dust. Through the power of advanced clockworks and primitive analytical engines, these otherwise decorative armors can be turned into animated guardians. A Clockwork Knight can be kept wound indefinitely, with orders to activate if certain simple conditions are met (such as it sensing a stranger or on a command word).

With no telltale steam engine driving them, an inanimate Clockwork Knight passes as a mundane suit of armor unless a thorough inspection is carried out. Construction requires a suit of plate armor and a melee weapon.

The model below is the most basic variety. More advanced models have additional Talents to improve their combat prowess.

Enhancements: Follower 1 (+2 Enhancements)

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

“SIR CLANKALOT”

Follower 1

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

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

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 5(9)**, Stun 3, Health 5

Skills: Athletics 5, Intimidation 4, Melee 5, Stealth 4

Talents: Parry (can Parry as a reflexive action)

Resources: None

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

Weapons: Arming sword 8L

* *Dexterity has been reduced by 1 due to inflexibility of armor.*

** *Plate armor grants +4 Passive Defense bonus.*

CLOCKWORK SPARRING PARTNER

Artifact 1

Leagues: Sporting Gentlemen's Association

Designed for the gentleman who lacks regular teammates or sparring partners, or who wishes to practice a new maneuver without fear of ridicule or harming another living being, this clockwork automaton is programmed in the combat arts, as well as all known sports. One simply winds the mechanism, sets the proficiency level, and begins the contest. Reinforced panels (easily removed for maintenance) help protect the automaton's delicate internal mechanisms.

There are ten small dials on the chest plate arranged in two rows of five. Five of them are marked with symbols indicating one of the device's skills. The others are marked zero through five. By altering these, a globetrotter can adjust the device's proficiency to suit his own abilities. A vocal recognition system is programmed with stock phrases, such as "Begin" and "Stop," as well as the names of martial styles and sports, so ensuring the device knows the rules of the game and, more importantly, can be halted before it inflicts any serious harm.

In game terms, you may readjust the automaton's Skill levels. No Skill may have more than five levels, and no more than 10 levels in total may be selected.

Enhancements: Follower 1 (+2 Enhancements), Increased Attribute: +2 Active Defense (+2 Enhancements)

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

“PLAYER”

Follower 1

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

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

Secondary Attributes: Size 0, Move 6, Perception 4, Initiative 5, Defense 7, Stun 2, Health 6

Skills: Brawl 5, Firearms 5, Melee 5, Riding 5, Sports 5

Talents: Robust (+2 Health)

Resources: None

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

Weapons: Punch 5N, Rapier 7L

MECHANICAL BODYGUARD

Artifact 2

Leagues: —

Fitted with advanced visual receptors and a powerful computer, the coal-powered Mechanical Bodyguard is astute at detecting danger, performing risk and threat assessment, and protecting its master and his companions from harm. Whenever the automaton detects a potential threat, it shouts “Danger! Danger!” and frantically waves its arms to attract its master’s attention.

Despite its high intelligence, these are the only words it is capable of uttering—it computer is hard-wired to analyze potential threats and react to dangerous situations, not interact socially. A living creature, the automaton is loyal, but not suicidal.

Enhancements: Follower 1 (+2 Enhancements), Increased Duration: One day (+2 Enhancements), Talent: Danger Sense (+2 Enhancements), Talent: Guardian (+2 Enhancements)

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

“SHIELD”

Follower 1

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

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

Secondary Attributes: Size 0, Move 4, Perception 6 (10), Initiative 5, Defense 4, Stun 2, Health 5

Skills: Athletics 5, Brawl 6, Empathy 6

Talents: Danger Sense (retains full Defense rating when surprised), Guardian (grant allies within 10 ft. a +2 Defense bonus), Keen Sense (+4 to sight-based Perception rolls)

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: Brawl 6N

OCCULT RELICS

Errata: The guidelines for creating occult relics in the *Globetrotters’ Guide to Gothic Horror* have changed.

Rituals cost +1 Enhancement per Rank, and the Magical Aptitude Talent is not required. So long as an occult relic has the Magic Skill, anyone can use the ritual.

OBSIDIAN DAGGER

Artifact 3

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

The first obsidian blades were soaked in the blood of countless sacrifices, and honed on the screams of those who died on dark altars. Modern versions still require the blade to be used to commit ritual sacrifice before the magical enchantment will hold.

An obsidian dagger has the power to harm others at range. In order to use it, one need only point the blade toward the intended victim and slash or thrust the dagger through the air as if striking at the target in melee.

Enhancements: Ritual: Harm (+2 Enhancements), Skill: Magic 6 (+4 Enhancements)

POWDER OF LAZARUS

Artifact 5

Leagues: The Ghost Club, The Magicians Circle

While weird scientists have proven capable of reanimating corpses with an unholy semblance of life, they are not the only ones capable of such gross blasphemy.

This unholy substance is constructed from powdered human bones mixed with blood and bile. The resultant paste must be slowly dried over a fire fuelled by human fat in order for the magic to work.

When sprinkled over a lifeless corpse, the vile concoction (hopefully) causes it to animate, a false shadow of life obedient to whoever awakened its decaying flesh.

A batch contains five doses, each of which is good for a single use. Multiple doses can be combined to produce a better chance of a successful result. Each dose after the first adds a cumulative +2 to the Magic roll to animate a single corpse.

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

TALISMAN OF ARCANE PROTECTION

Artifact 3

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

Though men of science may mock the arcane arts as hokum, there are others who understand and rightly fear the power of the occult.

This heart-shaped silver amulet is inscribed with potent runes of protection and nullification. The runes, coupled with unguents mixed in with the silver during its construction, disperse arcane energy, protecting the wearer from the worst effects of dread rituals and other supernatural powers.

Enhancements: Talent: Psychic Resistance 3 (+6 Enhancements)

BRAINY SCHOLAR

Archetype: *Academic*
Style: 3

Motivation: *Fame*
Health: 4

Primary

Body: 1	Charisma: 3
Dexterity: 0	Intelligence: 4
Strength: 0	Willpower: 3

Secondary Attributes

Size: -2	Initiative: 4
Move: 0	Defense: 3
Perception: 7	Stun: 1

Skill	Base	Levels	Rating	Average
Academics: History	4	4	8	(4)
Anthropology	4	2	6	(3)
Empathy	4	2	6	(3)
Expeditions	4	1	5	(2+)
Intimidation	3	3	6	(3)
Investigation	4	2	6	(3)
Linguistics	4	3	7	(3+)

Talents

Fearsome (May scare his opponents)
Robust (+2 Health)

Resources

Artifact 4 (Intellect Receptacle; obtained with special Gamemaster permission)
Follower 0 (Doctor of Medicine)
Rank 0 (Society of Antiquarians; +1 Social bonus)

Flaws

Disfigured (+1 Style point whenever he is rejected because of his appearance)
Just a Brain (+2 Style points whenever he is limited by his immobility and lack of limbs)
Vain (+1 Style point whenever he steals the spotlight or is forced to confront her shortcomings)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“I DO NOT REQUIRE A FUNCTIONING BODY TO TELL THAT THE INSCRIPTION IS CLEARLY EARLY AKKADIAN.”

CHARACTER BACKGROUND

Bah! Rumors of my death have been greatly exaggerated. No doubt my so-called peers whispered them to the newspapers. Likely their jealousy drove them to try and steal my limelight in order to illuminate their own meager scholastic endeavors. As you can see, I am alive and well, if a trifle inconvenienced at times.

As well you would know if you had performed the slightest research before troubling me for an interview, I am one of the foremost experts on ancient history in the country and a master of several archaic tongues. The numerous books and papers I penned revolutionized key areas in the field of history and archaeology, especially with regard using styles of pottery and linguistic nuances to provide accurate dating of ruins. Though I traveled, I was never a field man. I was quite content to let others scrape away in the dust, for I knew that sooner rather than later they would come to me. In that regard my current condition is no inconvenience. Indeed, no longer having need to eat, ablute, or attire myself has enabled me to spend far more time engaged in scholastic pursuits. You are fortunate to have caught me at home, in fact, for this evening I am to make a presentation to the Society in order to secure funds for an expedition to Egypt in search of a lost pharaonic tomb.

The tale of how I came to be in my present state is hardly worthy of column inches in comparison to my academic work. Well, if your readers demand to know my story, then who am I to argue? Tuberculosis took my body. Fortunately for the human race, an inventor and patron of the Society saw fit to ensure that my intellect would not only be preserved, but that my genius could continue to enlighten lesser men. This device in which I am encased provides for all my immediate needs, and my income permits me to pay a medical doctor to attend to my life support system.

Now, in return for you taking up so much of my time please do me the kindness of turning the page for me so I can continue my research. Do show yourself out.

ROLEPLAYING

Arrogant before the illness took your body, you have become insufferable since your new life began. You are determined not to let your “disability” prevent you from fulfilling your destiny in becoming the greatest historian of your generation. You are of little use in physical activities, but you retain a keen intellect and a wide breadth of knowledge—as you are keen to remind people.

GENTLEWOMAN THIEF

Archetype: *Master Criminal* Motivation: *Charity*
 Style: 3 Health: 4

Primary

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
Acrobatics	3	2	5	(2+)
Athletics	2	2	4	(2)
Con	3	3	6	(3)
Larceny	3	3	6	(3)
Linguistics	3	2	5	(2+)
Performance	3	2	5	(2+)
Stealth	3	3	6	(3)

Talents

Moneywise (can improve Wealth Talent as if it were a Resource)

Resources

Fame 0 (Philanthropist; +1 Social bonus)
 Follower 0 (Fence)
 Rank 0 (The Christmas Society; +1 Social bonus)
 Status 0 (Aristocrat; +1 Social bonus)

Flaw

Overconfident (+1 Style point whenever she is forced to ask for help or when her bravado gets her in over her head)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

“OF COURSE THE PLAN IS COMPLEX. IF IT WERE EASY TO STEAL THE RAJA’S CROWN I WOULDN’T BE ATTEMPTING IT.”

CHARACTER BACKGROUND

Despite my sheltered upbringing, I was fully aware from a young age that the world is an unjust place—one could hardly move through any of the world’s great cities without noticing the wretched poverty experienced by the masses. With no need or desire to take an occupation, and being a woman of modest means, I joined the Christmas Society, donating both my free time and money to helping others less fortunate than myself. My work with the club soon revealed that while my peers were selfless, though not all devoid of the desire for acclaim, there were men and women of far greater wealth whose charity was sorely lacking. Oh, they might call for support for some worthy cause, but when it comes to writing a cheque they are notoriously slow to act.

During one of the many social functions my social status and club required me to attend I was taken by the sudden impulse to steal a piece of jewelry left unattended by some careless maiden. What madness stole into my brain I cannot say, but it has proved a most fortuitous, if rash, act. Later, back in my house, I pondered what to do with the article. I had no need of money, and its owner could certainly afford to spare it. I resolved at once to make amends for the owner’s undoubted lack of charity by selling the piece and donating the funds to a worthy cause. Knowing that I could not make the donation in my name, lest the sudden wealth attract the attention of the police, I made it anonymously. Though I had broken the law, it was not without good cause, and my conscience was clear. Soon I fomented a plan. I would, on behalf of my club, openly approach the wealthy citizens of the world and ask for donations to worthy causes. Those who refused or gave little I would relieve of a small portion of their wealth. Thus was born the Fox, a gentlewoman thief who never robs from the poor or charitable, avoids violence, and whose crimes are both ingenious and audacious. I may be a criminal in the eyes of the law, but I am not a member of the professional criminal classes, and one must act in a certain way.

ROLEPLAYING

You may be a criminal, but you are not a greedy woman. Indeed, you are renowned for your generosity and charity. While you retain a little of your ill-gotten gains, you commit ingenious crimes in order that you might give the proceeds to charitable causes. Success after success has led to overconfidence. Pride may come before a fall, but someone has to catch you first.

QUESTING MARINER

Archetype: *Explorer*

Motivation: *Faith*

Style: 3

Health: 5

Primary

Body: 3	Charisma: 2
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 5	Defense: 6
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Anthropology	3	2	5	(2+)
Athletics	2	3	5	(2+)
Diplomacy	2	2	4	(2)
Expeditions	3	2	5	(2+)
Firearms	3	1	4	(2)
Gunnery	3	1	4	(2)
Linguistics	3	1	4	(2)
Pilot: Nautical	3	3	6	(3)
Survival	3	2	5	(2+)

Talents

Direction Sense (always know direction)

Resources

Contacts 0 (Equipping; +1 bonus)

Follower 0 (Mechanic)

Rank 1 (The Mariners Club; +2 Social bonus)

Flaw

Fanatical (Find the island; +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
Light revolver	2L	0	6L	(3)L

“DAMN THE FOG! THE CHART SAYS SOU’EAST, AND WE STEER THAT COURSE. FULL SPEED AHEAD!”

CHARACTER BACKGROUND

My father was a strange man, caring in his own way, but distant. He took great pains to avoid social engagements, and disdained the newspapers. More than once I caught him staring intently at a map, quietly repeating words in a most peculiar, and somewhat disturbing, language. It was not until I approached the age of becoming a young man that I raised the matter with him.

With a grave air he sat me down in his study, entrance to which had until then been forbidden me. After locking the door, he told me a bizarre and terrifying tale. A ship’s captain by profession, his vessel was driven off course in a storm. Through a queer mist they spied an island that appeared on no charts. Intrigued, they made land on the muddy coastline and ventured inland. There they found ruins of immense size; the work of giants, father said, for no man could construct an edifice of such size and peculiarity. Father spoke no more of the island, save to say that only two men made it back alive to the ship, and that he alone held any grip on his sanity.

The ship limped to Lama, where father was treated for mental distress after being questioned by the police. Eventually he was released and returned home. There he was pressured to tell his tale to his club and his employers. His reputation for being a skilled mariner and not prone to wild stories was quickly forgotten. His friends of old rejected his company, calling his tale a fanciful dream, while the newspapers openly questioned the fate of the crew, of which father would not speak, insinuating that my father should be called upon to testify in court.

The day came when father could take the ridicule and sideways looks no longer. Placing me with relatives, he set sail to find the island once more, this time to return with physical proof. Twenty years have passed, and no word has been heard. The men who mocked him have all but forgotten his wild claims, but not I. A man of the sea like my father, I shall complete his quest, redeem his name, and perhaps find his bones so they may be laid to rest. Alas, the position of the island father recalled was erroneous, for I have sailed those waters more than once and sighted nought but empty ocean. There are many obscure myths that tell of such an island, and perhaps one of them holds the key to unlocking its true location.

ROLEPLAYING

Others may have called your father a crank, but you believe his story—your father was not a man to fabricate tales. The quest is slowly consuming your life. For now your reputation remains intact, but your devotion is threatening to have you labelled as a crank.

SAMPLE HENCHMEN

ART HISTORIAN

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: Paintings 5, Art: Sculpture 4

Talents/Resources: None

Flaws: Condescending (+1 Style point whenever he establishes his own superiority)

Weapons: Punch 0N

DIGGER/MINER

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: Athletics 4 (*Digging* 5), Demolitions 4 (*Explosives* 5)

Talents/Resources: None

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 0N

FENCE

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: Diplomacy 4 (*Negotiation* 5), Streetwise 4 (*Black Market* 5)

Talents/Resources: None

Flaws: Stingy (+1 Style point whenever his insistence on haggling causes trouble for herself or her friends)

Weapons: Punch 0N

GOVERNESS

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: Diplomacy 4 (*Teaching* 5), Intimidation 4 (*Orders* 5)

Talents/Resources: None

Flaws: Stubborn (+1 Style point whenever her inflexibility causes her trouble, or she forces others to go along with her idea)

Weapons: Punch 0N

HANDYMAN

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: Craft: Carpentry 4, Craft: Electrics 3, Craft: Plumbing 4

Talents/Resources: None

Flaws: Flea-Infested (+1 Style point whenever his infestation proves a distraction to him or when he is shunned because of it)

Weapons: Punch 0N

NANNY

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: Intimidation 4 (*Staredown* 5), Medicine 4 (*First Aid* 5)

Talents/Resources: None

Flaws: Code of Conduct (+1 Style point whenever her code forces her to make something much more difficult than might otherwise be necessary)

Weapons: Punch 0N

STABLEHAND

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: Animal Handling 4, Athletics 4

Talents/Resources: None

Flaws: Absent-Minded (+1 Style point whenever he overlooks a critical detail or forgets something important)

Weapons: Punch 0N

VALET

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: Diplomacy 4 (*Etiquette* 5), Empathy 4 (*Intuition* 5)

Talents/Resources: None

Flaws: Loyal (+1 Style point whenever his unswerving loyalty causes trouble for himself or his companions)

Weapons: Punch 0N