



GLOBETROTTERS' GUIDE TO UNUSUAL PLACES

INTRODUCTION

The world is vast and wondrous place, yet an entire ice-sheathed continent and the fathomless depths of the ocean floor have yet to be explored beyond cursory expeditions, and miles of dark, dank caverns have never echoed with the footsteps of man. While explorers prepare to penetrate these last unexplored regions, others cast their eyes to the heavens, wondering what might be found on the Moon, or even Mars, the planet of war, and cloud-swathed Venus, the planet of love. This supplement for *Leagues of Adventure* takes a look at some of the more unusual places globetrotters might end up exploring on their journeys of adventure and derring-do.

NEW LEAGUES

This section details new Leagues of Adventure open to player characters. All the usual rules for the Rank Resource apply to these clubs and societies.

THE AEGIS OF TERRA

Although the Martian invasion of 1873 was thwarted and kept secret from the public, there were men and women present who deduced the aliens would one day return—and in even greater numbers. While explorers travel the globe searching for other Martian landing sites in order to neutralize any survivors and acquire Martian technology, inventors and scientists seek to reverse-engineer captured Martian artifacts in order to craft new weapons for the war they know will come. Unlike most Leagues, the Aegis of Terra (“Shield of the Earth”) operates under a code of strict secrecy—partly to avoid ridicule, but mostly to avoid causing worldwide panic.

Starting Skill List: Pick two from Craft: Pharmacology, Demolitions, Firearms, Gunnery, Linguistics, Pilot (pick one), Science: Biology, Science: Chemistry, Science: Engineering

THE CHALLENGER CLUB

Named after the irascible Professor Challenger—who vocally objected to its creation and lambasted it in the press—the Club comprises men and women of both adventur-

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NEW FLAWS

PHYSICAL

Albino: Your character lacks pigmentation in his skin, eyes, and hair and suffers one point of nonlethal damage for each hour he spends in direct sunlight. NPCs may discriminate against him. You earn a Style point whenever your character suffers harm or discrimination due to his lack of pigmentation.

Allergy: The character is allergic to some relatively common substance, such as milk, pollen, or perfume. When exposed to the substance he breaks out in hives, begins sneezing uncontrollably, or his eyes water continually. Exposure causes a -2 penalty to all rolls for an hour after the last exposure. You earn a Style point whenever your character suffers from his allergy.

Slow Healer: The character heals more slowly than others. He might have a poor metabolism, refuse to heed doctor's orders, pick at his scabs, or suffer frequent infections. He heals one per of nonlethal damage every two days, and one point of lethal damage each two weeks. You earn a Style point whenever your characters inability to heal quickly causes him or his friends problems.

MENTAL FLAWS

Blabber Mouth: Your character couldn't keep a secret if her life depended on it. She isn't boastful or malicious—she just doesn't know when to stop talking. You earn a Style point whenever your character reveals information that comes back to haunt her or causes trouble for her or her allies.

Cautious: Your character acts only when he has all the available knowledge at his disposal and has calculated the best avenue for progression. It is not that he is hesitant or unable to reach a decision—he just prefers to plan before acting. You earn a Style point any time you or your comrades suffer from your inability to make a quick decision. At the Gamemaster's discretion, you can also earn a Style point by voluntarily taking a -2 Initiative penalty during combat.

Hypochondriac: The character is excessively worried about his health, and constantly believes he is at Death's door. Every pimple is the onset of plague, indigestion a heart attack, and a headache a sure sign Death is coming. While he believes he is ill, the character has a -2 penalty on all rolls. You earn a Style point whenever your character convinces himself or somebody else he is seriously ill.

Malingerer: The character fabricates or exaggerates illness for personal gain. He might do this to earn money

ous and scientific bent who wish to prove the existence of prehistoric creatures and men beyond a shadow of doubt, studying them in their native environment. While prepared to travel to any part of the globe in their quest for knowledge, the jungles of South America and deepest, darkest Africa are hot spots for Club-sponsored expeditions.

Starting Skill List: Pick two from Anthropology, Athletics, Expeditions, Linguistics, Science: Biology, Survival

LUNAR EXPLORATION SOCIETY

Founded by Professor Cavor in 1889, the Lunar Exploration Society is endeavoring to explore the Earth's closest celestial neighbor. Although Cavor has his own pet project, other members are free to conduct their own research: how one reaches the Moon is of far less concern to the Society than actually landing there. As well as mechanical geniuses, the Lunar Exploration Society also claims explorers and scientists among its membership—the men and women who will explore the Moon.

As yet, no one truly knows what wonders and perils the Moon may hold for mankind, and so its members train in a wide range of basic skills deemed necessary to survive in all types of terrain and meet whatever challenge may arise.

Starting Skill List: Pick two from Athletics, Craft: Mechanics, Expeditions, Pilot: Aerial Craft, Science: Biology, Science: Geology, Survival

THE SOCIETY OF AERONAUTS

One of the newest Leagues (founded in 1889), the Society of Aeronauts concerns itself with the mechanical principles, logistics, and operation of aeronautical craft. As well as aeronauts and engineers, the society is open to civilian airship officers and officers of the various Air Corps. Neither gender nor nationality are limitations to membership. The Society has clubhouses at all the major commercial airship destinations, where members can stay for free while they are in town.

Starting Skill List: Pilot: Aerial Craft or Balloons, plus one from Craft: Carpentry, Craft: Mechanics, Science: Engineering, Survival

SOCIETY OF AQUANAUTS

While man endeavors to explore and map the surface of the world, his knowledge of the mysterious underwater realm is sorely lacking. The Society of Aquanauts is a collection of explorers, inventors, and scientists keen to rectify this gap in mankind's knowledge of the world beneath the oceans. The League sponsors expeditions to retrieve biological and geological specimens, map the ocean floor, explore sunken cities and—purely for the purposes of preserving lost artifacts, displaying them for all the world to see—plunder shipwrecks.

A subgroup within the society, the Atlantis Research

Society, uses the League's literary and technological resources to search for the Lost City of Atlantis. It has also been known to employ psychics and mediums.

Starting Skill List: Pick two from Athletics, Craft: Mechanics, Expeditions, Pilot: Nautical, Science: Biology, Science: Geology, Science: Oceanography

THE SPELEOLOGICAL SOCIETY

Founded in France in 1885 by Édouard-Alfred Martel, the Speleological Society concerns itself with the exploration and scientific investigation of caves and cavern complexes. Its membership is a mix of scientists and plucky adventurers willing to go where no man has gone before. While the League frowns upon the scientific merits of the Hollow Earth Society's wild theories, the two organizations have launched joint expeditions on more than one occasion. The Speleologists maintain good relations with both the Royal Geographical Society and the Society of Antiquarians, supporting the expeditions of both into the subterranean world in search of historical artifacts. The Society's main clubhouse is in Paris, but two others exist: London (due to its travel connections to the rest of the world) and Brownsville (a small town in central Kentucky chosen because of its proximity to the aptly named Mammoth Cave).

Starting Skill List: Athletics, plus one from Demolitions, Expeditions, Science: Geology, Science: Speleology (the study of caves)

THE SUMERIA CLUB

This mix of antiquarians, scholars, and explorers believes the ancient Sumerians were the progenitors of other great civilizations, such as those of Egypt, Phoenicia, the Indus Valley, Greece, Rome, and even Great Britain. The Club sponsors expeditions across Europe, the Near East, and India to search for artifacts and writings that support their theory. Much of their work is focused on Iraq, currently a province of the Ottoman Empire.

Their London clubhouse is a miniature museum, with display cases and shelves stacked full of artifacts. All official Club business is conducted in ancient Sumerian, and members have requested to don Sumerian style clothing while within the Club (reproduced from engravings, murals, and statues).

Starting Skill List: Linguistics and one from Academics: History, Anthropology, Investigation

Special: Members must choose the Semitic language group as their first Linguistics choice. They automatically gain knowledge of Akkadian and Sumerian.

THE SURVIVORS CLUB

Founded in 1804, the original League was named the Crusoe Club, in honor of Robinson Crusoe. The current name was adopted in 1857, after the curator of the Crusoe Library lodged an objection at its original title.

Membership is open to any persons who have survived

(compensation for an "injury"), to avoid work or military service, to get a reduction in a prison sentence, or just to gain sympathy. You earn a Style point whenever your character profits by successfully feigning illness.

SOCIAL FLAWS

Boring: Whether because of his long-winded descriptions, his use of highly technical terminology when discussing areas of interest to him, his monotonous voice, or a total lack of personality, your character is boring. People stifle yawns, feign listening, nodding at random times, or simply walk away whenever he begins talking. You earn a Style point whenever your character's boring persona causes him or his allies trouble.

Masochism: Your character gets a kick out of feeling pain. She isn't truly self-destructive, but sometimes she may take it too far, and she might even seek out someone to cause her pain. You earn a Style point whenever your character hurts herself or needlessly invites harm.

Meddler: Your character cannot help but involve herself in other people's business. No matter their problem, your character has a solution. You earn a Style point whenever your character's interference in other people's affairs causes her or her allies trouble.

Nemesis: Your character has an implacable rival. He may be a suitor for the same woman, a proponent of a rival theory, or a gentleman you shamed in public. Whatever his nature, neither of you is prepared to let bygones be bygones. The nemesis may plot behind closed doors or act openly against you. Your nemesis is at least as powerful as your character, and has allies and contacts he can call upon. You earn a Style point whenever your nemesis rears his ugly head and makes life extremely difficult for you or your comrades.

alone for a period of not less than 30 days in trying and difficult circumstances. Some join purely to be among fellows who can understand the physical and emotional trauma they endured. Others request membership in order that they might help others avoid their fate, or at least know how to cope in similar circumstances.

The Survivors Club does not seek to glorify the life and death struggle against nature, or the cruel environments its members have endured (though members are permitted to make money from their life stories so long as they do not glamorize them). Rather, it regularly sponsors expeditions to remote and untamed wildernesses solely to ensure expeditions have the resources necessary to cope with any conditions. Its members are ideally suited to serving as guides and advisors on surviving in harsh and unforgiving environments.

Starting Skills: Survival, plus one of your choice

WEIRD SCIENCE

Those who want to reach some of the more extreme places on, in, below, and above our world are going to require special transportation and survival gear.

LUNAR EXPLORATION SUIT

Artifact 1

Leagues: Gun Club, Lunar Exploration Society

Based on the advanced diving suit and capable of cleaning carbon from expelled air, the Lunar Exploration Suit protects against heat and cold, and allows the wearer to operate in airless environments for 24 hours before the suit requires maintenance.

Should the Moon prove to have a breathable atmosphere, the visor can be removed, allowing the wearer to breathe without diminishing the suit's ability to protect against adverse temperatures. Used in this mode, it requires no maintenance and can be used indefinitely.

Enhancements: Life Support: Space, One Day (+4 Enhancements), Talent: Acclimated (+2 Enhancements)

Limitations: Reduced Attribute: Dexterity -1 (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

MOLE MACHINE

Artifact 4

Leagues: The Hollow Earth Society

A marvel of engineering, the drilling machine is not simply a hole-boring device, but a vehicle to take mankind into the Hollow Earth itself! The Mole Machine is the size of four automobiles placed end to end. The front is made up of massive drill bits, fast-acting acid projectors, sonic heat generators, or various other exotic methods that can chew through rock as though it were butter. The machine can carry up to six people, including the operator and an engineer.

Enhancements: Improved Defense +4 (+4 Enhancements), Improved Structure +4 (+4 Enhancements), Life Support (One week; +4 Enhancements), Special Movement: Tunneling (+100%; +4 Enhancements)

Limitations: Increased Crew Requirement: +2 Crew (-2 Enhancements), Requires Maintenance: Difficulty 4 (-6 Enhancements)

MOON CAPSULE

Artifact 5

Leagues: The Gun Club, Lunar Exploration Society

No one has yet been able to build a vehicle powerful enough to reach the Moon, but there are plenty of inventors hard at work on the task, and some are very close to success. Professor Cavor, for instance, is experimenting with a new substance that defies gravity (Cavorite), while

the Gun Club is constructing a huge cannon to blast a one-use moon module up into the aether.

The version below is based on Professor Cavor's reusable design. It uses Cavorite to make the air above it weightless, as the air below propels the capsule skyward. Steering is accomplished by the movement of rolling shutters coated in the miracle substance. Depending how the shutters are set, the gravity of the Sun pushes the capsule on a certain trajectory.

Enhancements: Improved Defense +2 (+2 Enhancements), Improved Structure +2 (+2 Enhancements), Life Support: (One month; +8 Enhancements), Special Movement: Space (+100%; +4 Enhancements)

Limitations: Increased Crew Requirement: +1 crew (-1 Enhancement), Reduced Handling: -1 (-2 Enhancements), Requires Special Fuel: Cavorite (-2 Enhancements)

STEAM TRIPOD

Artifact 2

Leagues: Aegis of Terra

When Professor Wells published his fictional account of a Martian invasion of Earth, he was actually trying to prepare the world for what he knew would come again. One of the most closely guarded secrets of the age is that the Martians did invade, just a few years before the timeline begins, but their army was small, landed far from any major settlements, and was quickly defeated. Wells' descriptions of the Martian tripods in his novel, immune to mankind's heaviest weapons, is a stark warning that a defeated enemy with any intelligence quickly adapts before making another attempt at conquest.

A few Leagues have acquired various parts of the Martians' first tripods: not enough scraps to reassemble a complete model, but just enough to reverse-engineer a steam-powered version. Unlike land dreadnoughts, tripods mount their boilers externally. Although this leaves the boiler exposed to enemy fire, it makes conditions within the cramped cockpit tolerable. The boiler may be targeted with a Called Shot, and has Defense 4.

They are equipped with a forward-facing medium cannon and a single machine gun.

Enhancements: Improved Defense: +4 (+4 Enhancements), Improved Speed: +50% (+1 Enhancement), Improved Structure: +6 (+6 Enhancements), Special Movement: Walking, 100% (+4 Enhancements)

Limitations: Exposed Component: Boiler (-2 Enhancements), Increased Crew Requirement: +2 Crew (-3 Enhancements), Reduced Handling: -1 (-1 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements), Reduced Passenger Capacity: -75% (-3 Enhancements)

SUBMERSIBLE, MINIATURE

Artifact 3

Leagues: Society of Aquanauts

Designed to carry a pilot and a single passenger, the

miniature submarine is ideal for underwater exploration and salvage. Although its dive capacity is limited to only a few hours, its twin manipulator arms allows the pilot to move aide debris and pick up objects, to be placed in a net slung beneath the submersible. The rear compartment is spacious enough to accommodate a passenger wearing a diving suit, and can be flooded to allow the diver to enter the water through a watertight hatch.

The miniature submersible can dive to a depth of 300 feet safely. Below this, the submarine suffers one point of structural damage per 100 feet (or part thereof) per hour at that depth. Miniature submarines carry no weapons.

Enhancements: Extra Limb: Two manipulator arms (Strength 2; +4 Enhancements), Improved Structure: +1 (+1 Enhancement), Life Support: Underwater (One scene; +2 Enhancements), Special Movement: Underwater; half move (+2 Enhancements)

Limitations: Reduced Passengers 75% (-3 Enhancements)

VEHICLE REFERENCE CHART

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Mole Machine	4	8	10	6	0	3	3
Moon Capsule	2	5	8	*	-1	2	3
Steam Tripod	2	8	12	9	-1	3	0
Sub, Mini	1	4	6	12	0	1	1

* *Once the Cavorite shutters are set for launch, the capsule moves at a speed of over 2000 miles per hour. A voyage to the Moon takes 4.5 days.*

PLACES OF THE AIR

While there are many remote places in the world still left to explore, there are others literally out of this world. Although reaching them poses many difficulties and dangers, they are an irresistible lure for those looking to cement their place in history.

MARS

Mars, the red planet, named after the Greek god of war, has fascinated mankind since our distant ancestors first gazed into the heavens. Following the invention of the telescope, observers noted a series of dark lines etched onto the Martian surface, and scientists began to quietly discuss the likelihood of life on Mars.

Until 1895 in the timeline, the topic of the canals is largely restricted to academic circles. When Percival Lowell publishes a treatise claiming that Mars is an arid

wasteland whose inhabitants carved the canals to bring water from the polar regions, he was closer to the truth than he realized.

Mars is a cold, arid world covered almost entirely in red weed. When it comes into contact with water, the weed grows at a tremendous rate. Given its phenomenal reproduction, especially over water, any future Martian invasion will undoubtedly bring the red weed with them to choke Earth's waterways, preventing the nations of the world from bringing their powerful navies to bear.

Many new geological wonders to conquer and explore await, should mankind ever set foot on the surface of the red planet. Mars has many mountains, five of which dwarf Mount Everest. The great peak Olympus Mons, an extinct volcano, is a mind-boggling 17 miles high. Cutting through the crust for over 2,500 miles is a vast canyon. While the Great Rift Valley of Earth is longer, the one on Mars descends as much as four miles in places. The first man to explore these wondrous geological features, planting the flag of his nation atop the snow-capped peaks or at the bottom of the great gulf, will achieve fantastic rewards in life, his name remembered for countless generations to come.

But Mars is not devoid of intelligent life. Across the dark, cold reaches of space twixt Earth and Mars, the native inhabitants of Mars continue to observe humanity with a envious and malevolent gaze. The Martians, having long abandoned the surface after ancient cataclysms ravaged their planet, have constructed vast subterranean cities to house their advanced society. Their own world a devastated wasteland, the Martians now seek a new home.

In 1873, Mars truly earned its reputation as the planet of war. In this year, a small Martian scout force departed their homeland in giant cylinders, propelled across the void by huge cannons to land on Earth. Fortunately the Martians' knowledge of Earth at that time was limited, setting down in the wilds of Scotland. Ill-prepared and under-equipped to deal with any counterattack, the Martians were quickly discovered and annihilated by the British Army and its powerful howitzers.

The government quickly called in top scientists to study the wrecked Martian war machines. The leading scientist, Professor H. G. Wells, quickly deduced the Martian force was intended to gather intelligence, and he warned that a second attack was likely. His warnings were ignored, however, forcing him to take two courses of action. First, he published a novel in which he described the Martians invading Earth in indestructible war machines, with the intent of preparing the citizens for the devastation he knew would come. Second, he contacted Percival Lowell and persuaded him to study the surface of Mars and watch for signs of a second attack.

ADVENTURE SEEDS

- Not all of Martians in the original landing force were destroyed. A small enclave survives in the Scottish Highlands, biding their time until the right moment to

wreak havoc upon mankind. Their attack coincides with one of Queen Victoria's trips to Scotland.

MERCURY

Any astronomer will tell you that Mercury, the closest planet to the sun, is tidally locked. Ask him to explain that cryptic phrase and he will tell you that Mercury does not rotate. One hemisphere continually faces the Sun, blasted and baked into a completely arid desert never shrouded in night's dark cloak. The other hemisphere never sees the light or warmth of the Sun, a frozen wasteland covered in thick ice and perpetual darkness.

The only "normal" area is a thin strip, perhaps no wider than 10 miles, though opinions vary on this, between the permanent day and night sides. No one seriously considers the possibility of life on Mercury, and thus it remains little studied. However, it is possible the rocky surface contains valuable minerals, such as silver, gold, or perhaps elements more exotic and as yet unknown.

THE MOON

Since man first rose upon his legs to walk the Earth, the Moon has been an object of mystery and inspiration. With the advent of technology, mankind's long-held dreams of walking the satellite's surface are coming ever closer, with at least two Leagues dedicated to the goal of exploring the Moon—while no doubt claiming its mineral wealth at the same time.

By night, the Moon is a barren, airless sphere of dusty plains and low mountains. But as the Sun rises, a dramatic transformation takes place. Unbeknownst to man, the Moon has a thick atmosphere. In the dark of night, as the surface cools, the air sinks down into deep valleys and freezes. But as the sphere warms with the coming day, the frozen air melts and vaporizes, covering the surface in a perfectly breathable atmosphere.

Within minutes of the atmosphere's return, life begins to stir. Strange animals, such as mooncalfs, rise from their nightly hibernation to prowl the surface, thick fungi grows thickly upon exposed rocks, and fast growing, thorny quickly plants blanket the previous barren landscape. The lunar fungus is edible yet bland—but within moments of consumption, the diner is struck by feelings of intense euphoria, similar to a state of drunkenness.

At the bottom of the steep-sided canyons are many circular, metallic objects. These are not natural mineral formations, but crafted doors! Beyond the portals, in a hive-like city, dwell the Selenites, an insect-like race ruled over by the Grand Lunar, a Selenite possessed of awesome mental abilities.

The Selenites are the only intelligent species living on the Moon, but not the only creatures who dwell there. There are the previously mentioned mooncalfs, white,

sluglike creatures that low and bellow like terrestrial cows, herded by the Selenites for their flesh. Within the darkest tunnels lurk dangerous creatures like the Rapha and the Tzee, which the Selenites are keen to avoid. The Rapha is a mass of interwoven tentacles, which grab and clutch incessantly. Such is the biology of the beast that, like the mythological Hydra, hewing it causes more beasts to sprout from the severed tentacles. The Tzee, by comparison, is a stealthy killer, rarely seen by its victims until the killing blow is delivered.

THE SELENITE CITY

The city of the Selenites spans many levels, stretching from just below the surface down to the frigid depths of the Moon's core. A labyrinth of tunnels, chambers, and sprawling caverns winds through each level of the colossal city. Travel up and down the many shafts that connect the various levels is achieved through balloon or parachute. In some shafts a strong wind blows up from the Moon's core, allowing one to rise upon its current. In others, there is no wind, permitting travelers to descend with ease. On the lowest levels lies the Lunar Sea, a colossal ocean of luminous blue that bubbles like milk reaching the boil. This is no dormant sea, but one pulled by strong solar tides. Great eddies wrack the waters and terrible thunderstorms rend the air above it. Here the Selenites fish from long canoes, using weights made of solid gold to sink their nets into the milky waters. The Selenites make great use of gold as tools and ornamentation, for on the Moon the precious metal is anything but, as common there as iron is on Earth.

ADVENTURE SEEDS

- A League has managed to land men on the Moon, but no word has been heard from them. A rescue expedition is mounted and the globetrotters are invited to participate. Once there, they discover the expedition members have been kidnapped by Selenites who wish to "study" the strange beings.

VENUS

Current scientific opinion holds that beneath Venus' milky-white clouds lies a tropical world swathed in endless swamp and swirling mist. According to leading geographers, the planet must have a humidity level akin to that of the Congolese rainforests, its surface subjected to frequent, intense downpours. Some scientists believe the air will be breathable to humans and the water potable, while others argue the complete opposite. In any event, the first explorers of Venus would be well advised to don protective suits just in case.

Those few who know of the Martian invasion of 1873 have spent the better part of two decades debating as to whether Venus also supports sentient life. Labeled as

Earth's sister planet due to its comparable size, scientists have long proposed that the two worlds underwent parallel evolution. Since only Earth suffered the Biblical Flood, which killed off the dinosaurs, it seems very likely that the prehistoric tyrant lizards still exist on Venus.

Whereas the Moon is closer, and therefore easier to reach, Venus probably boasts more minerals of value to humanity, especially coal and oil. Of course, no one has yet left Earth's atmosphere, let alone traversed the black gulf of space, and thus talk of mining Venus is completely hypothetical. The surface of Venus is humid and hot, exactly as scientists predict. Its dense clouds prevent full sunlight from reaching the surface, and daylight is akin to twilight on Earth. These conditions are ideal for certain types of fungi. Indeed, fungus is the predominant form of vegetation: the ground is a slick carpet of multi-colored growths, while forests made up of towering mushrooms stretch as far as the eye can see. Some of the fungi are edible, others are toxic, or release clouds of choking spores at the slightest touch. Dinosaurs do in fact prowl the forests and plains.

Dwelling with the mushroom forests are the Mycota, a fungoid lifeform. Standing about four feet in height, they resemble mushrooms, albeit ones with stubby legs and short arms. They possess two eyes situated just beneath the caps that house their brains, but have no mouths. Communication is achieved through the release of spores, which impart mental images rather than clearly defined words, thus transcending linguistic barriers. They live inside hollowed-out giant mushrooms and puffballs, spending their days quietly cultivating crops of edible fungus. Peaceful, agrarian, but prone to panic, they are the preferred slaves of the second race—the Lizardmen. Omnivorous, though favoring flesh when it is available, the Lizardmen are fierce and barbaric, worshipping gods who demand living sacrifices, which they obtain by raiding other tribes. The Lizardmen understand the working of stone and metal, though only in rudimentary form.

PLACES OF THE EARTH

While men of science and adventure strive to explore and map the surface world, few have bothered to venture into the polar regions, or delve beneath the surface.

THE HOLLOW EARTH

From the Christian Hell to the ancient Scandinavian tales of Svartalfheim, stories of a subterranean realm are nothing new. Edmond Halley first proposed a hollow earth as a scientific possibility in 1692, though the topic remained largely forgotten until 1818, when John Symmes dragged it to the public's attention.

THE HOLLOW EARTH

If you're already a fan of the Ubiquity system, then chances are good you know of the *Hollow Earth Expedition RPG (HEX)*. You'll therefore notice that our view of the Hollow Earth is not the same as in the aforementioned game. While *HEX* and *Leagues* take place within a few decades of each other, and even share some similarities, they are separate settings with different focuses. This doesn't mean you can't combine both versions into a cohesive whole, of course. In *Leagues of Adventure*, the Hollow Earth is just one place among many for globetrotters to explore, rather than the central setting. Perhaps the Victorian version is erroneous, or maybe it relates to just one small part of the inner sphere. Then again, knowing the Victorian mindset, perhaps the Vrilya are just the Atlanteans by another name, and the Borks a general label applied to all "savage" (i.e., technologically primitive) races. If you're thinking of making the Hollow Earth important in your campaign and you don't already own *Hollow Earth Expedition*, or the *Mysteries of the Hollow Earth* supplement, you'll definitely want to give it a look.

The current hypothesis, as put about by the Hollow Earth Society, is that the Earth's crust is only around 800 miles thick, and that lining the inner surface of the crust is another world. The landscape, like the surface, comprises deserts, mountains, forests, and seas. Most who believe in the existence of the Hollow Earth concur that it must be warmer than the surface world, likely close to the tropics in temperature and humidity. Members of the HES are currently divided as to the topic of the inner sun, a fiery orb which they believe hovers at the Earth's core. Some believe the Hollow Earth is bathed in constant light, with no division between night and day, while others argue there are two suns, known as Prosperine and Pluto, one that burns brightly, and the other pitch black, devoid of warmth or light. Their rotation plunges the inner world into day and night. One wild theory purports the inner sun is light only on one side, the other being jet black, and that its rotation causes night and day.

The Hollow Earth is supposedly inhabited by an ancient race of man called the Vrilya. Described as angelic beings possessed of awesome mental powers, the Vrilya are said to live without any comprehension of sin or desire. The Vrilya use telekinesis to power their civilization, and thus have no true technology. One recurrent theme in the few ancient writings on the Vrilya hints

at a substance called Vril which, depending on the account, is either a strange fluid that can heal completely or destroy entirely, or it is a near-indestructible metal. The substance produces effects similar, but not identical, to galvanism and magnetism, used for everything from lighting homes and healing the sick, to powering fearsome weapons of mass destruction.

The Vril-ya aren't the only inhabitants of the Hollow Earth, though. Many pathways lead into the hidden realm, but few allow an easy return. Explorers across the ages have entered the Hollow Earth and become trapped. Thus, one may find a lost tribe of Amazons, Spanish Conquistadors, Viking marauders, or even ancient Egyptians living in small communities scattered throughout the realm. In many cases, there is only a handful of generations between the earliest explorers and the modern inhabitants, as something within the mysterious nature of the Hollow Earth delays aging. More frightening are the Borks, a primitive, violent race of bestial men, believed to be the negative balance to the pure Vril-ya. While the Vril-ya have mental powers, Borks are physically impressive. The Vril-ya see Borks as little more than beasts, regularly conducting hunts to cull their numbers.

ADVENTURE SEEDS

- The Society of Galvanists, known jokingly as the Sparkies, is prepared to pay a king's ransom for a sample of Vril liquid. The Armorers' Guild offers a similar reward for a sample of the indestructible metal.

THE ICE SPHINX

Accounts of the Ice Sphinx's location are sketchy, appearing for the first time in 1839 in the diary of one Jeorling Guy. During an expedition into the Great Southern Ocean surrounding Antarctica, he and the survivors of a shipwreck report making their way north through the ice fields in a salvaged canoe. Either on the Antarctic shore or somewhere in the Southern Ocean, the party came across a monumental mountain of ice upon which some unknown hand had rudely sculpted into the form of a gigantic sphinx. **By his account, the sphinx was magnetically charged, and an irresistible lure to any ferrous objects that came to close.** The remains of smashed wooden ships, drawn to their doom by the iron nails in their hulls, are testimony to the sphinx's magnetism.

KOSEKIN LAND

Kosekin Land is known only through a strange manuscript found inside a sealed copper jar by four yachtsman sailing the wild and turbulent Great Southern Ocean in 1888. Its author was one Adam More, purported to be an English sailor who had been shipwrecked on the shore

of Antarctica south of Australia. Seeking shelter in a cave of volcanic origin, he found himself passing beyond the icy cliffs and into a vast land kept warm by volcanic vents. Here dwelt the Kosekin, a race whose language was a Semitic tongue, yet whose architecture appeared Egyptian. Though culturally advanced, possessed of Bronze Age technology, the Kosekins' notions of society were the complete opposite of those of the Western world: wealth was scorned and poverty cherished, and life and light were cast aside in favor of death and darkness.

In place of seeking wealth, the natives would strive to rid themselves of every last coin. As punishment, each year, the government would give away money to its citizens in a perverse form of reverse taxation, forcing them to accept that which they did not crave.

The manuscript ends suddenly, giving no indication of More's ultimate fate. Perhaps he launched a second copper jar out to sea, or maybe he has yet to finish his story. Or perhaps he met a grisly end, as he also spoke of prehistoric monsters that roamed the verdant wilderness beyond the great city of the Kosekins. It is similarly unclear whether Kosekin Land is located on the surface, perhaps in a large caldera, or whether it is a subterranean realm. The Hollow Earth Society believes the latter, claiming the land is part of the mysterious Hollow Earth it so desperately seeks to explore.

UNDERGROUND

Caves have long held a special place in the minds of men. Our distant ancestors made their homes in them, and some of the earliest art is found in dark recesses. Later, caves entered myths across the globe as portals to the underworld. In *Leagues of Adventure*, they are another part of the globe worthy of exploring.

There are literally millions of caves throughout the world—and that's not including undersea ones. Speleology, or the study of caves, is in its infancy in the 1890s, and while many famous caves have already been partially explored, there are extensive networks of tunnels and caverns that won't be found for many decades—unless the globetrotters get there first. Even known caves might have branches that extend into cathedral-like caverns wherein stand large forests of giant mushrooms inhabited by prehistoric monsters, lost cities inhabited by peoples long forgotten by surface dwellers, and vast, tempest-wracked underground seas. Even uninhabited caves may display evidence of occupation by ancient man.

Caving (also known as potholing and spelunking) is not like exploring the open wilderness or a crumbling ruin. Caves exist in a realm of utter darkness. Whereas surface explorers might well be able to guess a room's dimensions upon entering by dint of being able to see its four walls and ceiling, those delving into the depths of the Earth might be faced with a cavern hundreds of yards across. Outside their feeble sphere of light the darkness presses ominously, concealing the presence of pitfalls

and tunnels. Should the light fail, the darkness hits home like a hammer blow, instantly depriving the globetrotters of their primary sense and disorienting them.

In some areas there is utter silence, while in others waterfalls, turbulent rivers, or the steady dripping of water from high above effectively mask all sound. In such areas, it may be necessary to shout to make oneself heard to a colleague standing just a few feet away.

Surface ruins are rarely that large. While the globetrotters may grumble about walking a few hundred feet in a catacomb only to encounter a dead end, those venturing into the underworld may walk or crawl for miles—perhaps for days—only to find the passage ending abruptly.

Dozens of tunnels at different height levels may branch off from a single chamber. Trying to draw a map is painfully slow, for elevation plays a crucial role, and while accurately pacing 20 yards down a straight corridor is easy, plotting a passage that rises and falls, twists and turns, is not so simple. While some caves are vast, much of the time the globetrotters will be in claustrophobic tunnels, forced to squeeze through narrow gaps that seem intent on crushing the explorer for his trespass. Backpacks must frequently be removed in order to fit through a narrow gap, taking valuable time.

Slick, glittering walls must be scaled or descended, flooded sumps traversed, gaps over dizzying falls crossed, narrow ledges over bottomless pits inched around with backs pressed to the walls, while slippery floors force travelers to advance slowly, and deep, dark, cold waters flood many passages, forcing those who wish to advance deeper to swim into the unknown.

Water is often plentiful, but not always potable. Mineral salts and toxic chemicals taint much of the water, and even boiling it cannot remove all the impurities. Similarly, there is no firewood for cooking fires or heat, or branches to make torches when the oil or carbide runs out. Hypothermia is a constant risk, for caves are cool all year round (40-50 degrees F), and it is a rare globetrotter who is not soaked to the skin and covered in mud within a few minutes of entering a cave. Globetrotters expecting to have an extended stay below ground need to ensure they are well equipped, or doom awaits.

Movement: Flat surfaces are extremely rare in the underworld and more often than not one is climbing rather than actually walking. Combined with narrow fissures, the inability to see far ahead, dead ends, labyrinthine tunnels, tight squeezes, sumps, climbs, and crossings, globetrotters are lucky to move more than one-half mile per hour in most caves. In many instances, a movement rate of just a few hundred yards per hour is more realistic. Naturally, an expedition can only move at the speed of its slowest member if it wants to stay together.

Sumps: Caving is not fun for those suffering hydrophobia or who cannot swim, for water is a common though not altogether ubiquitous feature. A sump is a passage flooded as high as the roof. The only safe way through a sump is to swim, with Athletics: Swimming rolls required only if the water is fast flowing. However, with no chance to surface for air, Swimming Pace is far

more important. The lead globetrotter is taking a huge risk every time he enters a sump, for he has absolutely no idea when it (or if) might end, and thus when his lungs will next savor fresh air.

CENNET AND CEHENNEM

These two sinkholes, whose names translate in Turkish as “Heaven and Hell,” are located in close proximity to each other in the Toros Mountains of Turkey.

Cennet can be reached by a series of crude steps cut into the rock face. This stair is not new, for at the bottom, at the entrance to a cave that extends back no more than a few dozen yards, stands the ruins of a fifth-century monastery. What is of interest is that running water can be heard behind the back wall of the cave—where this subterranean stream might end is a mystery several Leagues wish to unravel.

Cehennem descends 500 feet, and the bottom can only be reached through rappelling. The only reference to previous expeditions dates from the fourth century BCE. After conquering Asia Minor (as Turkey was then known), Alexander the Great ordered a party of men to “descend into the mouth of Hell” in order that he might know if it was worth conquering. The expedition never returned, and Alexander soon turned his eyes eastward.

PLACES OF THE SEA

The sea is a vast and mysterious place, widely traveled upon yet little understood, and greatly respected and feared in equal measure by those who sail for a living. The strange tales recounted by salty sea dogs are often mocked as fanciful, but in some cases these crusty old souls speak the truth.

THE DEVIL'S TRIANGLE

Early Spanish and Portuguese maps labeled the waters off Florida with a frightening name: the Devil's Sea. Here, sailors claimed, compasses refused to work, the winds died or rose to hurricane strength in the blink of an eye, St. Elmo's fire danced along the masts and spars, and eerie lights were spied beneath the waves.

Over time, many ships have sailed into this area, and a small few are never seen again. Occasionally, a ship emerges but without its crew. Mariners hearing these tales are quick to make the sign of the Cross, for all believe the lost crews have been taken by the Devil.

THE SARGASSO SEA

Since the days of the ancient Greeks mariners have told tales of the Sargasso Sea, a vast area of the North Atlantic where no wind blows and no currents flow.

Covering the ocean is a mass of seaweed, which fouls rudders and prevents ships from escaping.

Deep within the Sargasso Sea is a single, large island. The inhabitants are divided into many camps based on cultural lines, and all are at war with one another. Among the many cultures dwell an ancient people, whose folk tales speak of how the water god delivered them here long ago. For centuries they lived in peace, hunting in the forests and fishing the rivers and streams—and then the strangers began to appear. Sharing their island are small packets of pirates, Spanish Conquistadors and Inquisitors, Elizabethan-era English privateers, merchants seemingly of ancient Phoenicia, and even a colony of Puritans. All are the descendants of original crews marooned here long ago, but neither their culture nor technology has advanced in centuries—nor has their attitude toward others.

The indigenous natives attempt to lead peaceful lives, hunting and gathering from the great bounty the island provides. But those descended from the marooned strangers take what they want by force—including native women with which to breed. While the foreigners remain bound to the island, their great ships being unable to make their way out through the impassible seaweed, the natives strap wide, flat shoes to their feet and attach leather sacs with an unusual gas that rises from a vent near their home. This brilliant innovation allows them to walk across the surface of the Sargasso Sea in search of cargoes washed overboard from passing ships, or drawn into the Sargasso by the currents which swirl around its edge. The island is also home to many species of giant animals, most notably crabs and scorpions. Within the calm waters, beneath the canopy of seaweed, dwell prehistoric marine creatures, such as the plesiosaur.

ADVENTURE SEEDS

- The ship on which the globetrotters are taking passage breaks down near the Sargasso Sea, drifting into the tangling weed. The captain and a few crewmen head off to fetch help, leaving the heroes and other passengers behind. Captured by Spanish Conquistadors who seek to control the entire morass, the captain pleads for his life by telling the pirates his ship is carrying a secret consignment of modern firearms. Can the heroes fend off a Spanish attack and find a way to escape from the Sargasso Sea, or will they be trapped here forever?

LOST ISLANDS

In the days before accurate longitude could be measured, sailors used their best guess to determine their position upon the globe. The cartographers of old placed many islands on their maps, islands which have defied rediscovery ever since. While many modern explorers scoff at such nonsense from the safety of their clubs, others are not so dismissive. Although many of these may

indeed be fanciful additions designed to make the map look prettier, they may also be real—explorers have just been looking in the wrong places. Some of these phantom isles still appear on maps into the 20th century.

Below is a list and brief description of “known” islands from maps of yore.

ANSON ARCHIPELAGO

Sighted in the 17th century by George Anson, the archipelago is marked on maps as being in the western portion of the North Pacific Ocean, somewhere between Japan and Hawaii.

ANTILLIA

Said to lie far to the west of the Iberian Peninsula, Antillia first appears on a 1367 map bearing the legend, “*Here are statues which stand before the shores of Atullia and which have been set up for the safety of sailors; for beyond is the vile sea, which sailors cannot navigate.*” Later Spanish explorers believed seven golden cities stood on the island, visible from a distance, but which disappeared when approached.

DOUGHERTY ISLAND

First sighted in 1841 by Captain Dougherty of the whaling ship *James Stewart*, and later confirmed by independent sightings in 1860 (Captain Keates) and 1886 (Captain Stannard), Dougherty Island lies at approximately 60°S 120°W, north of Antarctica and southwest of Tierra del Fuego, the southernmost tip of South America. It is described as being five to six miles in length, with high bluffs to the northeast, all covered in snow, with the sea surrounding it awash with icebergs.

FRISLAND

Located several hundred miles south of Iceland, somewhere in the vicinity of the Faroe Islands. Some scholars believe Vikings hid their plundered treasures here.

ISLE PHELIPEAUX

The island is first mentioned in the 1783 Treaty of Paris. When the boundary between Canada and the United States was drawn up, a section was proclaimed to run “*through Lake Superior northward of the Isles Royal and Phelepeaux to the Long Lake.*” Nobody has been able to deduce which body of water the Long Lake represents, and thus the island remains as yet undiscovered.

JUPITER REEF

In 1878, while sailing in the South Pacific east of New Zealand, the German barque *Jupiter* reported breakers during the night. By dawn, they had sailed beyond sight of the supposed reef responsible for the breakers.

Strangely, others breakers have been reported in the immediate vicinity, though not at the same coordinates—the Maria-Thersea Reef (1843) lies to the southeast, the Ernest-Legouvé Reef (historically reported in 1902 (is located to the north, and the Wachusett Reef (1899) lies further north still. Are these outlying reefs surrounding a previously uncharted island, or, as some believe, are they all that remain of Lincoln Island? (See below.)

LINCOLN ISLAND

What remains of Lincoln Island is supposed to lie some 1,600 miles east of New Zealand. Cyrus Harding, an American railroad engineer, and a small party of men were marooned here after escaping the destruction of Atlanta during the American Civil War in a balloon. According to Harding's report, the island was home to Captain Nemo. A volcanic eruption shattered the island until naught remained but stumps of land, taking Nemo to his death.

LOS JARDINES

Two 16th-century Spanish explorers reported seeing a small cluster of uncharted islands in the middle of the Pacific. Sailing close to shore, but never actually landing, they recorded the islands as being swathed in endless forest with flowers of all hues growing near the shore, giving them the name Los Jardines ("The Gardens").

NEW SOUTH GREENLAND

Also known as Morrell's Land, after its discoverer, Captain Benjamin Morell, this island was first sighted in 1823 during an exploration of the Weddell Sea (near Antarctica). Morrell reported spying an island of immense size with mountains calculated to be 75 miles inland, with a host of seabirds and sea elephants on the shore. A French expedition in 1838 saw no sign of New South Greenland, leading some to believe Morrell was either mistaken or a liar. Indeed, Morrell is reputed by contemporaries to be "the biggest liar in the Southern Ocean."

NIMROD ISLANDS

These are another set of islands said to lie somewhere between Australia and Cape Horn. In 1828, Captain Eilbeck of the ship *Nimrod* carefully recorded the island's position. Despite his observations, subsequent explorers have failed to sight the group.

PEPYS ISLAND

Said to lie 260 miles north of the Falkland Islands in the South Atlantic, Pepys Island was discovered in 1683 by a British corsair, and named after the famous diarist (who was then Secretary of the Admiralty). Expeditions during the 18th century found no sign of the island, but all found themselves tangled in thick sargasso.

PODESTA

Sighted in 1879 by the Italian Captain Pinocchio, this circular island measures approximately half a mile in circumference and lies 900 miles west of Chile.

QUEEN ISLAND

In 1861, British explorer Captain John Hatteras led an expedition to the North Pole. The initial expedition met an ill end, when mutiny and subsequent shipwreck forced Hatteras to continue northward with just a handful of colleagues. Surviving the winter thanks to the ingenuity of Doctor Clawbonny (a weird scientist), the party manages to construct a ship from the wreckage of their previous vessel and sail north, through an ice-free sea, to the top of the world. Here they discovered a small island named Queen Island, formed from a huge volcano. In order to reach the North Pole, which lay at the heart of the crater, Hatteras descended into the inferno.

The story was recounted by Jules Verne, the only man to whom Hatteras ever spoke after his return. Verne chronicled Hatteras' wild tales of his venture into the volcano before the captain completely succumbed to madness, spending the remainder of his last days mute, wandering the grounds of a lunatic asylum with his dog Duke, ever trying to march northward, as if drawn back to the mysterious realm of the frozen north.

However, there is evidence Verne might have concocted the ending, which has the captain making only a short descent, and that Hatteras emerged many months later and in a different part of the globe, having traveled into the Hollow Earth through an extinct lava tube.

R'LYEH

The unusual name appears only in a handful of medieval texts of dubious authenticity. The precise location is vague, for it is variously placed off the coast of California, in the Baltic Sea, or in the Indian Ocean. Two sources, however, agree that it lies in the South Pacific, very close to the Antarctic Circle.

ST. BRENDAN'S ISLE

Named after the Irish saint and early explorer, St. Brendan's Isle lies somewhere west of North Africa. The island is said to be difficult to find because it appears and disappears at random, or is masked behind impenetrable fog banks. According to one account, the island is a paradise on Earth, replete with luscious fruit bearing trees and clear streams. A crew supposedly spent 15 days there replenishing their stores, but when they returned home they discovered a year had passed. It is possible St. Brendan's Island and Crusoe Island are the same place.

SANNIKOV LAND

First mentioned in the early 19th century, Sannikov

Land lies in the Arctic Ocean, north of Siberia. It was reported again in 1886, but as yet has not been explored. Nothing can be seen of the interior, for the island is surrounded by towering cliffs (averaging 120 yards, with one peak in the southeast reaching nearly a thousand yards), and its surface is permanently shrouded in mist. Sannikov Island is noteworthy in that it remains ice-free all year round. Situated inside the crater of a volcano, its climate is surprisingly temperate given its northerly position. Here dwell the Vampoo, a tribe of Neanderthals, who subsist on a diet of woolly mammoths.

SAXEMBURG ISLAND

Discovered by the Dutch mariner John Lindeman in 1670, Saxemburg Island lies in the South Atlantic on the Tropic of Capricorn. It was sighted again in 1804 and 1816, though no captain has ever reported making landfall. A document has recently come to light—which is being auctioned in London very soon—recounting an expedition in 1809.

A log book from a sloop, it gives the island's dimensions as 12 miles from north to south, and two miles east to west, with bluffs at the northwest corner than run some eight miles to the southeast. The beach is sandy, but the interior of the island is swathed in thick jungle or forest. Most peculiar are the log's notations of gigantic birds with wide-stretched leathery wings, which appeared to nest in the bluffs.

TSALAL

In the Great Southern Ocean, close to Antarctica in waters free of icebergs, lies the island of Tsalal. First discovered in 1838 by Arthur Gordon Pym, whose story was recounted by Edgar Allan Poe after he discovered fragments of a journal supposedly retrieved from the ocean, it is inhabited a dark-skinned race who fear the color white, going so far as to even stain their own teeth. The flora and fauna are prehistoric, and the water strangely thick, with multi-colored veins running through it.

In his account, Pym records how the tribe attacked the landing party, forcing them to flee into the mountains. Here they discover a labyrinth of passages, on the walls of which were found strange marks. Later, after escaping the island, Pym claims the strange letters found in the maze bear resemblance to Egyptian hieroglyphs, and speak of a shaded white land lying to the south—Antarctica. In 1839, the island was visited again by one Jeorling Guy, whose brother was captain of the vessel of which Pym sailed. He notes the island as being devastated by an earthquake, with all its inhabitants found dead.

ADVENTURE SEEDS

- An inventor wishes to investigate what remains of Lincoln Island in the hope of recovering the *Nautilus* from its watery grave. Aside from giant crabs and electric eels, not to mention diving deep enough to locate the

wreck, the globetrotters must contend with rival salvage operations.

- Convinced that Los Jardines exist, the chairman of the Royal Horticultural Society offers a reward to any explorer who can locate the islands and bring back specimens of the native flora.

- Over a game of cards the globetrotters learn of an island in the Indian Ocean. According to the storyteller, the island is rich in jewels, but is ruled by a powerful chieftain called Kong, who dislikes outsiders. The gambler just happens to have a map showing the island's exact location, which he is sell for a hefty sum in addition to 10% of anything discovered on the island.

CONTINENT OF MU

First conceptualized by Augustus Le Plongeon (b. 1825), Mu is not a lost land, but a lost continent. Exactly where it lies is open to debate. Le Plongeon claims it lies in the Atlantic Ocean, but his rival James Churchward (b. 1851) places it in the Pacific. A photographer and antiquarian, Le Plongeon, a member of the Society of Antiquarians, has spent many years in Mesoamerica studying the Mayan culture. He believes the Mayas had extensive contact with the inhabitants of Mu, of which Atlantis was a major city. The Mayan high priests, who he terms Naacal ("the Exalted") spread civilization to India and Babylon, and then to Egypt via Atlantis.

Churchward, an inventor, engineer, soldier, and explorer, is a member of the Sumeria Club. In 1882, during time he spent in India, he befriended an Indian high priest, who showed him clay tablets written in an ancient language that only two other men in the country could decipher. Studying and eventually mastering the archaic tongue over several years, Churchward learned the fragmentary texts spoke of Mu, a continent that lay somewhere in the Pacific. Here lived a populous and advanced culture, the Naacal, whose existence was all but ended when the continent sank beneath the waves following a night of earthquakes and volcanoes. All that remains visible today is a desolate archipelago, once the mountain peaks of ancient Mu.

Some of the few survivors fled west, founding the great empire of the Sumerians, and from there Egypt, Greece, India, Burma (as the mysterious Nagas), while others went east to found the cultures of Mesoamerica and Easter Island.

Le Plongeon and Churchward are bitter rivals. The former has more than once accused Churchward of stealing his research and then claiming an earlier origin for his theory, without physical proof. Le Plongeon publishes his theories in "Queen Mu and the Egyptian Sphinx" in 1896 in a bid to defeat Churchward.

ADVENTURE SEEDS

- * The Sumeria Club and the Society of Aquanauts are

planning a joint expedition to search for evidence of Mu. One area of interest is beneath the waves off the coast of Yonaguni, a Japanese-controlled island lying between Japan and Taiwan, where native divers have reported seeing the remains of a large structure.

- A fishing ship hauls up a gold statue from the depths of the North Atlantic. Strangely, the statue is of ancient Egyptian origin.

THE OCEAN FLOOR

Mankind has sailed the world's oceans for millennia. The advent of the diving bell and diving suit has allowed brief glimpses of the sunless depths, and the revolutionary new submersible will allow exploration deeper than ever before, but there is little knowledge of what lies beneath the oceanic deep. Far below the raging waves of the surface is a new world, a landscape of steaming underwater volcanoes and imposing mountains, with strange creatures from the most feverish nightmares, and terrible abysses that plunge endlessly to the bowels of the earth. Gigantic squids, megalodons impossibly larger than their great white shark descendents, and other prehistoric dinosaurs may yet reside in the dark depths of the great oceans, far from the gaze of humans.

It is also a realm littered with evidence of mankind's inability to tame the mighty oceans: sunken Spanish treasure ships, victims of hurricanes and enemy action; warships whose cannons failed to defend the seas from pirates or jealous rivals; and merchantmen who dared to defy Poseidon in the name of profit and ended up paying the ultimate price. Yet it is not just shipwrecks that explorers might discover should they brave the cold, dark, fathomless deep. Legends across the globe speak of submerged cities, swallowed by rising water or sunk by earthquakes. Some of these cities are well known to historians. Much of ancient Alexandria, for example, now lies beneath the Mediterranean, dragged to its watery grave by a powerful earthquake. Jamaica's Port Royal, a den of vice in the Golden Age of Piracy, also met a similar fate in the 17th century. Others, such as Lyonesse and Ys, are mere folktales—perhaps with a grain of truth at their core. The greatest of all legendary submerged cities is, of course, the great Atlantis (see page 13).

Here perhaps, as Captain Nemo and the crew of the *Nautilus* might have, one can stroll down column-lined boulevards and avenues, climb the steps of majestic temples, and gaze upon the broken statues of gods and kings long lost to mankind. Such cultural treasures would, at the very least, make a fine addition to the collection of any great museum or scholarly antiquarian, and ensuring one's name being remembered for all time in the annals of archaeological history.

ADVENTURE SEEDS

- * While rummaging through his attic, a Club member

discovers a journal penned by an ancestor in the 17th century. With the family fortune frittered away on cards, and a huge gambling debt hanging over his head, the globetrotters' colleague proposes a little expedition to the reputed site of a sunken Spanish galleon.

- * An artifact, a colossal tooth from a megalodon, a prehistoric shark measuring over 50 feet, recently fell into the hands of a globetrotter. According to his contacts, it was found in the flesh of a whale carcass washed up on a beach in Australia. The Society of Aquanauts is cooperating with the Royal Geographical Society in the hunt for photographic proof of the continued existence of the massive prehistoric shark.

- * The remains of a coelacanth, a fish believed to be extinct, were allegedly discovered recently for sale in a South African fish market. Several Leagues, including the Epicurean Society, are now competing to find and capture a live specimen in the vastness of the southern seas between Africa and Antarctica.

ATLANTIS

Beyond the Pillar of Hercules, as Plato wrote, there once stood an island known as Atlantis. Its mighty capital, after which the island was named, was ruled by the mortal descendants of gods.

At first the rulers were just and kind, seeking to prosper through trade with the other peoples of the world. But as time passed, they became decadent, corrupt, and aggressive. Their powerful fleets carried their invading armies across the ocean to North Africa, where they conquered land after land, subjugating the primitive peoples who dwelt there. From there, they marched southward across the burning sands of the Sahara, into the dark interior of Africa, northward towards Europe, and eastward into Asia Minor. Any and all who stood in their way were crushed.

But one small city-state, Athens of Greece, stood up to the Atlanteans, and bade them leave and return to their island home. The rulers of Atlantis laughed uproariously, scoffing and mocking the Athenians: who, they cried, could possibly challenge the supreme power of Atlantis? But nonetheless, lone Athens stood up to the might of the Atlantean armies and, impossibly and against all odds, emerged victorious. Stunned by their utter defeat, the Atlanteans fled in retreat as all the subjugated peoples of their vast empire Africa and Asia Minor, inspired by the Athenian victory, rose in rebellion against them.

Driven from Europe and North Africa, the Atlanteans returned to their homes, leaving but a handful of colonies in the remotest places. On their island the Atlanteans fumed and raged, demanding that the gods give them the power to go forth and re-conquer the world. But legend holds that their hubris angered the gods, who then visited earthquakes and floods upon Atlantis, the island sinking into oblivion beneath the waves.

Atlantis may very well have remained naught but a myth, had not Ignatius Donnelly published his work *Atlantis: The Antediluvian World* in 1882, a volume which

brought the legend of the ancient island empire into the public imagination. Donnelly claimed that Atlantis had been a very real place, the home of all civilization as mankind knew it. From the lost island, he insisted, Atlanteans fleeing the cataclysm that befell their home founded settlements across the globe, creating the first societies in the Americas and Mediterranean.

The exiles recounted stories of their wondrous island to the natives with whom they intermingled, developing into new cultures, and from these stories came the archetypal legends of the Garden of Eden, the Elysian Fields, and Asgard of which all men know today. Furthermore, Donnelly claimed, the deities of the Greeks, Phoenicians, Hindus, Scandinavians, and Mesoamericans were folk memories of Atlantean rulers and heroes. The ancient Phoenician alphabet, the root of the European written word, was simply a debased form of the Atlantean script. The survivors also brought with them the story of the terrible deluge, from where all global accounts of the Flood stem.

In 1887 Donnelly began work on a second volume, where he told of how the Atlanteans had mastered technology far in advance of modern Victorian man, powered by a substance known as orichalcum. Plato had mentioned orichalcum, claiming it to be a precious metal, but Donnelly was convinced the substance was a rock and the source of energy behind all Atlantean inventions. As he penned the final words, Donnelly realized that in the wrong hands orichalcum could be disastrous. Before he could destroy his manuscript, it was stolen by parties unknown.

ADVENTURE SEEDS

* Orichalcum, if Donnelly is correct, would provide near limitless energy. Vehicles and machines could run forever on small handful of particles, eliminating mankind's dependence upon wood- and coal-fired steam power. But such power, while undoubtedly having the potential for good, could all too easily be used for evil. What do the globetrotters do when they hear rumors that the Germans, who aim at global domination, plan an expedition in search of orichalcum?

* A deranged scientist plans to construct an orichalcum bomb. He has somehow obtained enough of the mineral to build his device, but he lacks the scientific know-how. The disappearance of several renowned scientists catches the attention of the globetrotters, setting them on a quest to save civilization!

THE CITY OF ATMIR

Deep beneath the warm waters of the Atlantic lies a submerged, air-filled cavern of enormous size. Once part of the island of Atlantis, the cavern somehow survived when the fabled city sank beneath the waves. The only entrance is through a submerged channel, which opens onto a sandy beach. Beyond this lies a dismal marsh inhabited by flying carnivorous fish and prehistoric mon-

sters. Crossing a narrow stone bridge, one catches sight of towering walls flanked by guard towers, and a colossal set of gates behind which is the city of Atmir. Atmir's air is kept breathable through fantastic machines powered by orichalcum. Without these, the air would grow stale within weeks, entirely consumed within a few months, and all would soon suffocate thereafter.

Atmir boasts two castes. An oligarchy, ruled by King Atcazon and Queen Atrilla, are direct descendants of the cruel and decadent nobility of Atlantis. Serving them is an army of slaves, most descended from the slaves who inhabited Atlantis when it stood proud above the waves, with some augmentation in recent times from captured mariners.

Every year or two, Atmir's warriors leave the hidden world, venturing to the surface to waylay passing ships. On rare occasions, a kidnapped surface inhabitant has been accepted into Atmir's elite. Such individuals need not be perfect specimens of manhood, but rather must show exceptional intelligence and leadership quality, for where the rulers are shepherds, the slaves are sheep.

ADVENTURE SEEDS

* A submarine expedition to map the floor of the Atlantic, of which the globetrotters are part, discovers a cleft in the wall of a submerged mountain range. On passing through, the heroes discover remnants of lost Atlantis. But their submarine is damaged in the journey, forcing the explorers to survive until it can be repaired.

*A ship is discovered drifting in the Atlantic. There is no sign of the crew or passengers, but neither is there any indication they abandoned ship using the lifeboats. A wealthy patron, whose daughter is among the missing, hires the globetrotters to find her. She, and the entire ship's company, currently languish in the dungeons of Atmir.

MARIANAS TRENCH

Located between Japan and New Guinea, the Marianas Trench measures over 1,500 miles in length but a mere 40 miles in average width. Between 1872 and 1876, the *Challenger* expedition (nothing to do with Professor Challenger) surveyed the chasm, its depth recorded at an astounding 26,850 feet. In 1899, the U.S.S. *Nero* records a depth of 31,614 feet.

ADVENTURE SEEDS

* Not even the most advanced submersible currently in the hands of the Society of Aquanauts can plumb this fathomless rift in the earth's crust—but that hasn't stopped them from offering a sizeable reward to any inventor who can construct a submersible capable of withstanding the enormous pressure at such a depth. The Hollow Earth Society is also offering a reward, for it seeks to prove that the Trench is in fact a link between the surface world and the Hollow Earth.

STRANGE DENIZENS

This section details some of the denizens who dwell in the unusual places detailed in this supplement.

ATMIR, WARRIORS OF

Atmir's warriors hide their visages behind large, metal helmets. Once human, they have been altered through Atlantean surgical techniques into gilled fish-men, capable of breathing the thin air of the cavern and in water, but unable to survive without their helmets in the rich oxygen of the surface world. Slaves who show signs of rebellion are similarly altered, thus preventing any escape to the world beyond the great cavern.

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

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

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

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

Talents: Gills (Can breathe underwater)

Resources: None

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

Weapons: Punch 4N, Spear 7L

* *Warriors of Atmir wear metal helmets*

BLOKKS

Blokks are the bestial counterparts of the Vrilya (see page 17). Ugly, dim-witted, and ignorant of even the most primitive technology, they are hulking brutes with impressive musculature and tireless endurance. Their language is crude, mostly consisting of deep grunts and animated gesticulations.

Archetype: *Savage*; **Motivation:** *Survival*; **Style:** 1

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

Secondary Attributes: Size 1, Move 7, Perception 4, Initiative 4, Defense 6, Stun 4, Health 8

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

Talents: Danger Sense (Reduced Surprise penalties), Giant (Size 1)

Resources: None

Flaw: Primitive (–2 on rolls to use technological items; +1 Style point whenever his primitive nature hampers him or causes trouble)

Weapons: Claws 6N

* *Blokks have a –1 Size penalty on Stealth rolls*

LIZARDMEN

The dominant sentient race of Venus, Lizardmen are cruel creatures, prone to violence as a means to ending any dispute, and not averse to cannibalism.

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

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

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

Skills: Athletics 4 (*Throwing 5*), Brawl 3 (*Claws 4*), Melee 4 (*Spears 5*), Stealth 4, Survival 3 (*Hunting 4*)

Talents/Resources: None

Flaw: Primitive (–2 on rolls to use technological items; +1 Style point whenever his primitive nature hampers him or causes trouble)

Weapons: Claws 4L, Spear 8L, Spear (thrown) 8L

* *Lizardmen can regenerate lost limbs and damaged organs. They regenerate a finger in a week, an eye or other small organ in two weeks, and an entire limb or tail in four weeks.*

MARTIANS

The Martians bear no resemblance to humanity. Their octopus-like bodies have two black, soulless eyes, a V-shaped beak, and two sets of eight tentacles. While they possess a brain, lungs, and a heart, they have no digestive tract. Instead, they draw blood from their food sources straight into their arteries. Communication is achieved by a mix of telepathy, tentacle-waving, and high-pitched ululating sounds. Martians reproduce asexually.

The few anatomists who have studied the Martian corpses left after the attack theorize they were once humanoid beings. Over the eons they evolved to be little more than a head, with tentacles in place of limbs. Lacking any true body, they are incapable of independent movement. The current theory is they “walk” through mechanical exoskeletons or some other apparatus.

According to one report from the time of the first invasion, other beings were discovered in the Martian landing cylinders. Tests revealed these creatures died of natural causes, their weak skeletons unable to withstand Earth's gravity. These were not any species of Martian, but Selenites (see page 16), captured during Martian raids on the Moon.

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

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

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

Skills: Empathy 4, Firearms 5, Pilot: Tripod 6, Science: Physics 5

Talents: Famine Hardy (Suffer less fatigue from starvation and thirst)

Resources: None

Flaw: Skinny (−2 penalty to any roll where strength or toughness is a factor.) +1 Style point whenever its weak physique causes difficulty)

Weapons: Punch 0N

* Martians require mobility apparatus to move.

** Martians have a −4 penalty to hearing-based Perception rolls on Earth when out of their tripods.

MARTIAN TRIPOD

Unlike the reverse-engineered steam tripods (see page 4), Martian tripods are highly advanced technology, far beyond what mankind can currently produce.

A mass of metallic tentacles dangle from the underside of the tripod's body. These can extend up to 100 feet and have Strength 4. Their primary purpose is to grab humans and drop them into a basket mounted on the rear of the machine, the captives destined to end up as the Martians' food supply, and fertilizer for the Martian red weed. The heat-ray, which fires a beam of intense, invisible light through a parabolic mirror array, is mounted on a long, snaking tentacle, capable of firing in any direction. The tripod's secondary weapon is a tube mounted on the upper body, from which it fires shells filled with a dense, inky-black vapor that is instantly lethal to all life. Fortunately, the vapor is heavier than air and quickly sinks to the ground.

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Martian tripod	8	16	30	30	0	3	10*

Weapon	Dmg	Rng	Cap	Wght	Rate
Heat ray	20L	200	—	—	1
Black smoke generator	4L*	100	—	—	1

* Caustic damage. The cloud covers an area 30 feet in diameter and lasts for three rounds before sinking to the ground, leaving behind a black, powdery residue.

MEGALODON

Megalodons are colossal, prehistoric sharks. These monstrous creatures are more than capable of wrecking a submarine.

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

Primary Attributes: Body 12, Dexterity 12, Strength 12, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 8, Move 24 (0)*, Perception 4 (8), Initiative 2, Defense 6 (8)***, Stun 12, Health 24

Skills: Brawl 16, Stealth 0****, Survival 6

Talents: Keen Sense (+4 on smell-based Perception rolls), Skill Aptitude (+2 Brawl rating, +2 Stealth rating, +2 Survival rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Bite: Punch 16L

* Doubles its Move when swimming, but cannot move on land

*** Thick hide provides a +2 Defense bonus

**** Suffers a −8 Size penalty on Stealth rolls and automatically fails unless underwater or otherwise camouflaged

MYCOTA

These peace-loving fungal creatures are extremely nervous entities, easily prone to panic. They have no understanding of technology, and their only defense against predators is their spores.

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

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

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

Skills: Empathy 4, Survival 3

Talents/Resources: None

Flaw: Primitive (−2 on rolls to use technological items; +1 Style point whenever his primitive nature hampers him or causes trouble)

Weapons: Punch 0N

Spores: As well as using their spores to communicate, mycota can release defensive clouds. An individual can release only a single spore cloud each day, and may pick from the list below.

Armoring: These spores are exuded through the skin of the mycota, and quickly harden in contact with the air. The creature has +2 Passive Defense for the next hour.

Entrancing: These spores cloud the mind, giving a mycota opportunity to run for cover. The spores function as per the Captivate Talent. A mycota is treated as having Performance 4 for this purpose only.

Fear: Inhaling these spores causes victims to suffer vivid and terrifying hallucinations. The spores function as per the Fearsome Talent. A mycota is treated as having Intimidation 4 for this purpose only.

SELENITES

Despite their insectoid appearance, Selenites have only four limbs. They lack nasal features and their bulging eyes are located on the sides of their heads. Their long necks have three joints, as do their limbs. Their legs are short and banded, designed for hopping rather than walking as humans. Due to the lower gravity on the Moon, Selenites are physically weaker than humans. However, the more physical members of the species tend to be more agile than humans.

Although Selenites are a single race, there are many physical differences among them. When a Selenite is born, it is selected for a specific task, surgically altered

and trained to ensure it can adequately perform that one role in society. Those selected for cerebral tasks, such as the sciences or leadership, suffer body atrophy but the sections of their brains required to perform their allotted role grow larger. In comparison, those required to perform menial tasks or physical labor have more developed bodies, sometimes with extra limbs grafted on, but far smaller brains. Selenite society runs exceptionally smoothly—they have no concept of crime, dissent, or war. Each member knows his place in society and desires no advancement or reassignment.

LEADER

Archetype: *Aristocrat*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 3, Intelligence 3, Willpower 2
Secondary Attributes: Size 0, Move 3, Perception 5, Initiative 5, Defense 3, Stun 1, Health 3
Skills: Bureaucracy 5, Diplomacy 5, Empathy 6 (*Body Language* 7), Linguistics 5 (*Translation* 6)
Talents: None
Resources: Rank 1 (Leader; +2 Social bonus)
Flaw: Skinny (–2 penalty to any roll where strength or toughness is a factor; +1 Style point whenever its weak physique causes difficulty)
Weapons: Punch 0N

SCIENTIST

Archetype: *Scientist*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 4, Willpower 2
Secondary Attributes: Size 0, Move 3, Perception 6, Initiative 6, Defense 3, Stun 1, Health 3
Skills: Craft: Chemistry 6, Craft: Crystals 6, Investigation 6, Medicine 6, Science 6
Talents: Well-Educated (Science is a general Skill)
Resources: None
Flaw: Skinny (–2 penalty to any roll where strength or toughness is a factor; +1 Style point whenever its weak physique causes difficulty)
Weapons: Punch 0N

SOLDIER

Archetype: *Soldier*; **Motivation:** *Duty*; **Style:** 0
Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 1, Intelligence 1, Willpower 2
Secondary Attributes: Size 0, Move 6, Perception 3, Initiative 5, Defense 6, Stun 2, Health 4
Skills: Acrobatics 5, Athletics 4, Brawl 4, Melee 5, Survival 5
Talents: Finesse Attack (Uses Dexterity for Melee)
Resources: None
Flaw: Skinny (–2 penalty to any roll where strength or toughness is a factor; +1 Style point whenever its weak physique causes difficulty)
Weapons: Punch 4N, Staff 6N

VRIL-YA

Vril-ya are slender, humanoid beings standing seven feet tall. While physically weak compared to humans, their minds are powerful enough to move objects using just the power of thought. Ancient records record them as being angelic, though this refers to their facial features and bearing, not to feathered wings or haloes—and their attitude is also far from angelic. Vril-ya are long-lived, though not through any natural biology. Rather, they bathe in liquid Vril four times a year to extend their lifespans.

The Vril-ya believe they are destined to leave the Hollow Earth at some point in the future and conquer the surface world, eradicating mankind, who they perceive as a hopelessly primitive species, in the process.

Archetype: *Academic*; **Motivation:** *Wisdom*; **Style:** 1
Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 3, Intelligence 3, Willpower 5
Secondary Attributes: Size 0, Move 3, Perception 8, Initiative 5, Defense 4, Stun 2, Health 7
Skills: Academics: Philosophy 4, Diplomacy 4, Empathy 7, Intimidation 6, Linguistics 4, Performance 5, Science: Vril Technology 6
Talents: Iron Will (+1 Willpower rating), Psychic Resistance (see *Globetrotter's Guide to Gothic Horror*)
Resources: None

Flaw: Aloof (+1 Style point whenever his business-like attitude causes him trouble)
Weapons: Telekinetic punch 5N, Vril Staff (see below)

Telekinesis: A Vril-ya uses its Willpower in place of Strength when manipulating objects. It may also deliver a telekinetic punch using its Willpower x2. Telekinesis has a range of 50 feet. For each nonlethal wound it voluntarily takes, a Vril-ya may add +2 to its Willpower rating or double the range of effectiveness for one round.

Vril Staff: These slender wands can be used to heal or destroy, but only in the hands of a Vril-ya. When healing, its touch acts as the Medicine Skill with a rating equal to twice the Vril-ya's Willpower rating. When used to destroy, it has a Range Increment of 100 feet and a rating equal to four times the Vril-ya's Willpower.

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- An Antarctic Mystery (Jules Verne)
- Congo (Michael Crichton; Film: 1995)
- Sannikov Land (Vladimir Obruchev)
- The Ice People (René Barjavel)
- The Moon Pool (Abraham Merritt)
- The Narrative of Arthur Gordon Pym (Edgar Allan Poe)
- The People of the Mist (H. Rider Haggard)
- Vril (Edward Bulwer-Lytton)

AQUANAUT

Archetype: *Scientist*Motivation: *Preservation*

Style: 3

Health: 5

Primary

Body: 3

Charisma: 2

Dexterity: 3

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 6

Defense: 6

Perception: 5

Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	2	4	6	(3)
<i>Swimming</i>			7	(3+)
Expeditions	3	1	4	(2)
<i>Underwater</i>			5	(2+)
Investigation	3	2	5	(2+)
Melee	2	3	5	(2+)
Pilot: Nautical	3	2	5	(2+)
Science: Oceanography	3	3	6	(3)
Survival	3	1	4	(2)

Talents

Swim (Move is doubled when swimming)

Resources

Artifact 1 (Advanced Diving Suit)

Followers 0 (Sailor)

Rank 0 (Society of Aquanauts; +1 Social bonus)

Flaw

Sickly (+1 Style point whenever he suffers from his illness)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Knife	1L	0	6L	(3)L
Spear	3L	0	8L	(4)L

“DON’T WORRY ABOUT THE SHARKS YOU CAN SEE. WORRY ABOUT THE ONES YOU CAN’T.”

CHARACTER BACKGROUND

I grew up by the sea. My father was a humble fisherman. He would teach me the names of all the fish he caught, of the terrible storms with waves as tall as houses, and of strange creatures that lurked in the dark waters of the open ocean. My love of the sea followed me through childhood to university and a post at the Scripps Institution of Oceanography in California. It was while working for the Institution that I experienced my first dive. As I sank toward the ocean floor my mind was filled with wonder and terror beyond description. Here I was, the son of a simple fisherman, descending beneath the waves into a new world, a world untouched by the rapacious hand of man. But as I was to shortly learn, it is a hostile world, one in which man is not at home and shall perhaps never be welcome.

I had joined a joint Scripps and Royal Geographical Society expedition to the Mediterranean. I recall I was at a depth of some 150 feet, the extreme limit of our airlines. That was when the earthquake struck. In a panic I dumped my lead belt and began to rise toward the surface, a faint ripple of light far above. I rose too fast and suffered what physicians now calli “the bends.”

While I made a remarkable recovery, my lungs were too irreparably damaged to ever dive again. I was forced to take a desk job with the RGS, organizing expeditions and cataloguing data, but my heart yearned to once again be beneath the waves. It was there I met Professor Davies of the Society of Aquanauts. He confided in me about his latest invention, a diving suit with a self-contained air supply that would allow a man to reach deeper depths in safety. I volunteered to test it at once, forgetting in my haste to dive again that I had not been invited to do so. After successful test dives, Professor Davies was kind enough to loan me his suit indefinitely. While my lungs still cause me problems, especially in damp weather, I am able to return to my home beneath the waves and continue my work.

ROLEPLAYING

While others might wish to plunder sunken galleons or ransack submerged ruins, you want to study them and record them so generations to come might wonder at them. You hold a similar sensibility toward marine life. Mankind has only just begun to voyage beneath the waves, and who knows what wondrous creatures may dwell in the cold, dark depths of the deep ocean? Perhaps the stories of giant tentacled monsters and colossal sharks told through the ages are true. If so, these magnificent beasts needed to be documented, not hunted.

ARCTIC EXPLORER

Archetype: *Explorer*

Motivation: *Truth*

Style: 3

Health: 5

Primary	
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
Animal Handling	2	2	4	(2)
Athletics	3	3	6	(3)
<i>Climbing</i>			7	(3+)
Expeditions	3	3	6	(3)
<i>Arctic</i>			7	(3+)
Firearms	2	3	5	(2+)
Medicine	3	2	5	(2+)
Survival	3	3	6	(3)

Talents
Native Terrain: Arctic (Immune to Exposure and Depri- vation in arctic climes)

Resources
Follower 1 (Pet husky—treat as a wolf)
Rank 1 (The Alpine Club; +2 Social bonus)

Flaw
Dominant (+1 Style point whenever his need to domi- nate others brings unnecessary strife)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rifle	3L	0	8L	(4)L

“IF YOU WANT TO SURVIVE TO TO-
MORROW, YOU’LL LISTEN TO ME.”

CHARACTER BACKGROUND

I admit my name has appeared on the front page of the world’s newspapers on more than one occasion, but I do not adventure for glory or fame. In my experience those who crave such things take unnecessary risks, and that is a big mistake when you’re hundreds of miles from help.

My interest in the polar regions began simply enough. A wealthy patron, who shall remain nameless to protect his family, hired members of the Alpine Club, myself included, to explore Antarctica. He claimed to have a map that showed the existence of a city of great antiquity. At the time I was full of youthful exuberance and my mind boggled at the possibility that man once built cities in the barren wastes. If man had conquered the deserts, then why not the Earth’s poles? I won’t bore you with the details. Suffice it to say the journey was long and arduous. We set a base camp high in the mountains, where I would remain with several colleagues while an advanced party of more experienced mountaineers scouted for a route through the higher slopes with our patron.

Many days passed, the weather worsened, and still the scouts did not return. Disobeying orders, we eventually set out after them, for we would not write them off as dead without evidence. We followed their tracks through a narrow gorge, the pass our expedition had sought. Three days later we found their frozen corpses. A diary indicated they had been caught in the same storm as us, but our patron demanded they venture on. The events become garbled after that, mentioning half-buried statues and ruined walls, but in scant detail and with no clues to their whereabouts. We deduced they had witnessed a mirage, or perhaps delirium brought on by the intense cold.

It seems our comrades were returning to us when they died. We agreed they had been caught in a blizzard, but the look in their eyes spoke to me of unearthly terror. I have never told my peers this, but when I searched our patron’s body for his personal effects I found clutched in his hand a shard of pottery etched in strange runes and a small disc of unidentifiable metal. Perhaps our patron had brought them with him, but I have a feeling he unearthed them in that mysterious ruin of which he wrote. One day I shall return and walk that same path.

ROLEPLAYING

You know from experience that the frigid wastes are no place for the unprepared or the clueless. When you lead an expedition there is only way one thing are going to happen—your way. Anyone who thinks they know better is going to and up frozen to death, or worse.

SAMPLE HENCHMEN

DOG-SLED DRIVER

Follower 0

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

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

Skills: Animal Handling 4 (*Dogs 5*), Ride 4 (*Vehicles 5*)

Talents/Resources: None

Flaws: Herd Mentality (+1 Style point whenever he causes complications by refusing to be alone)

Weapons: Punch 0N

LUNARNAUT-IN-TRAINING

Follower 0

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

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

Skills: Pilot: Moon Capsule 5, Survival 4

Talents/Resources: None

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

Weapons: Punch 0N

MOUNTAINEER

Follower 1

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

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

Skills: Athletics 5 (*Climbing 6*), Expeditions 4 (*Mountains 5*), Melee 4, Science: Geology 4, Survival 4

Talents: Climb (Climb speed is doubled)

Resources: None

Flaws: Callous (+1 Style point whenever he refuses to help someone in dire need)

Weapons: Punch 0N, Ice Pick 5L

MOLE MACHINE CREWMAN

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: Athletics 3, Craft: Mechanics 4, Pilot: Mole Machines 4

Talents/Resources: None

Flaws: Stubborn (+1 Style point when he forces others to go along with his idea)

Weapons: Punch 0N

NATIVE FREE DIVER

Follower 1

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

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

Skills: Athletics 4 (*Swimming 5*), Melee 4 (*Spear 5*), Stealth 4, Survival 4

Talents: Deep Breath (Can hold his breath twice as long as normal)

Resources: None

Flaws: Illiterate (+1 Style point whenever her illiteracy causes him severe difficulty or embarrassment)

Weapons: Punch 0N, Spear 8L

SPELUNKER

Follower 0

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

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

Skills: Athletics 4 (*Climbing 5*), Expeditions 4 (*Underground 5*)

Talents/Resources: None

Flaws: Skinny (-2 penalty to any roll where strength or toughness is a factor; +1 Style point whenever her weak physique causes difficulty)

Weapons: Punch 0N

SUBMARINER

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: Athletics 4 (*Swimming 5*), Pilot: Nautical 4 (*Submersibles 5*)

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

TRANSLATOR

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: Empathy 4 (*Body Language 5*), Linguistics 4 (*Translation 5*)

Talents/Resources: None

Flaws: Gossip (+1 Style point whenever she spreads gossip that inadvertently causes trouble)

Weapons: Punch 0N