



# GLOBETROTTERS' GUIDE TO THE ANCIENT WORLD

The Near East is a timeless land, with a heritage stretching back to the dawn of recorded history. The cradle of civilization, it was home of the ancient Babylonians and Sumerians, whose cities and monuments stood proud in an age when Europeans were clubbing each other with stones. The cradle of three great religions, it was the home of the great prophets, whose teachings guide and inspire millions of worshippers to this day. Further east lies India, the jewel in Britain's crown, and the source of much conflict. For globetrotters desiring adventure and exploration, ancient cities and exotic cultures await. Dominated by three great powers, it is also a covert battleground, the source of much intrigue and subtle maneuvering for colonial supremacy. Welcome to the Near East and India!

## NEW LEAGUES

Below are new Leagues of Adventure suitable for player characters. They follow the rules for the Rank Resource presented in the core rules.

### THE CHESS CLUB

To the general public, the Chess Club is nothing more than a social club for gentlemen and ladies who enjoy a good game of chess and desire to encourage its learning. It even holds regular competitions against members of the public at home and abroad. In truth, all its members are players in the Great Game, an unofficial mix of diplomats and spies locked in a subtle and unseen battle to counter Russia's expansion in Central Asia. When members meet, they engage in a game of chess. The moves are used to ask and answer questions, allowing silent communication that, for those who understand the complex physical cipher, reveal a great deal of information.

**Starting Skill List:** Gambling and pick one from Bureaucracy, Con, Diplomacy, Investigation, Larceny, Linguistics, Spying, Streetwise

### THE OLD TESTAMENT SOCIETY

Founded in 1845, the Old Testament Society comprises two distinct groups of theologians, anthropologists, and archaeologists. One faction, known Maximalists, hold that the stories of the Old Testament are accurate historical records. Their scholastic rivals, the Minimalists, purport that the tales, especially the earliest books, are folk stories and myths, memories written down long after the events they detail. They do not question the exis-

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tence of Biblical figures and places, only the history assigned to them. Despite the latter's view, most members are religious—faith in God does not require historical accuracy. Naturally, the Society focuses most of its attention on the Holy Land, though it sponsors expeditions across the Near East.

**Starting Skill List:** Pick two from Academics (History or Religion), Anthropology, Expeditions, Investigation, Linguistics

### NEAR EAST GAZETTEER

This section follows the pattern laid down in the core rulebook. Entries for countries already described in *Leagues of Adventure* are not duplicated here, though there may be additional notes and places of interest. Due to its importance in the Great Game, India is included in the region.

### ARABIAN PENINSULA

The Arabian Peninsula is divided between the Ottoman Empire, which controls the north and west, and the British, whose protectorates extend along the eastern and southern coasts. In the center is the Nejd, a vast highland region inhabited by fractious tribes.

### ADEN PROTECTORATE

A hotbed of piracy, Aden was little more than a village when the British began to take an interest. In 1839, marines of the British East India Company seized the settlement, an act which led to the creation of the Aden protectorate and the establishment of a small naval base. Its location quickly saw it grow into a major port, a transit for trade passing between India and the Red Sea. Following the completion of the Suez Canal in 1869, Aden became a vital coaling and communication station, and an official British protectorate.

After 1874, the British slowly expand into the surrounding territory, ensuring a buffer exists between Yemen, the tribes of central and southern Arabia, and the port. The protectorate extends east along the coast to the borders of the Sultanate of Muscat and Oman.

The British government is currently debating whether to construct an airship facility near Bunker Point, the coal station. A facility here would open up routes along the East African coast and shorten the distance to India, allowing for more regular flights.

Ruled from India, the national currency is the Indian rupee, though British pounds are accepted.

### BAHRAIN

The archipelago of Bahrain has been thrust onto the global stage thanks to its strategic position in the Persian Gulf. Under the terms of its treaty with Great Britain, the sheikh cannot enter into any form of treaty with other nations without Britain's express consent, and any territory he elects to sell must be sold to Britain. In return, Britain has vowed military protection and to support the Al Khalifa dynasty as the rightful lords of Bahrain.

With rival claimants to the throne silenced by the threat of British intervention, Bahrain has become the dominant trading port in the Persian Gulf. Long insular, it has developed into a bustling, unified, multicultural state, with large populations of Indians and Persians. It sits at the heart of a trading network extending from Egypt to India both by sea and by land routes through Central Asia.

**Ruler:** Lord of Bahrain Sheikh Isa ibn Ali Al Khalifa (1869-1932)

### BURIAL MOUNDS

The northern portion of Bahrain has often being called the "Land of the Dead," and with good reason. On the higher ground surrounding the fort are hundreds of thousands of burial mounds. Nothing more than sandy mounds on the surface, the exterior covering conceals stone chambers. Laid to rest millennia ago are skeletons from an ancient culture, along with basic grave goods, such as pots, jars, and copper weapons.

### QAL'AT AL-BAHRAIN

There has been a fort on this site for thousands of years. The current ruins are Portuguese, though they are built on the remains of a fort constructed a thousand years earlier. The huge mound on which the fort sits is part of a colossal tell, the accumulation of countless generations of building and rebuilding.

Scholars and antiquarians suspect this might be the site of the Dilmun civilization, whose existence is known only through ancient Sumerian texts. Once known as the Land of Immortality, the Sumerians claimed their gods gathered here to meet with each other. Another Sumerian legend calls it the Place of Ancestors.

### MUSCAT & OMAN

Occupying the southeast tip of the Arabian Peninsula, the Sultanate of Muscat and Oman's grip once extended as far as Zanzibar, taking in what is now British East Africa

and German East Africa along the way. Over time, its territory has been eroded, leaving only its Arabian holdings intact. Erosion of territory led to weakened economic ties, and while still prosperous, the Sultanate is a shadow of its former glory.

The nation's people are divided between the coastal dwellers, who are largely secular, and the more religious interior tribes. Threatened by the tribes, the Sultan was forced to seek British support, a move that allowed Great Britain to exert influence over the region, and giving it near unbroken control over the eastern Persian Gulf coast. Despite the British presence, the interior remains a wild and dangerous place.

**Ruler:** Sultan Faisal bin Turki (1888-1913)

## TRUCIAL OMAN

During the 16th century, the Trucial Coast (the eastern coast of the Arabian Peninsula) became a popular haunt for Ottoman corsairs. Seeking to defend her interests in India and the lucrative trade routes, Great Britain launched a series of raids against the coastal cities. In 1820, the sheikhs signed a peace treaty with Britain, though sporadic raids continued until 1835. In 1853, a permanent truce was signed. Aside from enforcing the treaty with force when necessary and settling disputes between the sheikhs, the British took a very limited hand in governing the region.

With the Ottomans growling and the Germans prowling, stronger ties were cemented in 1892, when the sheikhs were convinced to enter into Britain's favorite treaty terms—no ceding land and no entertaining foreigners without British approval. Standard counter-terms are offered—the British will defend Trucial Oman by sea, and assist in any land wars.

## ADVENTURE SEEDS

\* In describing Eden, the Book of Genesis tells that the River Pison flows through a land of gold. A geologist working in the eastern Arabian Peninsula has not only discovered gold, he has located the long-dry course of an ancient river. He believes that by following landmarks, it might be possible to locate the Garden of Eden. Several Leagues, not all of them with good intent, are courting him to discover more.

\* The Sumeria Club is planning an expedition to Bahrain in the hope of proving that the survivors of the lost continent of Mu settled here before populating Sumeria. The Immortals Club has already got wind of the endeavor, and has infiltrated the Sumeria Club's ranks.

\* Work to construct a new village has revealed a previously unknown temple. Aside from some fragments of gold jewelry, a bronze bull's head was unearthed. Inscribed on it is a stylized labyrinth. Could the Dilmun people have known the location of the fabled Labyrinth of Crete? Several Leagues certainly think so.

## INDIA

The Jewel in the Crown of the British Empire, the notion that India is completely ruled by the British Raj is a fallacy. While it is true the British directly control much of the country, there are vast swathes of land in the hands of native rulers, the rajas ("princes") and maharajas ("great king"). Nominally loyal to the Crown, the potentates enjoy great autonomy, and are frequently courted by the British, who are keen to retain the status quo in the face of Russian expansion further north and to exemplify the benefits of British culture. The key British territories, known as Presidencies, are Bengal, Bombay, and Madras.

Mixed marriages are neither unusual nor frowned upon, and the resultant children have formed the *babu* class, upper class Hindu Indians who serve as middle ranking administrators and bureaucrats, solicitors and doctors. Literate and urbane, and often educated at Indian universities, they are seen by the British as being above pure-blooded Indians. Not surprisingly, the top positions are all held by Britons.

India is crisscrossed with railways. Initially designed and built by the British using Indian labor, the Indians, supervised by British engineers, are now progressing with new expansions at a rapid pace. In 1860, the country had a mere 860 miles of tracks. By 1880, it wound through the countryside for an impressive 16,000 miles. Partly driven by economic needs, the railways also allow the British to remind the local population who is in charge by the rapid mobilization of troops.

Education has also improved dramatically, with a number of universities being opened in the major cities. Industry has boomed, especially in the areas of cotton manufacture and heavy engineering, while coffee, sugarcane, and tea remain valuable crops.

Although Hinduism is the largest faith, there are large number of Muslims in the northwest and east. Religious violence is commonplace across the country.

## BRITISH INDIAN ARMY

Until 1895, the British Indian Army comprises only the three Presidencies' armies, each of which was largely independent of the others. In 1895, the structure is rethought—the three standing armies were abolished and reformed into a single army, to which British units are also added. As well as protecting British interests from external aggressors along the North-West Frontier (the region bordering Afghanistan), the army may be called upon by the civil government to crush rebellion and quell civil unrest.

The highest native ranks are held by viceroy commissioned officers (VCOs). They rank above sergeant majors but below even junior British officers, and are only allowed to command Indian troops. In many regards they

are middle men between the British officers and the common soldiers. Despite this, they are highly respected by their superiors. The rank *subedar* is roughly equivalent to a lieutenant of infantry, while *subedar-major* is akin to a British army major. Each battalion has but one *subedar-major*.

## BOMBAY

Calcutta may be the capital, but Bombay is the most important port. With trade booming thanks to the opening of the Suez Canal, the British have not been slow modernizing the city. As well as electricity and trams, it has a university, stock exchange, and hospital, one of the grandest railway stations anywhere in the world, as well as public gardens where citizens can escape the crowded and noisy streets.

Despite technological advances, Bombay still has its share of cultural and hygiene problems. In 1893, a riot broke out after Muslims attacked a Hindu temple. The violence claimed 75 lives before it was quelled. Three years later, bubonic plague sweeps the city. Thousands die each week, and as much as one-half the population abandons the crowded city. Another riot broke out in 1898, this time against the government's draconian anti-plague measures. With dock and railways workers involved, the city grinds to a near halt for several days. The effects of plague continue to haunt the city into the early 20th century.

A new concept sweeping the city is the *dabbawala* ("lunch box delivery man"), more commonly referred to by the British as *tiffin wallabs*. Taking a dislike to the local cuisine and its strong flavors, the British employed locals to deliver food cooked by their chefs at home straight to their place of work.

**Ruler:** Governors George Harris (1890-1895), Herbert Mills Birdwood (acting; 1895), William Mansfield, Baron Sandhurst (1895-1900)

## CALCUTTA

Situated in the east of the country (Bengal), Calcutta is the capital of British India and the second city of the Empire after London. A city of great antiquity, it is known as the City of Palaces. While there are many manses, the name refers more generally to its architecture, especially the grand hotels and League clubhouses.

British rule has brought a massive and chaotic surge of growth. The population has swelled dramatically, and keeps increasing. As the capital, it sits at the heart of a railway and telegraph network, and has paved streets, street lights (at least in the British part), and open parks where the well-to-do can take the air.

Calcutta is divided into two zones. The British are found mainly in White Town in the center of town, while

most of the Indians live in Black Town to the north. Despite the names, there is little segregation.

The city's name derives from *Kalikkbetro*, which means "Field of Kali." Understanding little of the culture, to many colonials Kali is the goddess of death and blood, whoaw fanatical servants, the Thuggee, the British supposedly wiped out in earlier decades. While the British have not outlawed her rule (such a decree would lead to an uprising), they keep a discrete eye on the temples.

## DIU & GOA

Great Britain's claims to rule India politely ignore Goa, two tiny Portuguese states on the eastern coast. Once vibrant ports and important trading centers, the states have been in gradual decline for centuries. Their inhabitants were awarded Portuguese citizenship over a century ago, and thus enjoy greater freedom than many of their colonial counterparts elsewhere in the world.

**Ruler:** Governors João Manuel Correia Taborda (1891-1892), Francisco Teixeira da Silva (1892-1893), Rafael Jácome de Andrade (1893-1894), Elesbão José de Bettencourt Lapa (1894-1895), Rafael Jácome de Andrade (1895-1896), Prince D. Afonso Henriques de Bragança (Viceroy; 1896), Joaquim José Machado (1897-1900)

## THE IRON PILLAR OF DELHI

Protruding from the courtyard of the Qutab minar, a complex of crumbling monuments, is an iron pillar. Over 20 feet tall, four feet in diameter, and with an ornate top, it was raised as a memorial to King Chandra. What makes it unusual is not the skill required to create it, but the fact it has stood around 1500 years and yet displays absolutely no signs of rust or corrosion. Scientific research carried out by the British has revealed the metal is exceptionally pure. This has only compounded the mystery, for this should mean it is more prone to rust, not more resistant.

## THUVARAIYAM PATHI

In the scriptures of the Ayyavazhi, a Hindu sect found in southern India, there is a brief mention on an island that once lay 152 miles off the shore of India's southernmost point. Aside from mentioning it had 16,008 streets, the texts are otherwise silent. However, the Tamils who inhabit the Indian Peninsula have a similar legend.

They speak of Kumari Kandam, a lost continent located in a similar region of the ocean. Apparently quite thin, it extended for 700 *kavatam*. The unit of measurement is long forgotten, and could have been anything from a mile or a thousand miles. The sea swallowed the island,

forcing the survivors to colonize new lands. Tamils place the disaster at 50,000 BC. Given its location, it is likely Thuvarayam Pathi/Kumari Kandam is a memory of the fabled continent of Lemuria.

## ADVENTURE SEEDS

\* Several shipments of arms have recently disappeared. The British suspect they are in the hands of a raja in Kashmir, a northern province bordering Afghanistan. Unwilling to spark a revolt by sending in the troops, the British government in India is seeking the help of the Leagues. Diplomacy and discretion are called for—war must be avoided at all costs.

\* After years of planning and negotiation, the Jockey Club has organized a huge polo tournament, at which many leading raja, maharajas, and British dignitaries will be present. The globetrotters secure an invitation as spectators or players. All goes well until a raja from a border province is assassinated. Unless his killer (a Russian agent) is apprehended, the rajas people may rise up against the British, who they hold responsible for their lord's untimely demise.

\* A fakir (Muslim Sufi ascetic) is developing a cult following after performing miracles. Muslims are oppressed and mistrusted by the British. Fearful of taking any overt action, they require globetrotters skilled in matters of the paranormal to investigate, and preferably dispel, the claims of miraculous powers.

\* The Sumeria Club has unearthed clay tablets indicating that trade existed between Goa and Sumeria. Suitable globetrotters are being recruited to explore the tiny state for evidence of Sumerian influence.

## OTTOMAN EMPIRE

It is a great irony that the Ottoman Empire has finished a period of modernization just as it begins to lose many of its territories. Sweeping reforms have brought in modern banking, replaced religious law with secular law, formed a modern army made up of conscripts rather than slaves, and led to the creation of factories and railways. Parts of the Empire now boast telegraph communications and a postal system, and Istanbul has a growing number of telephones. The government has even decriminalized homosexuality, which previously carried the death sentence.

As elsewhere in Europe, rapid growth required large sums of money from foreign investors. Unable to pay its mounting debts, the country is subject to the Ottoman Public Debt Administration, a branch of the bureaucracy controlled by Europeans and charged with collecting taxes. These are promptly handed over to the European creditors. In short, the Empire is bankrupt.

Given its weakened state, it is no surprise the Empire is ripe for conquest. The expansionistic gaze of Austro-Hungary and Russia has fallen across the region. While

it has no love of the Ottomans, Great Britain acts as a counter to their ambitions. As part of the Great Game, the British are keen to stymie further Russian expansion into the eastern Mediterranean lest it control the entire region around the Black Sea and snake its tendrils into the Holy Land or Persia.

## BA'ALBEK

Now under the control of the Ottoman Empire and rid of bandits, the vast ruins of Ba'albek are a popular destination for tourists visiting the Holy Land. Formerly known as Heliopolis, the ruined city boasts many magnificent and wonderfully preserved temples dating from the Greco-Roman period. In terms of grandeur, the ruins easily rival those of Rome, and in many instances surpass them. Had an earthquake in 1759 not wrought great devastation, the ruins would be far more spectacular.

Nestled against the ruins is the modern village of Ba'albek, a tiny community of goatherds and subsistence-level farmers who supplement their income by acting as tour guides. Their lack of historical knowledge is more than made up for by their enthusiasm.

Part of the Roman enclosure wall is made up of three stone blocks, known as the Trilithon. Hewn and worked to a smooth finish, each stone weighs a colossal 750 tons. More astounding is that they have been raised over 20 feet to sit on a lower layer. In a nearby quarry is a larger stone, over 70 feet long and estimated to weigh over 1000 tons!

The Bible makes reference to the site, for long before the Greeks settled here there was a temple to Ba'al-Astarte, which attracted a considerable number of pilgrims. No sign of its foundations are visible. Ancient Arab chroniclers writing in the age of the Hittites also mention the temple. They claim it was constructed not long after the Flood, and that its stones were raised by King Nimrod (the builder of the Tower of Babel), who commanded a workforce of giants.

## EBLA

Ancient Sumerian and Akkadian writings speak of Ebla, a powerful trading city located in what is now Syria. The only clue to its location is its name, which translates as "White Rock." The sources continue that the king was not the supreme ruler, but was elected by the merchants, who wielded the real power. The city, whose population is recorded at being over 20,000, is last mentioned as having been destroyed following a war lasting generations, but when and by whom remains a mystery.

Ebla was one of the last outposts of sunken Atlantis. By the time it is mentioned by the Sumerians, themselves descended from Atlanteans, the Atlantean bloodline had perished, weakened beyond rescue by successive breed-

## NEW FLAWS

## MENTAL FLAWS

**Belligerent:** Your character is aggressive by nature. He's always spoiling for a fight or willing to argue over even the most trivial of matters. You earn a Style point when your character's aggressive attitude causes trouble for him or his comrades.

**Immature:** Regardless of his age or intelligence, your character acts in a childish manner. He throws tantrums when things do not go his way, sulks at perceived slights, and plays stupid tricks at inappropriate times. You earn a Style point whenever your character's infantile behavior creates problems for him or his friends.

**Vengeful:** Your character never forgets and he never forgives. Anyone who crosses him or makes a fool of him has made an enemy; at least until your character gets even. You earn a Style point whenever your character's desire to get even causes problems for him or his comrades.

## SOCIAL FLAWS

**Competitive:** Your character doesn't like coming second. He cannot resist a challenge, especially if the challenger questions his abilities. You earn a Style point whenever your character's competitive streak gets him in over his head or leads to problems.

**Independent:** Your character is self-reliant. She dislikes others interfering in her affairs, and rarely asks for help. When help is offered, she is dismissive. She can work in a team, so long as her companions understand she doesn't need their help. You earn a Style point when your character's insistence in doing things on her own or rejection of help causes trouble for her or her friends.

ing with lesser races. It existed only in elite merchant-princes, distant scions of the elder race of conquerors and traders who held power based on their ancestry. In those last generations, they recorded their ancestry as being that of the gods.

Sumerian writings make mention of a great library housed in the palace of Ebla. Tens of thousands of clay

tablets, written in a now-forgotten Semitic tongue, were stored there. Many were town records, little more than trade agreements, but among the cache were histories that stretched back to the glory days of Atlantis. The language originated in Atlantis, but overtime it became debased. It may, though, hold the clue vital to decrypting the Atlantean script and unlocking the secrets of the ancients. The direct ancestor of later Akkadian and Sumerian scripts, it rapidly fell out of use after Ebla's destruction.

## GARDEN OF EDEN

While an expedition to search for the Garden of Eden may sound like a fool's errand, the holy texts of the Christians, Jews, and Muslims make it quite clear that Eden is on Earth. While the geography of the actual Garden is vague, mentioning only the Tree of Life, the texts describe a river that exits Eden and splits into four separate watercourses. Two of these, the Euphrates and Tigris, are major rivers, and have been known to mankind for millennia. The other two, Pishon (or Pison) and Gihon, have yet to be reliably identified. Given the Euphrates and Tigris rise in eastern Turkey, it is possible Eden was located in that region.

The only other clues are the mention of gates, the appearance of cherubim, and a flaming sword. Members of the Old Testament Society, heretics to many believers, have dared to suggest Adam and Eve were barred from re-entry by a volcanic eruption—eastern Turkey has many volcanoes, though most are extinct. The cherubim may similarly refer not to angels, but to the *karibu*, mythical beasts with the bodies of lions, the heads of men, and the wings of eagles. Such creatures are commonplace in the art of early Middle Eastern cultures, originating with the Sumerians.

The Hollow Earth Society has long held that Eden refers to a place beneath the ground, not upon it.

## GETHSEMANE

The Garden of Gethsemane is well-known to Christians. Located at the base of the Mount of Olives on the outskirts of Jerusalem, it was here Jesus and his disciples met before Judas' infamous betrayal. Eastern Orthodox tradition holds that the Virgin Mary was buried here. Unfortunately, the Mount of Olives has been used as a graveyard for millennia, and there are many thousands of tombs, mausolea, and graves.

Tsar Alexander III constructed a beautiful Russian Orthodox church in the garden in 1886. It is dedicated to a Mary, but not the mother of Jesus. Rather, it is sacred to Mary Magdalene. Also in the garden is the crumbling remains of a Crusader chapel, which sits atop the ruins of an earlier Byzantine church.

## GORDIUM

Capital of ancient Phrygia, Gordium was famed in antiquity for its oracles and diviners. Its claim to fame is the fabled Gordian knot. A peasant and farmer by birth, the bemused Gordias was heralded as king upon entering the city, for his arrival and fate had been predicted by the priesthood. To mark the occasion, his son tethered his father's simple ox-cart to the temple with an elaborate knot. The diviners, gazing into the future, decreed that whoever would unravel the knot would become the legitimate king of Asia Minor.

As history records, centuries later, Alexander the Great cut the knot in twain and went on to become a great king. A later apocryphal legend tells that Alexander did not cut the knot. Although he later went on to conquer Asia Minor, his rule was short-lived, and he left no heirs to found a new dynasty.

## ISTANBUL

Gateway to the East, Istanbul is the Ottoman name for their capital. Situated on the banks of the Bosphorus, the city has been in Ottoman hands since the 15th century. Always a trading city, modern Istanbul is a cosmopolitan place. Despite the Ottomans being Muslims, and the city the heart of their empire, barely one-half of the million souls who call the city home are followers of Islam. Outside of the Ottoman Empire, the city is more commonly referred to as Constantinople.

With the diminished Ottoman Empire all-but surrounded by territories controlled by Austro-Hungary, Great Britain, and Russia, Istanbul has become a city of intrigue and espionage. Though far from the main playing area, the Great Game is played out on a smaller scale in the narrow streets and smoke-filled cafes of the city.

While many modern innovations have been installed, the city still carries the inescapable presence of the past. The skyline is dominated by the minarets and domes of many splendid mosques, the grandest being the Hagia Sophia (previously a church). Equally magnificent are the many palaces. The Topkapı Palace, former seat of the sultan, now houses the imperial treasury, library, and mint, the rulers governing from the recently constructed Dolmabahçe Palace. The Grand Bazaar is a huge indoor market, its thousands of shops selling everything from silverware to carpets, spices to books. For those who have the right contacts, almost anything can be purchased from the bazaar, for the right price. Visitors who prefer quieter surroundings can sit in one of the many cafes, go for a massage at one of the Turkish baths, or browse the many museums and galleries.

The Sultan is keen to draw the Leagues to Istanbul, and has invited many of them to open clubhouses. Some have accepted, but most are more interested in Cairo, a city that allows access both to the Near East and Africa.

## KUWAIT

Nominally under Ottoman rule, Kuwait enjoys a great deal of autonomy. Following the Ottoman slide into bankruptcy, the governor of Basra, to whom Kuwait officially answers, demands the Kuwaitis fall into line and fully submit to Ottoman rule, thus allowing the Empire to plunder the small nation's trade links.

Sheikh Abdullah's strengthening of ties with the British was renounced by his half-brother and successor, Muhammad, who favored a pro-Ottoman stance. The sheikh's brother, Mubarak, disliked the Turks, and in 1896 he makes his feelings known by assassinating his brother and seizing power.

Fearful of reprisal from his late brother's supporters, who had powerful allies in the Ottoman court, Mubarak asked Great Britain to place gunboats off the coast to counter any Ottoman moves. Sensing an opportunity to stymie a growing German influence in the region, the British agreed. The Ottomans reacted angrily and vocally, but lacked the stomach for open war. After much shouting, they backed down.

In 1899, Mubarak signed a treaty with Great Britain similar to that of Bahrain—the sheikh would not cede territory or receive foreign envoys without the express consent of Great Britain. In addition, internal security within Kuwait fell into British hands.

Britain's interest in Kuwait lies less with seizing Ottoman land and ousting German influence than it does in controlling the lucrative Persian Gulf trading routes. Though small, Kuwait is a rich nation, with trade links extending to Ethiopia, India, Persia, and down into the Arabian Peninsula.

**Ruler:** Sheikhs Abdullah II Al-Sabah (1866-1892), Muhammad I Al-Sabah (1892-1896), Mubarak Al-Sabah (1896-1915)

## LALISH

The small mountain valley of Lalish, in northern Iraq, is the major holy site of the Yazidi. Their religion, Yazidism, combines elements of Christianity and Islam with Mithraism (a Persian faith adopted by the Greeks and Romans) and the old faiths of Mesopotamia.

While the Yazidi know of God, they do not worship him. When God created man, He decreed that all the angels of Heaven bow down before his new creation. Melek Taus, God's right-hand angel, refused. Instead of punishing him, God commended him, and made him lord of the earth, granting him permission to do with it as he pleased. The story has strong similarities to the fall of Satan in the Bible and Koran, and outsiders have long associated Melek Taus with the fallen angel, and in doing so have branded the Yazidi as devil-worshippers.

The unique religion, with its adoption of early faiths, could unlock many mysteries for the Leagues. Unfortu-

## FABLED TREASURES

The hunt for treasures such as the Ark of the Covenant and Holy Grail has been conducted for centuries. Across the region, myths and legends tell of a host of other fabled treasures, any of which make a fine focus for a globetrotting expedition. Whether these treasures have any special powers, or even exist, is left to the individual Gamemaster to decide.

**Argo:** Jason's ship, which had the power of prophecy. Greek legends say it was taken to the heavens, but there are legends it was buried beneath a mound of earth.

**Ascalon:** The spear carried by St. George and used to slay the dragon. Supposedly found in Jerusalem during the Crusades and taken to Europe.

**The Books of Utnapishtim:** Series of writings penned by a sage who, in the Epic of Gilgamesh, survived the Biblical Flood. The texts supposedly detail history before the deluge.

**The Cup of Jamshid:** Known in early Persian mythology, the Cup of Jamshid bestowed the power of immortality on all who drank from it. Philosophers attest that by gazing into the liquid, one could view the "seven heavens."

**The Golden Apple of Discord:** The spark that began a divine dispute of vanity culminating in the Trojan War.

**The Golden Fleece:** Retrieved from Colchis by Jason, the Fleece, the focus of the story of the Argonauts, promptly vanished from history.

**Seal of Solomon:** A magic ring or seal with the power to compel demons to obey the wearer or imprison them in material objects.

**Sword of Attila:** Once carried by Mars, the blade was gifted to Attila the Hun. Reputedly buried with him, though where his tomb lay is not recorded.

**The Tablet of Destinies:** According to Sumerian myths, whoever possessed this magical tablet commanded the powers of creation and destruction.

**Treasure of Croesus:** A king of Lydia, in western Asia Minor, Croesus was said to have amassed a treasure so vast the Persians went to war against him.

**The Vimana:** Ancient Indian texts tell of the Vimana, a flying machine that used fire and water to obtain great speed. Possibly an early form of steam-powered weird science.

nately, the Yazidis have many taboos, among them the belief that contact with outsiders pollutes them and that they cannot discuss their faith with non-believers.

Any fresh attempts must be made soon, for the Ottomans and the Kurds consider them a wicked people, and heavily persecute them. With the backing of Islamic clerics, both sides have committed massacres in a bid to rid the world of the Yazidis and their fell creed.

## MAUSOLEUM OF MAUSOLUS

One of the Seven Wonders of the Ancient World, the mausoleum, also called the Mausoleum at Halicarnassus, after the city in which it stood, was a monumental edifice to one man. Standing over 140 feet in height and bedecked in elaborate reliefs, it took a mere two years to construct, a feat even the ancients thought impossible. The strangeness of the tomb goes further, for it is said it did not rise from the ground, but was suspended in mid-air by means unknown to man. Its fate is not recorded. Testaments to it standing at late as the 12th century exist, but by 1402, when the Knights of St. John arrived in the city, there is no mention of it.

## MOUNT ARARAT

A dormant volcano in the eastern highlands of the Armenian plateau, the skyline-dominating Mount Ararat has two peaks. Greater Ararat, the highest mountain in the region, rises to over 16,000 feet, while Lesser Ararat manages over 12,000 feet. The peaks have been scaled many times, and climbing them is no longer a lure even for the Alpine Club.

The name of the peaks is somewhat contentious. Ararat is the European name, and dates back to the 4th century AD, when the colossal peaks were first associated with the tale of Noah. To the ruling Ottomans, it is Aghur Dagh ("heavy mountains"). The native Armenians call it Mount Masis, while the neighboring Kurdish peoples refer to it as Çiyayê Agirî ("fiery mountain"). The latter is particularly apt, for Ararat is only dormant. Although it has not erupted in millennia, an earthquake ripped through the region in 1840, destroying a village and a monastery that stood on the northern slope.

Interest in finding Noah's Ark is not a phenomenon new to the Leagues. The first question adventurers must ask is which mountain to search. While Ararat is the most commonly associated peak, Muslim and very early Christian tradition says the Ark came to rest on what is now Mount Judi. This claim is supported by Josephus, the 1st century chronicler who said the remains of the Ark could still be seen on the mountainside in his lifetime. Unfortunately, there are five peaks in the area known by that name in various local traditions.

Marco Polo, the ancestor of all modern globetrotters,



mentions the Mountain of Noah's Ark and describes it as being snow-capped all year round, but gives its location only as the "Armenian mountain range." Ararat certainly fits that description, but so do a number of other peaks. Sir Walter Raleigh laboriously detailed how the Mountains of Ararat (the original Biblical name for its resting place, which one notes is pluralized) actually lay further east, in the towering peaks of the Orient.

More modern evidence comes from 1876, when James Bryce, a British globetrotter and member of the Alpine Club, found a cut timber above the tree line. Ottoman geologists investigating recent avalanches were reported to have seen the Ark as late as 1883, though strangely the Ottomans have no record of any expeditions to the region at that time.

## MOUNT SINAI

In the same way that Mount Ararat has become associated with Noah's Ark, so Mount Sinai is tied to the story of another Ark—the Ark of the Covenant. It is the place where Moses received the Ten Commandments, these subsequently being placed on the Ark.

This event, according to the Book of Deuteronomy, occurred on Mount Horeb, though versions of the Jewish Torah name it Mount Sinai. Oddly, the names are diametrically opposed. Horeb is said to mean "glowing," a reference to the sun. Sinai, on the other hand, derives from Sin, the Sumerian moon god. A different interpretation has Horeb meaning "glowing heat," a clear allusion to a volcano in the eyes of some antiquarians and scholars. The latter claim holds water in some circles. The Book of Exodus makes mention of smoke, fire, earthquakes, thunder, and lightning, phenomena commonplace during volcanic eruptions.

Mounts Ararat and Sinai share another common feature—no one is exactly sure which mountain is the Biblical peak. This seemed true even in antiquity, for while the prophet Elijah journeyed there, Josephus (albeit writing centuries later) records only that it lay in Arabia Petraea, an area that also includes parts of Syria and the Arabian Peninsula.

The mountain popularly known as Mount Sinai is located in the south of the Sinai Peninsula, and is more accurately known as Mount Catherine. A monastery, dedicated to St. Catherine, has stood at the base of the mountain since the 6th century. Popular myth has it that one of the two bushes around which the courtyard was erected was the Burning Bush. Over two millennia have passed, but the bush continues to prosper. Bedouin tradition says the neighboring peak, Mount Moses, is actually the Biblical Mount Sinai.

Whether the Sinai Peninsula is even the correct location is contested, and not just by modern sources. Judges 5 says God lived on Mount Seir, which actually lies in Edom, nearer the Dead Sea. Charles Beke, a member of the Old Testament Society writing in 1873 and a sup-

porter of the volcano theory, proposed Jabal al-Nour in western Arabia. All told, competing theories point to half a dozen other likely peaks, meaning any expedition in search of the Biblical Mount Sinai had best be prepared to travel far and wide.

## NEMRUT DAGI

King Antiochus I of Commagene ordered that his tomb be located on the upper slopes of Mount Nemrut (named after Nimrod, the Biblical monarch), from where his spirit could watch over the lands he ruled. In an area of southeast Turkey blanketed in snow for six months of the year, laborers toiled to construct two lines of statues. These depict the king, along with lions, eagles, Greek and Persian gods, and the Greek hero Hercules. The badly-weathered statues are seated, but the heads are scattered, toppled by earthquakes or hacked off by invaders long ago. Lying among the debris are the broken remains of a large frieze. Parts are missing, but what chunks remain clearly shows star patterns, along with Greek inscriptions.

No mausoleum marks the spot of Antiochus' mortal remains, though local legend claims he was interred somewhere on the site. Oral tradition also holds that the king was fascinated with the tales of Hercules, and believed himself a blood relation by one of his consorts. Antiochus also spent a vast fortune searching for the demi-god's bow and arrows (the latter stained with venomous hydra blood), which Greek legend says were used in the famous siege of Troy to kill Paris, though whether he found them is not recorded in any story. Frequent and destructive earthquakes would make any archaeological excavation extremely dangerous.

Globetrotters are forewarned that there is another Mount Nemrut, a dormant volcano, in eastern Turkey, in the region inhabited by Armenians and Kurds. Which mountains locals point you toward on asking directions depends on their ethnicity.

## QATAR

A small peninsula in the Persian Gulf, Qatar was recognized as an independent state by Great Britain in 1868 following the Qatari-Bahrain War. Within three years, though, pressure saw the country bow her knees and accept Ottoman suzerainty, albeit with clenched teeth and fists. Attempts at reforms to bring Qatar into line with the rest of the Empire in terms of its government and culture met with stiff resistance, resulting in the Battle of Wajbah (1893). Reluctantly, the Ottomans were forced to sue for peace. While not yet completely free of Ottoman influence, Qatar has earned true autonomy.

**Ruler:** Emir of Qatar Sheikh Jassim bin Mohammed Al Thani (1878-1913)

## TEISHEBAINI

Deep in the heart of Armenia, on the slopes of Karmir Blur, is the lost city of Teishebaini. Constructed by Rusa II, King of Urartu, to protect against raiding nomads, it was an impressive display of royal power. Behind massive walls and gigantic gates lay a huge palace, a mighty citadel, and a well-organized city. The city vanished from history 2500 years ago, razed to the ground in a night of carnage and destruction. So swift and terrible was its fate that the population had no chance to escape. Beneath an ordinary looking, if somewhat large mound, are the remains of the city and its inhabitants, the later still clutching their precious gold artifacts.

One myth tells that King Rusa II was a man of immense wealth. His fortune came not from taxes, trade, or conquest, but from a magical machine which transformed base metal into gold. That the Scythians (see p. xxx) suddenly began using great quantities of gold around the same time as Teishebaini was destroyed seems too much of a coincidence.

## TELL ES SAWWAN

Thanks primarily to the work of the Sumeria Club, Mesopotamia is widely considered to be the cradle of civilization. The Sumerians, it is believed, were the first people to develop writing and metallurgy, having emerged into recorded history as a fully-fledged society.

Following the abandonment of Göbekli Tepe (see *Leagues of Adventure*), a number of the freed slaves migrated east, keen to leave behind a homeland stained by centuries of oppression, misery, and blood. On the banks of the Tigris, they built a new city and developed a new culture.

On the fertile flood plain they learned how to manufacture clay bricks and stack them together to make houses, planted crops as their cruel masters had shown them, mastered the secret of turning rocks into metal, and developed new artistic talents. Yet they knew nothing of writing, for inscribing the Atlantean tongue was forbidden to them, and they had no desire to remind themselves of the past by trying to remember it.

All that remains of their city, and concealing their unknown fate, is a vast mound. Did they succumb to the same tyranny their ancestors knew, sparking a second revolt and backfilling of their home? Did the scions of Atlantis discover their outpost and seek revenge? Only excavation will reveal the truth.

## THEMISCYRA

The plain of Themiscyra, on the southern shore of the Black Sea, is a remote place. Bordered by mountains, the

site was chosen by the Amazons, who built their capital city, also called Themiscyra, here.

Fierce raiders, the Amazons terrorized the region for many generations, conquering and plundering without equal. Enamored of battle, they fought against Hercules, who killed their queen, Hippolyta, and stole her magical belt, sent soldiers to fight in the battle of Troy, and, according to some legends, fought against Pompey's legions before suddenly vanishing from history.

On occasion, rivals would attack the capital, but never once did they succeed in defeating the Amazons. As well as swarms of arrows, the city was defended by swarms of bees. Legend holds that the queen's treasury contained many thousands of golden bees. In times of crisis, they could be transformed into living creatures and sent to plague the enemies of the Amazons.

## YEMEN

Freed from Ottoman control in the 17th century, Yemen has slipped back into its grip. While the Ottomans rule, true power lies with the imams, who have governed as *de facto* leaders for over a millennium. As a result, Ottoman rule is tenuous, and outbreaks of violence against the foreigners commonplace. The present imam, Muhammad bin Yahya Hamid ad-Din, began stirring up trouble the moment he took power. With direct access to the treasury, he handed out grain and money as a counter to Ottoman taxation, and stirred the hearts of the tribes through letters and oration. Violence erupted in 1891. Although the Ottomans had modern weapons, their troops and tactics were no match for guerilla raids. The Ottoman Sultan attempted to placate the imam between 1891 and 1896, sending frequent letters and envoys offering a title and stipend in return for a cessation of hostilities. These offers were flatly refused, the imam claiming he sought religious freedom and an end to Ottoman tyranny, not power or prestige. Following a brief lull, fighting erupted again in 1898.

**Ruler:** Imam al-Mansur Muhammad bin Yahya Hamid ad-Din (1890-1904)

## ADVENTURE SEEDS

\* In 1898, Kaiser Wilhelm II visits Ba'albek while heading to Jerusalem to meet with Ottoman rulers. What he sees amazes him, so much so that he immediately orders German archaeologists to excavate and record the site so that it might be preserved for all time. Naturally, there are other Leagues who want that glory for themselves.

\* The talk of giants building the temple of Ba'al-Astarte might be considered a mere myth, were it not for a recent discovery—huge thigh bones. While many Leagues dismiss the notion, someone thinks they are real, for the bones have been stolen.

\* According to legend, the Virgin Mary was buried in a tomb in which was placed a bench, so that her body

might be properly laid out. The globetrotters acquire a Crusade manuscript which speaks of their building a "house of worship" over just such a tomb.

\* While perusing through an old book in search of other information, the globetrotters discover a fuzzy photograph wedged between two pages. The image appears to be the skeleton of a huge ship, its beams just about discernible. On the back is written "Ararat, 1842."

\* The globetrotting world is abuzz as a fragment of stone tablet comes up for auction. It is inscribed with a fragment of Hebrew text that translates as "Thou shalt not..." The auction house records only that it was discovered in the basement recently, along with an index card that read "Mount Sinai, 1800." The writing was French. Did Napoleon's French explorers and antiquarians locate the shattered remains of the first Ten Commandments, which Moses broke?

\* Teishebaini and Rusa II are all but myths, at least until a tablet is discovered by archaeologists in Persia. Written in cuneiform, it is a fragment of a diplomatic letter to Rusa II, demanding that he pay the Assyrian king 2000 pounds of gold or face destruction.

\* Most globetrotters agree the story of the Gordian knot is a myth. If that's true, why are Russian archaeologists suddenly so keen to find the ruins of Telmissus? Could the knot still exist, and would untying it fate the Russians to be masters of the region?

\* An antiquarian has unearthed a Roman document that mentions lines of statues high on a mountain. It goes on to speak of a riddle carved either onto the heads or a frieze (the writing is vague), and of a secret that must be protected. The scholar is convinced the text refers to Mount Nemrut (visited by the first Europeans in 1881).

\* While browsing an antiques store or auction lots, the globetrotters happen across a fragment of clay tablet. The title is in Sumerian (a Semitic tongue), and reads "To the King of Ebla." The rest of the message is inscribed in an unknown Semitic tongue. No records of where and when it was found exist.

\* Awoken in the middle of the night by a scream from outside his house, one of the globetrotters is somewhat surprised to find a dead man lying in the streets, an arrow protruding from his back. Clutched in his hands is a small, golden bee, its wings inscribed (in ancient Greek) with the name Themiscyra. Has someone found the fabled treasury of the Amazons, and are their descendants trying to conceal that discovery?

\* While perusing the newspaper, a globetrotter comes across a report from the Ottoman Empire, which tells of a serpentine monster that pulled an innocent Muslim at prayer into the dark waters of Lake Van.

## PERSIA

A major cornerstone in the board that makes up the Great Game, Persia is one of the rare countries, having managed to retain its sovereignty. It has not, however,

escaped completely untouched. It has ceded or lost territories in the northwest and northeast to Russia, and Great Britain has captured territory in the southeast. The influence of these two rivals extends deep into Persia, with only a sliver of the center and the southwest being free of them. There is fear among the general populace that Persia has become a lackey of the great powers, its ruler a puppet who dances to others' tunes.

The Shah has done much to improve his nation, having dragged Persia into the modern age, but this does not stop his assassination in 1896.

His killer, Jamal-al-Din al-Afghani, is an ideologist and political activist, and publicly it is these that lead to him becoming a murderer, for he despised the Shah not only as weak, but subservient to foreigners. Unbeknownst to the world at large, though, he served as an agent for British intelligence for several decades. Strangely, one of his handlers is Wilfred S. Blunt, an expert in cults and the occult, and responsible for developing Masonic lodges in Persia. It has been suggested that Jamal-al-Din was not only a Mason, but was the head of Egypt's most important lodge. Suggestions the killing was ritualistic, or at least part of some great ritual, are growing among the Leagues concerned with the supernatural.

The new Shah, Mozaffar ad-Din spent his early life in extravagant living. Like his father, he too visited England several times. Never consulted on state matters, he ascends the throne totally unprepared for the burden of governing a country. Easily bullied, he signs away concessions to the British and Russians while maintaining a very expensive playboy living. Whether he will meet the same fate as his father is commonly debated.

## KANDOVAN

High in the rugged highlands of northwest Persia is the tiny village of Kandovan. The inhabitants do not build their homes at ground level, but rather construct them inside jagged pinnacles of rock that rise up like petrified pine trees. Only the facades indicate any modern construction, for they are of mud brick. Although the oldest current facade dates from the 14th century, traditions hold the inhabitants' ancestors dwelt here long before the Biblical Flood. Forewarned of the imminent deluge, the righteous citizens tunneled into the mountainside to take shelter from the waters. On seeing this, the wicked citizens copied them, thinking they would be saved. God's wrath could not be thwarted so easily, though, and the water ate away at the base of the mountain, causing the houses of the wicked to fall into the water, yet leaving those of the righteous untouched.

## PERSEPOLIS

Capital of the ancient Persian Empire, opulent and

magnificent, Persepolis was little more than a grand palatial complex, a spectacular monument to the powers of Persia's rulers. Cut into the nearby hills are the tombs of several of those mighty kings. The facades are epic in scale, carved to replicate the entrance to palaces and decorated with bas-reliefs showing triumphant moments in each monarch's rule. Strangely, the tombs do not stand at grand level—the entrances are elevated dozens of yards up the sheer rock face. Alas for treasure hunters, the tombs were looted in antiquity.

It has long been believed the site is cursed. The ancient chronicler Diodorus Siculus claims that after celebrating their capture of the city, the army of Alexander the Great succumbed to madness. In a night of destruction, the city was razed to the ground. The spirits of the Persian kings, it seemed, would rather their home be destroyed than inhabited by foreigners.

### SAVEH

Once an important trading city, Saveh is in serious decline. Raided and rebuilt several times throughout history, its modern population has largely abandoned their former homes for a better life in Tehran. As a result, it is in a state of serious disrepair.

Tradition has it Saveh was the home of the Magi, the wise men of the Bible who paid homage to the new-born Jesus. Marco Polo records they were buried in three beautiful tombs, laid side by side. Despite having been dead for some 1300 years, the corpses were said to be intact, and their hair and beards still in pristine condition.

### SHAHDAD

The crumbling ruins of castles and caravanserais are testament to the region of Shadad, in east-central Persia, having been settled for many centuries. Its origins lie considerably further back in time. In the dim and distant past, not long after Atlantis sank, the area was home to a diminutive race of men likened to dwarfs. Vague accounts speak of them as skilled metalworkers who worshipped a goddess unknown to other people in the region. The deity was not quite human, for leafless branches extended from her torso. Later historians claimed the growths were "tentacles, like those of an octopus," though it is extremely unlikely they ever saw carved images or statues firsthand, for the strange race of men were wiped out by the Biblical Flood.

### ADVENTURE SEEDS

\* Among the Leagues, there has long been talk that the tombs of Persepolis were fakes, intended to throw tomb robbers off the track. Despite these claims, no one has bothered to see if the theory is true or not.

\* A potential suitor trying to woo a globetrotter gifts her a green pot of some antiquity. During the presentation, the clumsy fool drops the vase, smashing it. Inside, wrapped in papyrus bearing writing of an unknown type, is a small, green steatite figurine depicting the Shadian deity. The suitor says he purchased the vase while on holiday in Tehran, the capital of Persia.

\* A line drawing appears in *The Times* alongside an article announcing the British Museum is hosting a temporary exhibition of the diaries and sketches of John Bell, a 17th century Scottish traveller. The sketch shows three ornate tombs and bears the legend "The Magi tombs."

## RUSSIA

While many of its European rivals have looked overseas for colonial gain, Russia has had no need. Instead, it has been steadily gobbling up the small independent nations of Central Asia. Like dominoes, they have fallen one by one. With further progress in the region stymied by Great Britain and the Ottoman Empire, Russia is now casting her eyes toward China.

As the century reaches its end, Russia accounts for one-sixth of the world's landmass. Ethnic Russians account for less than one-half of the population, however, and the number of languages and ethnic customs is staggering. What Russia has in size, she lacks in unity. Only through the iron will of the Tsar is the country bound together, and, while not lawless, many distant realms enjoy greater autonomy than the ruler would prefer. In order to lessen the likelihood of uprisings and crush thoughts of renewed independence, the state practices Russification—the erosion of ethnic culture in favor of Russian culture and language.

The enormity of the country also makes distribution of goods difficult. Famine may strike in one region, while half a world away another has excess grain rotting in silos. Part of the problem is its infrastructure. Roads are sorely lacking in many parts, and its rail network extends a mere 19,000 miles. While the major cities of Western Russia are linked, many in the center and east remain disconnected. Changes are afoot, though. The Trans-Caspian Railway (fully completed in 1898) winds through Central Asia, and the Trans-Siberian Railway, construction of which begins only in 1890, will one-day link the distant central and Pacific regions to the heartland.

While the Tsar is the absolute authority, his rule is not unchallenged. Many nobles and industrialists seek a monarch answerable to the people. One branch of socialists argues that land should belong to the peasants who work it, while another group believes power must be given to the industrial workers. The political cauldron that is Russia is beginning to simmer.

### OKHRANA

Created in 1880, Okhrana (Department for Protecting

the Public Security and Order) is a secret police force. Charged with rooting out revolutionaries and combating political terrorists, it carries out operations both in Russia and abroad. While it mainly performs covert activities, such as reading correspondence, spying on suspected subversives, and fabricating evidence, it is not beyond using lethal force to counter threats (perceived or real) to the Tsar. While most Leagues are non-political, Okhrana keeps a close eye on known members operating in Russian territory.

## BOKHARA

Once a major city on the Silk Road, Bokhara's architecture has the impression of being the work of giants. Colossal minarets, gateways, and domes dominate the skyline. The grandest site is Bokhara's ancient citadel, the Ark. Behind steeply sloping walls that rise over 60 feet is a small town, home to the emir and his court, his harem, the state treasury and armory, many storerooms, and a prison of terrible reputation. When and why the Ark got its unusual name is unknown. One legend says that the legendary Ark of the Covenant was brought here after the Muslims conquered Egypt. Another tells that it was a place of refuge during a flood.

Bokhara has always been an important religious and scholastic site. Indeed, during the Middle Ages the city was famous for its library. Foreign visitors speak of books about which they had no prior knowledge, treaties on science that delved into matters previously known to the sages and wise men of the world except in deepest antiquity. Whether these treasures survived the Mongol's devastating attack on the city is questionable, though stories abound the Ark is riddled with secret passageways and hidden rooms. Proving it one way or the other will be extremely difficult.

Outsiders are not welcome in Bokhara, and more than one European has ended his days incarcerated in a vermin-filled pit before being beheaded or thrown from the top of the Tower of Death, Bokhara's tallest minaret.

Educated at a Russian military academy, the emir is a strong supporter of the Russians. His attempts to introduce reforms that would fully integrate the emirate with Russia are constantly being blocked by conservative factions. His money and patronage have ensured the Trans-Caspian Railway runs within 12 miles of the city, giving Bokhara a vital link to the wider empire.

**Ruler:** Emir 'Abd al-Ahad Khan (1885-1911)

## BOLSHOI ZAYATSKY ISLAND

An island in the White Sea (the bay northwest of Archangel), western Bolshoi Zayatsky is marked with 13 spiral labyrinths. Created by laying out boulders on the rocky surface, the walls were never higher than a foot. Indeed,

## THE GREAT GAME

Known in Russia as the Tournament of Shadows, the Great Game is a strategic contest of supremacy between Great Britain and Imperial Russia. The playing board is Central Asia, the pieces the countries and heads of state of that remote region.

The cause of the competition is India. As Russia began to expand her territory, so the British feared the loss of India, the so-called Jewel of the Empire.

Control of Afghanistan was the opening gambit, for it allowed direct access to northern India. Britain made the first move, initiating the First Anglo-Afghan War, but the victory was short-lived, and the troops withdrew as the population turned on them. The withdrawal is infamous in British history for the loss of the entire army on the retreat.

Undeterred, Russia continued a gradual advance southward, consuming small, independent states. In 1878, Russia sent a delegation to Kabul, the Afghan capital. British requests to send a counter-delegation were rebuffed, and so began the Second Anglo-Afghan War. This time the move was more successful, and Great Britain was granted permission to oversee Afghanistan's foreign affairs.

Russia reacted in 1885 by seizing territory in northern Afghanistan. The Great Game had entered a deadly phase, and the two great nations prepared for war. Common sense won out, and on the eve of war Britain ceded the captured territory to Russia.

In 1891, Russia again prodded the British, leading to the Hunza-Nagar Campaign, in which the British fought in the far northeast of India against local rulers suspected of favoring the Russians.

Despite a British victory, Russian expansion elsewhere saw them dominate much of Central Asia. Here the Great Game had reached a stalemate, but the contest was not over. Slowly but surely, the Great Game drifted ever further east, toward China, Mongolia, and Tibet.

Although the Game involves military action, the two powers have avoided fighting each other. The Great Game is primarily one of conquest and consolidation of previous independent nations, diplomatic shenanigans, espionage, bluff, and double-bluff. That said, the whole contest is a powder keg.

it is possible to see the route through the maze, an indication the route was more spiritual than an attempt to confuse. Nearby are standing stones, each marked with spoked circles.

The monks of Solovetsky Monastery, which is also on the western side of the island, recite tales passed down through numerous generations, in which the labyrinths are the fingerprints of either an enormous giant slain by a mighty hero, or of Lucifer, who landed here after his exile from Heaven. That there are an odd number of spirals is easily explained—evil is never perfect, even in physical form.

## COLCHIS

Located on the east coast of the Black Sea, Colchis, now part of Georgia, is an ancient kingdom. It is best known as the destination for Jason and the Argonauts, who sought the Golden Fleece. According to Herodotus, the land was settled by soldiers from the army of the Egyptian pharaoh Sesostrius, whose army passed through during an expedition that took them onward into Southern Russia. Though people were already living here, the Egyptians brought them a new language and culture. Other legends claim it was in Colchis the gods chained Prometheus following his transgression of giving man the secret of fire, and that it was the original homeland of the Amazons.

## DENISOVA CAVE

The Altai Mountains of East-Central Asia are a wild and desolate space, sparsely populated by rugged hunters, the descendants of Turkic nomads. Russian explorers named the cave, one among many in the region, after Denis, a hermit who lived here in centuries past. According to local tradition, he remained in the cave for many generations, dispensing wisdom to those who made the arduous journey to his home, but never once stepping beyond its mouth. His tale ends with him entering the cave and never returning. Curious, the locals investigated the cave, which extends only a dozen yards into the mountain, only to find it completely deserted. The natives call it Ayu-Tash (Bear Rock), for in their stories Denis was exceptionally hairy, more akin to a bear in appearance than a man.

## SCYTHIA

Merciless in war, cruel and barbarous, the ancient Scythians were the scourge of Asia Minor and the great steppe. Chroniclers frequently told of how they skinned fallen enemies to craft cloaks, turned skulls into trophies

or drinking vessels, and consumed the blood of the first foe they killed as a mark of manhood. Their warlike tradition demanded a warrior kill at least one opponent a year, or face ridicule.

Nomadic, illiterate, and belligerent they may have been, but the Scythians were extremely wealthy. They did not work metal to any great degree, and certainly did not mine it, nor did they plunder traditional valuables (coins and jewels are of little use to nomads, who favor women, livestock, and crops), yet they had gold in abundance, and they worked it into beautiful forms.

A Scythian myth, passed down orally until Greek scholars wrote it down centuries later, tells that the gold came from the land of the Arimaspians. This mysterious race lived in the far north (in a land where men slept for six months of the year), had but one eye (the stories do not tell if they were true cyclops, with a central eye), and themselves stole the precious metal from the griffins that guarded it.

Scythia lay somewhere north of the Black Sea, its borders stretching east into Central Asia and southeast into Afghanistan and Persia. Given the inhabitants were nomadic, it is hardly surprising the territory was seen as fluid, ebbing and flowing as the fortunes of the Scythians rose and fell.

## TUNGUSKA

While most British weird scientists are eccentric individuals, typically working in garden sheds or makeshift laboratories, and their German counter-parts are often state-funded members of a growing industry, the Russians appear to have completely ignored the field. The Russian population may shake their heads at the witty cartoons depicting Russia as a backward nation, but those in power secretly smile at foreign ignorance, for they know Russia has a fully-developed, and very secret, weird science industry.

On the banks of the Tunguska River, in the heart of a vast and largely uninhabited forest, the Russians have spent an emperor's ransom constructing a vast, subterranean factory. The facility requires immense power. Unwilling to use coal (which would require a constant stream of trains, so making secrecy void) or gas (considered too dangerous), the Russians have created a power source using a mineral they refer to as "solidified aether" (uranium). Known in Russian scientific circles as an "atomik" reactor, it can supply the needs of a small city—which is fortunate, because the site is a small city.

Covering a square mile and descending over 500 feet into the earth, the labyrinthine complex is home to thousands of scientists, bureaucrats, soldiers, and convicted criminals (the latter the main source of manual labor). The families that live here are largely unwilling guests, held to ensure the reluctant inventors they call son, husband, or father cooperate with the Tsar's wishes.

Scientific facilities range from tiny workshops where

lone inventors perform their work to colossal spaces where an army of men toil to produce advanced airships and land dreadnoughts. Plans are afoot to construct a sister site on the frigid Siberian coast, making it possible to extend research into submersible and maritime technology.

Security is tight. Aside from a few generals and senior aides, the Tsar allows no one to enter or leave. While conditions for volunteers can be opulent, the scientists are as much prisoners as the convicts. The latter are officially listed as having died in prison, and thus have no hope of freedom. Standing orders are for the guards to shoot anyone who escapes without offering them a chance to surrender—the corpses are then used in experiments.

## ADVENTURE SEEDS

\* The emir of Bokhara desires a railway track be laid between his city and the nearest station. He seeks engineers to plan the route, and antiquarians to ensure no ancient ruins are disturbed during the construction.

\* In recent months a number of prominent weird scientists have gone missing. When the globetrotters foil the attempted kidnap of an inventor friend, they discover the perpetrators are Russian agents.

\* The Tsar has announced a chess competition is to be held in St. Petersburg. Contestants from across Europe and the Ottoman Empire have been invited to attend, along with heads of state and senior officials. Keen to start a major war, Doktor Carnage has ordered his minions to attack the competition using a deadly new poison gas his scientists have developed.

\* The Yeti Club, convinced Denis was a relative of the mysterious yeti, proposes to investigate Denisova cave and question the locals in the hope of finding evidence to support their theory.

\* The disappearance of an expedition to southeast Russia goes largely unreported in the West—the world is a dangerous place. Due to a postal error, a globetrotter erroneously receives a letter from one of the expedition members, saying that he has unearthed a fabulous Scythian tomb full of gold artifacts. The Midas Society knew of the Scythian link, but dismissed it. By the time they learned of the discovery, the expedition had been killed (in an avalanche) and the only clue to the tomb's location, and possibly that of the Midas Machine, was on its way to England. When the globetrotters (hopefully) try to deliver the letter to the correct addressee, they find him murdered and his house ransacked.

\* The Tsar desires Russia have an airship network. In order to promote his cause and determine which design he will use, he challenges airship companies to go on a grand tour, and race, around Russia's major cities. The contract is extremely lucrative, and everyone suspects there will be acts of sabotage.

\* The Silk Road is littered with ancient ruins. A recent discovery in Central Asia has excited the Leagues—a pot engraved with Viking runes. The runes are a riddle that claim to conceal a fortune in gold.

## THE MIDAS MACHINE

The story of King Midas of Phrygia is a popular moral tale. The king is offered one wish by Silenus, a satyr, and asks that all he touches be turned to gold. A Greek manuscript, now lost but reputedly seen in the Renaissance period, tells a very different story.

The text told that Silenus was an artificer, wise in many ancient secrets long forgotten by the rest of mankind even by the time of the Greeks. Perhaps he had access to Atlantean secrets, for he spoke of the city in great detail. He created a machine for the king that turned base metals into gold.

The Midas Machine remained in Phrygia for less than a generation. While the common myth claims Midas tired of his gift, the truth is far more mundane—the machine was stolen by raiding Scythians. The machine stayed in Scythian hands for several centuries, before it was captured by Alexander the Great. Legends speak of how the great conqueror was buried inside two golden sarcophagi which were pulled to his tomb on a golden carriage. Alexander's generals spent vast fortunes searching for the machine on his death, but no sign of it was ever found.

No records exist of where the Midas Machine was eventually found, but found it was. It was used by the Mali Empire of Africa. One ruler, Mansa Musa, was reportedly so rich in gold that the gifts he gave away in Egypt while on pilgrimage to Mecca in 1324 caused a slump in gold prices for over ten years.

By the mid 15th century the Portuguese were exploring the West African coast. Scholars tell of how Portugal grew rich through slavery and trade, but in truth it was the power of the Midas Machine, which they plundered from Mali. The great empire began a death spiral which would last for 200 years.

A little over 50 years later, Napoleon invaded Portugal. His incursion was not one of expansionism—the Corsican waged war because he had learned of the Midas machine and believed it was hidden somewhere in the country. His great campaign ended in failure, both in his search for the machine and militarily. A year later, he was defeated at Waterloo. Where the machine finally came to rest is not recorded, or even hinted at. Napoleon certainly did not find it, but was that perhaps because the Portuguese had already lost it?

# BIBLICAL SCHOLAR

Archetype: *Academic*

Motivation: *Truth*

Style: 3

Health: 4

## Primary

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

## Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 4
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: History	3	3	6	(3)
Academics: Religion	3	2	5	(2+)
Anthropology	3	3	6	(3)
Diplomacy	3	2	5	(2+)
Expeditions	3	1	4	(2)
Investigation	3	2	5	(2+)
Linguistics	3	3	6	(3)
Survival	3	1	4	(2)

## Talents

Total Recall (Never forgets anything)

## Resources

Contacts 0 (Coptic Church; +1 bonus)
Contacts 0 (Political; Ottoman Empire; +1 bonus)
Follower 0 (Doctor of Medicine)
Rank 0 (The Old Testament Society; +1 Social bonus)

## Flaw

Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his beliefs)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N

“I DO NOT DOUBT THE WORD OF GOD, SIR; I DOUBT THE WORDS OF MEN, FOR WE ARE FALLIBLE.”

## CHARACTER BACKGROUND

The son of a minister, I knew the Bible by heart by the time I started school. I think my father hoped I might follow in his footsteps, but my inquisitive brain was already asking questions about the places mentioned in the Bible. Where were they, who lived there, what happened to them? A man of blind faith, my father refused to discuss such topics, demanding instead I accept the written word of God without question. That I chose to take theology in university pleased him no end, but he was less than amused when I also chose to study history.

We did not speak much for five years, though I frequently wrote letters explaining my theories and research, and the work already being done in the field by others. The only letter I received regarding him was from the family solicitor, telling me he had died and left me everything in his will. It was not a fortune, but it was enough for me to go on expedition to the Holy Land.

Some may call the year scratching around in the desert a waste of time and good money, but to find a shard of pottery that mentioned Gomorrah by name was, to me, a treasure beyond value. While I had not found the fabled city or discovered its true fate, I had discovered proof it once existed. On my return I submitted my findings to the Old Testament Society, whose research I had already memorized. Paltry as the shard was, it, along with my academic results and encyclopedic knowledge, was enough to secure my membership and ensure funding for future expeditions.

Enraptured with the Holy Land and the thought of what might lie waiting to be discovered, I soon sold my father's small house and removed myself to Jerusalem. I speak both Arabic and Hebrew fluently, as well as the Biblical tongues, and have developed many useful contacts among both the Coptic Church and the Ottoman political elite. Though content to explore any site with Biblical links, I find myself, like Lot's wife, irresistibly drawn to look upon the city. Strange as it sounds, part of me dreads finding it, for the minister's son in me fears being transformed into a pillar of salt for gazing upon such a wicked place.

## ROLEPLAYING

While you have no doubt the core message of the Bible is the word of God, you are sceptical about the veracity of the stories, especially those of the Old Testament detailing persons and places. In order that the true story of man's relationship with God be known, you search for physical evidence. You are quite willing to be proven wrong, but any assertions must be proven beyond a shadow of doubt.



# CIVIL ENGINEER

Archetype: *Spy*

Motivation: *Faith*

Style: 3

Health: 4

## Primary

Body: 2	Charisma: 2
Dexterity: 3	Intelligence: 4
Strength: 2	Willpower: 2

## Secondary Attributes

Size: 0	Initiative: 7
Move: 5	Defense: 5
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Bureaucracy	4	1	5	(2+)
Con	2	3	5	(2+)
Diplomacy	2	3	5	(2+)
Firearms	3	1	4	(2)
Gambling	4	1	5	(2+)
Linguistics	4	3	7	(3+)
Science: Engineering	4	2	6	(3)
Spying	4	1	5	(2+)
Streetwise	2	2	4	(2)

## Talents

None

## Resources

Contacts 1 (Political; +2 bonus)
Follower 0 (Cracksman)
Rank 0 (The Chess Club; +1 Social bonus)
Status 1 (Knight of the realm; +2 Social bonus)

## Flaw

Cautious (+1 Style point whenever he or his comrades suffer from his inability to make a quick decision)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Heavy revolver	3L	0	7L	(3+)L

“QUEEN TO KING’S BISHOP 3? MY GOD, THE SITUATION IS FAR WORSE THAN WE THOUGHT!”

## CHARACTER BACKGROUND

My knighthood? Oh, I earned that for my contribution to engineering. I built a few bridges in India, helped design a sewerage system for the Persians, oversaw the construction of a modest palace for the King of Afghanistan, that sort of thing. Grateful as I am, it’s nothing much to talk about really. It’s not like I discovered the ruins of a lost city or anything glamorous like that.

During my time in Central Asia I had recourse to travel throughout the lands of the Empire and those of Britain’s allies. My position allowed me not only to build up a number of useful contacts with important government figures, but also to see the Great Game unfolding. Indeed, while I held little interest in politics I could not help but overhear conversations at the dinner table.

Shortly after receiving my knighthood I was contacted by the Chess Club. I admitted to a passing interest in the game, for it suited my preference for planning over rash action, but I did not feel skilled enough to join the club. At their continued insistence I attended one evening, quite convinced I would leave looking like a buffoon.

Well, I admit to a certain amount of shock when they revealed the club’s true purpose. My contacts, ability to travel throughout the Empire without raising suspicions, and my knowledge of Central Asia made me an ideal candidate for membership. I consider myself a patriot, and after a little thought I took them up on their offer. It’s not as if they were asking me to commit murder.

Oh dear me, no! I don’t steal papers or don a disguise. That’s work for younger and braver men than I. Let me put it this way—the more active agents are pawns, whereas I am a bishop. I simply go about my business as normal, listening out for rumors, accidentally reading communiques, breaking the occasional code, slipping agents in to a country among my staff, that sort of thing. I may occasionally make a passing suggestion that benefits the interests of Great Britain. It’s quite amazing how a small thing like a knighthood suddenly gives more credence to one’s opinions.

Anyway, that’s quite enough information from me, Ivan. With the evidence I’ve unearthed about your plot to assassinate the Viceroy of India, I’m confident you’ll be spending the rest of your life in a jail in some remote corner of the Empire. Checkmate in this game, I believe.

## ROLEPLAYING

Like a good chess player you are cautious by nature, always planning several moves ahead and wary of falling into traps or revealing your hand too soon. You fervently believe that Russia has her sights set on capturing India and that her expansion must be stopped at all costs.

# PETULANT RAJA

Archetype: *Aristocrat*

Motivation: *Glory*

Style: 3

Health: 5

## Primary

Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 2
Strength: 2	Willpower: 4

## Secondary Attributes

Size: -1	Initiative: 5
Move: 5	Defense: 6
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	2	3	5	(2+)
Diplomacy	3	2	5	(2+)
Intimidation	3	3	6	(3)
Linguistics	2	2	4	(2)
Melee	2	3	5	(2+)
Performance	3	1	4	(2)
Ride	3	1	4	(2)
Sports	3	2	5	(2+)

## Talents

Iron Will (+1 Willpower)

## Resources

Follower 0 (Butler)

Rank 0 (Sporting Gentlemen's Association; +1 Social bonus)

Status 1 (Raja; +2 Social bonus)

## Flaw

Young (+1 Style point whenever his size causes him difficulty or he is patronized because of his age)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Short sword	2L	0	7L	(3+)L

“WHAT DO YOU MEAN I LOSE? DO YOU KNOW WHO I AM? COME BACK HERE! I COMMAND YOU TO COME BACK AT ONCE!”

## CHARACTER BACKGROUND

Where I come from is not important. You need only know that I am a prince in my country, that my word is law, and that I am beloved by my many subjects. My homeland is independent of the British Raj, though we maintain very good relations with the British.

My father once tested my resolve, for he is wise. He invited an English governess to tutor me. The woman had the audacity to demand I clean my bedroom. Cleaning is the work of servants, and I told her so in no uncertain terms. She replied “pish-posh,” whatever that means, and refused me permission to ride my favorite elephant until I had done as ordered. Ordered! You do not order a prince; you bow before him and accept his orders. I did not eat for three days, and the woman finally saw sense and relented. It was a worthy test for a prince.

Some months ago, globetrotters visited my father's palace. They sought a great treasure, and believed my father's library held an important clue. At a banquet they told me of their journeys, how they had fought bandits, met wise men, and avoided death many times over. I at once set my mind to accompany them, for their deeds were glorious and widely renowned, and by performing better ones I would be even more loved by my people. Being ignorant of my greatness, they politely refused. Fortunately, my father was very keen that I should leave the palace in their charge, not to return until I was a man. He is both generous and wise. The foreigners graciously accepted the request, upon which time my father allowed them to read his precious collection of books.

Since then I have travelled far and wide, performing many heroic endeavors and putting right many wrongs, as a prince should. I write often to my father so that he might regale the people with my tales and have the British press speak of my deeds, though he has yet to respond and the newspapers are strangely quiet. Still, home is far away, and travel takes time. One day, when I am ready, I shall return home to the adulation of my people. But not yet. There are still peasants who have never heard of me, and that is an oversight I intend to correct.

Ah, we have crossed the river. You may lower me from your shoulders and be on your way now, peasant.

## ROLEPLAYING

You are young and petulant. There is more to being a noble than giving orders and demanding attention, but you haven't learned that yet. You want your own way, and if you don't get it you're quite prepared to throw a tantrum or sulk.

# VENGEFUL COSSACK

Archetype: *Aristocrat*

Motivation: *Revenge*

Style: 3

Health: 4

## Primary

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

## Secondary Attributes

Size: 0	Initiative: 5
Move: 6	Defense: 5
Perception: 4	Stun: 2

Skill	Base	Levels	Rating	Average
Animal Handling	3	1	4	(2)
Athletics	3	1	4	(2)
Diplomacy	3	2	5	(2+)
Firearms	3	1	4	(2)
Intimidation	3	2	5	(2+)
Melee	3	3	6	(3)
Performance	3	2	5	(2+)
Ride	3	3	6	(3)
Survival	2	2	4	(2)

## Talents

Mounted Charge (Mount will perform the charge maneuver upon command)

## Resources

Follower 0 ()  
 Rank 1 (The Jockey Club; +2 Social bonus)  
 Status 0 (Minor noble; +1 Social bonus)

## Flaw

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

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N
Rifle	3L	0	7L	(3+)L
Saber	3L	0	9L	(4+)L

“I WOULD LAY DOWN MY LIFE TO PROTECT MY FAMILY, BUT I PROMISE YOU, MANY OF YOU WILL DIE BY MY BLADE BEFORE I FALL.”

## CHARACTER BACKGROUND

Life on the steppe is hard, but Cossack men are born in the saddle and bred tough. My people had lived around the Black Sea for many generations. Sometimes we sided with the Tsarist government in crushing their enemies, other times we rebelled against their persecutions—such is the way of the Cossacks. Eventually the Russians tired of our perceived dissent and mounted an attack.

By fortune I was not in the village, for I was conducting a marriage negotiation with our neighbors. By the time I returned the next morning, my people, my family, were all dead. Without hesitation I charged the Russian troops picking through the smoldering debris for trophies, my bodyguards hot on my heels. Ah, it was a glorious fight, for we were greatly outnumbered, and Cossacks do not like to do things that are easy.

I would gladly have laid down my life that day, but I heard my wife's voice on the wind, urging me to flee. My death would be quick, she said, but my vengeance could last a lifetime. Had she been born a man she would have made a fine noble. My bodyguards and I fled south, chased by Russian cavalry. One by one my men fell, until only my most trusted bodyguard remained by my side. Russian horses are no match for Cossack steeds, and we eventually escaped beyond the border.

For several months we conducted a guerilla war, living off the land while trying to spur our former friends and allies into partaking in our bloody vengeance. Despite our best efforts and their understanding of our cause, they would not turn against the Russians—the destruction of our village was a strong deterrent to such activities. In the end, we turned away in search of new allies. Our travels were long, but eventually we arrived in London. Ah, it is a great city, and I have had many adventures and made many friends there, but my heart regularly calls me back to Russia, where the target of my vengeance lies. My blade has cleaved many Russians, but I have vowed that one hundred must die for each of my kin they butchered.

## ROLEPLAYING

A burning desire to avenge your people fills your heart. Though exiled from your homeland, you seek vengeance against the Russians through any means open to you, be that violence or by earning renown. With no blood family left, you have adopted your fellow globe-trotters and your League as your new family. Victorians consider you rough around the edges, but in your view they are too staid—life is there to be lived!

## SAMPLE HENCHMEN

### CHESS CHAMPION

#### Follower 0

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

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

**Skills:** Empathy 4 (*Body Language* 5), Gambling 4 (*Board Games* 5)

**Talents/Resources:** None

**Flaws:** Cautious (+1 Style point when he or his comrades suffer from his inability to make a quick decision)

**Weapons:** Punch 0N

### COSSACK

#### Follower 0

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

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

**Skills:** Melee 4 (*Swords* 5), Ride 4 (*Horses* 5)

**Talents/Resources:** None

**Flaws:** Belligerent (+1 Style point whenever his aggressive attitude causes trouble or him or his comrades)

**Weapons:** Punch 0N, Saber 8L

### DABBAWALA

#### Follower 0

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

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

**Skills:** Athletics 4 (*Running* 5), Streetwise 3 (*Rumors* 4)

**Talents/Resources:** None

**Flaws:** Gossip (+1 Style point whenever he spreads gossip that inadvertently causes trouble for himself or his friends)

**Weapons:** Punch 0N

### EXOTIC DANCER

#### Follower 0

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

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

**Skills:** Con 4 (*Seduction* 5), Performance 4 (*Dancing* 5)

**Talents/Resources:** None

**Flaws:** Thrill Seeker (+1 Style point whenever she puts herself or her companions in danger for fun)

**Weapons:** Punch 0N

### OKHRANA AGENT (UNDERCOVER)

#### Follower 1

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

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

**Skills:** Firearms 4, Intimidation 4, Investigation 4, Spying 4, Stealth 4

**Talents:** None

**Resources:** Contacts 1 (Government; +2 bonus)

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

**Weapons:** Punch 0N, Light revolver 7L

### POLO PLAYER

#### Follower 0

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

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

**Skills:** Melee 4 (*Clubs* 5), Ride 4 (*Horses* 5)

**Talents/Resources:** None

**Flaws:** Competitive (+1 Style point whenever his competitive streak gets him in over his head)

**Weapons:** Punch 0N, Polo mallet 7N

### POLYGLOT

#### Follower 0

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

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

**Skills:** Linguistics 7

**Talents/Resources:** None

**Flaws:** Honest (-2 penalty on social rolls whenever he tries to lie; +1 Style point whenever his honesty causes trouble)

**Weapons:** Punch 0N

### TURKISH MASSEUR/WRESTLER

#### Follower 0

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

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

**Skills:** Brawl 5 (*Grappling* 6), Medicine 4 (*First Aid* 5)

**Talents/Resources:** None

**Flaws:** Stubborn (+1 Style point whenever his inflexibility causes him trouble, or he forces others to go along with his idea)

**Weapons:** Punch 4N